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Bing: Autodesk Maya 2015 Basics Guide

Covers the fundamentals of Autodesk Maya using easy to follow steps ; Includes all new video instruction to make learning Maya clear and easy ; Introduces you to the Maya interface, modeling, texturing, animating, visual effects and more ; Advanced topics such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced

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Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful...

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Autodesk Maya 2015 Basics Guide Introduction

Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more.

User's Guide - Autodesk

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Autodesk Maya 2015 Basics Guide

Description. Autodesk Maya is an industry-leading 3D animation software application developed by Autodesk that enables video professionals. who work on

animated films, television programs, visual effects, and video games to create highly professional three-dimensional (3D) cinematic animations.

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Autodesk Maya 2015 Basics Guide by Kelly L. Murdock ...

Maya is the premier application for creating compelling 3D digital content, including models, animation, visual effects, games, and simulations. The work you

do in Maya generally falls into these categories: Creating models. Polygons, Non-Uniform Rational B-Splines (NURBS), and subdivision surfaces are different object types with different ways of modeling.

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Autodesk Maya 2015 Basics Guide . 5 . Figure 1-5 . Tool Settings . Lesson 1.1-Tutorial 1: Use a Menu Command to Create a Polygon Sphere . 1. Click on the Create menu, and then select the Polygon Primitives submenu and click on the Options icon to the right of the Sphere menu to open the options dialog box, as shown in Figure 1-3. 2.

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Kelly L. Murdock Autodesk Maya 2015

Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

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