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Collana	Sybex serious skills
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Nota di contenuto	Introducing Maya 2011; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Introduction to Computer Graphics and 3D; Chapter 2: Jumping in Headfirst, with Both Feet; Chapter 3: The Maya 2011 Interface; Chapter 4: Beginning Polygonal Modeling; Chapter 5: Modeling with NURBS, Subdivisions, and Deformers; Chapter 6: Practical Experience; Chapter 7: Maya Shading and Texturing; Chapter 8: Introduction to Animation; Chapter 9: More Animation!; Chapter 10: Maya Lighting; Chapter 11: Maya Rendering; Chapter 12: Maya Dynamics and Effects; Appendix: About the Companion CD; Index
Sommario/riassunto	A practical, step-by-step guide to Maya 2011 Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples, while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand and a decorative box-among other projects-and master all essential tools. Provides a thorough, step-by-step introduction to Maya 201