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	Autore	Derakhshani Dariush
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	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