



Mastering Autodesk Maya 2012

Todd Palamar, Eric Keller

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Description

The exclusive, official guide to the very latest version of Maya

Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline.

- Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials
- Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools
- Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines
- Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry

If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

Instructor Support

- An introductory letter from the author
- Different syllabi with suggestions for teaching 1-day, 3-day and 30-session courses
- PowerPoint slides for each chapter that you can edit and customize to your liking
- Test questions and answers

