

If you were as bowled over as I was by Alexey Zakharov's gorgeous 3D-animated Futurama introduction we spotlighted last month, you'll be equally impressed by the artist's new video, which shows how he created the sequence using 3ds Max, Nuke, Photoshop and After Effects. Particularly fun, as you can see in part in the image [...]

**Read more:** <http://robot6.comicbookresources.com/2014/08/see-how-that-incredible-3d-futurama-sequence-was-made/>