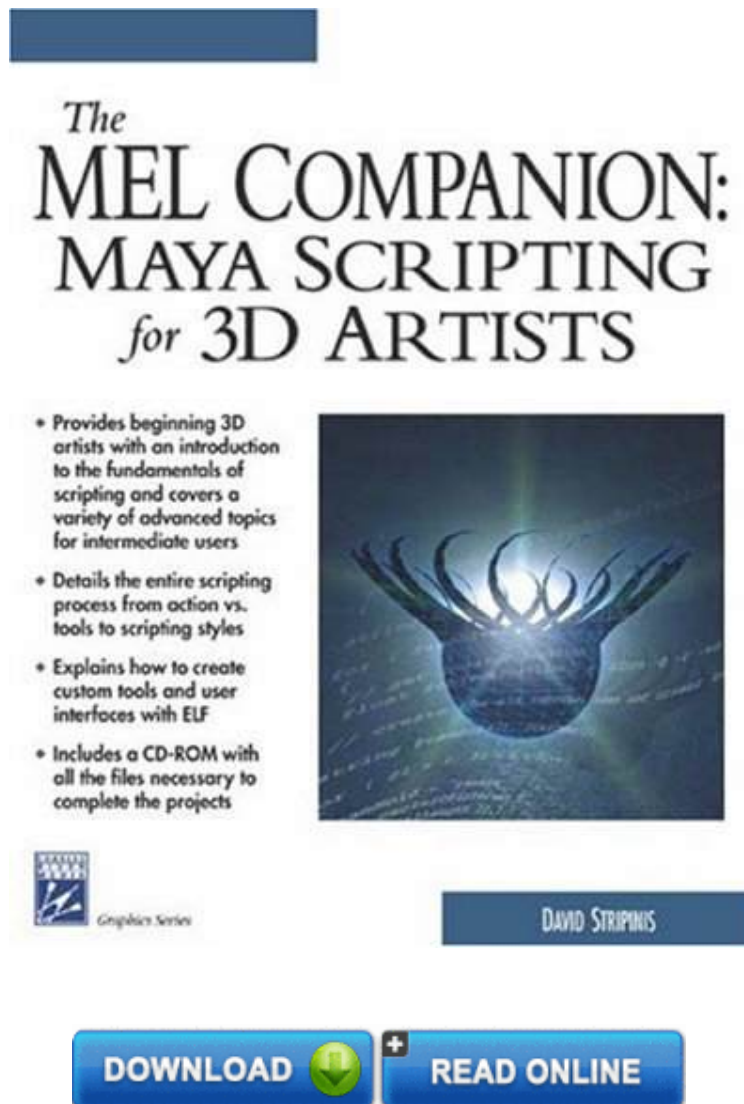


The MEL Companion: Maya Scripting for 3D Artists (Charles River Media Graphics)

By David Stripinis



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bought this book used and found it was perfect for my needs The book spends a few chapters talking about basic computer science topics including a terrific discussion of Vectors and the Maya Embedded Language or MEL is the very foundation of the Maya application it's what makes it so powerful And if you know MEL you can make Maya work more efficiently for your own projects Whether customizing the workspace modifying the tools that already exist or creating new tools an artist versed in MEL is ready to exploit the true power of Maya The problem is that MEL can be very intimidating to artists and other non programmers To an artist MEL rep About the Author David Stripinis is currently a Technical Animator at Sony Pictures Imageworks a division of Sony Pictures in Culver City CA He spent the previous six years working on a variety of television film and video game projects including Star Wars

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