



3D Modeling and Animation with Autodesk Maya - Course I

Bruce Kirkpatrick

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An introductory book and video package for Autodesk Maya, this will take you from the software installation to being able to build basic 3D rigid objects, light your scenes, adjust some basic camera parameters, render finished images and videos from your animated scenes, and have a brief introduction to modeling organic characters. Maya is available for both Windows and Mac operating systems and while the screen shots used in this book are from a Windows PC, the Mac version is almost identical. This material will cover the four main areas of logic in full function 3D including modeling, surface texturing, animation and rendering. The DVD that accompanies the book features step by step tutorials. These are the same materials used in the VGD151 3D Modeling and Animation online course at Yavapai College.

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