

Mastering Autodesk Maya 2014: Autodesk Official Press

By Todd Palamar



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8 of 8 review helpful Cut and paste from the 2013 edition much By Zea Wintersong Outdated content that was obviously cut and pasted from the 2013 edition including errors in depictions of the new mental ray interface no coverage of the modeling toolkit and incomplete coverage of render passes The editing for this book is so poor that it references Introducing Maya 2013 as a preliminary in Chapter 1 it correctly refere Hands on intermediate to advanced coverage of the leading 3D software Autodesk Maya is the industry leading 3D animation and effects software used in

movies visual effects games and other genres If you already know the basics of Maya and are ready to elevate your skills then this book is for you Nearly 1 000 pages are packed with organized professional and valuable insight on the leading 3D application on the market enabling you to unlock the so From the Back Cover Build Career Worthy Skills in Maya 2014 If you already know the basics of Autodesk Maya now you can kick your skills into a higher gear with this expert guide Using hands on tutorials and clear instruction this in depth book helps

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