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Autodesk Maya 2018 Basics Guide (Paperback)

By Kelly Murdoch

SDC Publications, United States, 2017. Paperback. Condition: New. Language: English . Brand New Book. Written by renowned author and 3D artist Kelly L. Murdoch Autodesk Maya 2018 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Autodesk Maya 2018 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 modelling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced.



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