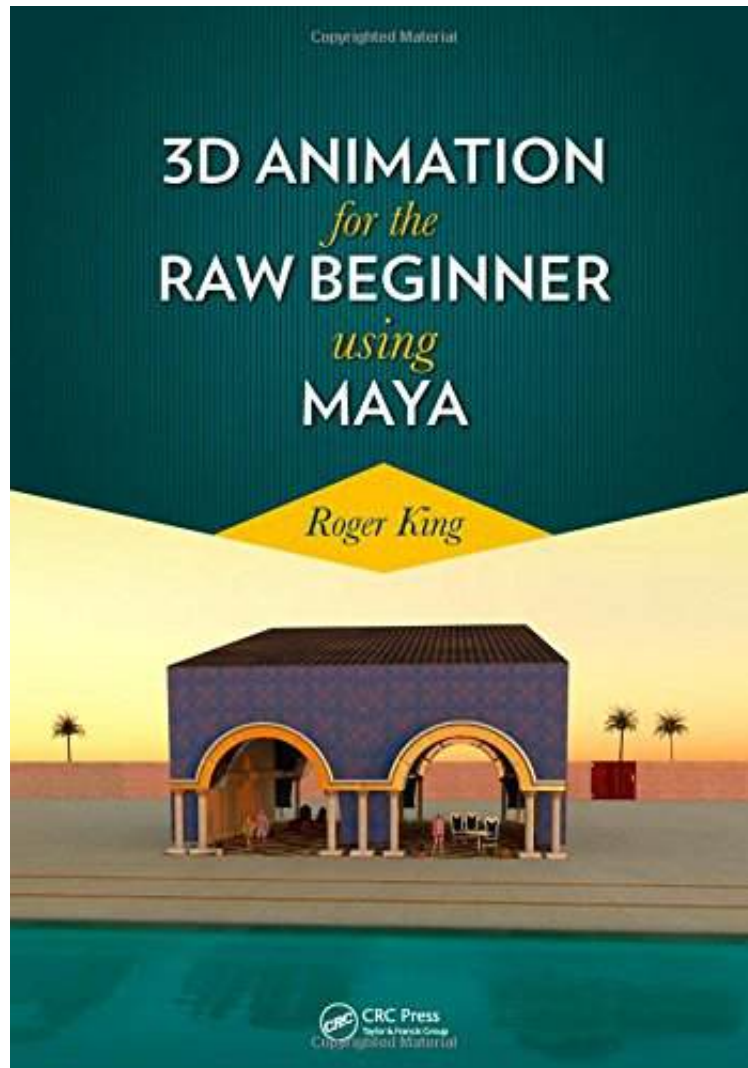


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3D Animation for the Raw Beginner Using Maya (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation)

By Roger King



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