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Knowing how to use Maya is a must-have skill for today's 3D artists, designers, filmmakers, and game artists. Maya is used throughout the movie industry and by most special effects and game studios. If you are new to Maya, The Maya 6 Handbook will get you up to speed on the latest version of this powerful program quickly and efficiently. This completely updated edition teaches the core of the program and the theory behind the Maya workflow. The book uses a tutorial-based approach that has you work through a complete project as you learn the ins-and-outs of the program. You'll learn how to model and render a character and scene in Maya. And you'll explore the creation, rigging, and animation of a cartoon bird.

By the end of the book you'll understand how and why Maya works, and you'll have the knowledge and skills you need to adapt the techniques and tools to your own projects.