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By Todd Palamar



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Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level. Written for those who already know the basics of this enormous program, the book covers advanced topics and professional techniques for modeling, animation, texturing, and visual effects. From the Back Cover: Get More Out of Autodesk Maya with this Official Guide. Even if you already use Maya, you'll get more out of Autodesk's popular, leading-edge 3D animation software with *Mastering Autodesk Maya 2015*. Author: Todd Pala.

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