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# PRESENTATION



## RENDERING TECHNOLOGIES in 3ds Max

Presentation on rendering technologies in 3ds Max including Nitrous/Quicksilver/mental ray and Iray by Neil Hazzard - Autodesk Principal engineer and developer manager for rendering within 3ds Max

To be held in Sotuhampton on October 24th 2013 @ 19:30Hrs

For info and tickets goto:  
[www.somakeit.org.uk/3dstalk](http://www.somakeit.org.uk/3dstalk)

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