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Disciplina	006.696
Soggetti	Computer animation - Computer programs
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Note generali	Includes index.
Nota di contenuto	How to Cheat in Maya 2014 Chapter 1 - Animation Principles in Maya Chapter 2 - Splines Chapter 3 - Graph Editor Chapter 4 - Techniques Chapter 5 - Constraints Chapter 6 - Gimbal Lock Chapter 7 - Cameras and Layout Chapter 8 - Blocking Chapter 9 - Cycles Chapter 10 - Polishing Chapter 11 - Facial Animation Chapter 12 - Animation Layers
Sommario/riassunto	Complete step-by-step walkthroughs of essential techniques every animator needs to know.