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Nota di contenuto	How to Cheat in Maya 2012 - Chapter 1 - Animation Principles in Maya Anticipation Overlap and Follow Through Squash and Stretch Staging (Cameras) Arcs Timing Ease In/Ease Out Chapter 2 - Splines All cheats revised for new interface Chapter 3 - Graph Editor All cheats revised for new interface Chapter 4 - Techniques smear frames bendy arms Possible material for tools added in Maya 20XX Chapter 5 - Constraints All cheats revised for new interface Chapter 6 - Gimbal Lock All cheats revised for new interface Chapter 7 - Cameras and Layout In-depth cheats on cameras and staging, applicable to multi-shot dialog tests and short films cheats for new Camera Sequence tool Chapter 8 - Blocking New project for the chapter, so all cheats will be revised Chapter 9 - Cycles Shorter examples of walk and run cycles with new character Older walk cycle material will be put on the website Tips for personality walks Chapter 10 - Polishing New chapter project, all cheats revised Chapter 11 - Facial Animation New chapter project, all cheats revised Mouth shapes Eye shapes Chapter 12 - Animation Layers New chapter project, all cheats revised Chapter 12 from the first book is retired to the website

## Sommario/riassunto

Breathe life into your animations with this essential guide to Maya 2012. Packed with classic animation techniques and the secrets of professional animators, this text provides productivity tips and tricks to help you get things done in the most efficient way possible - and obtain quality results with minimum effort!

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