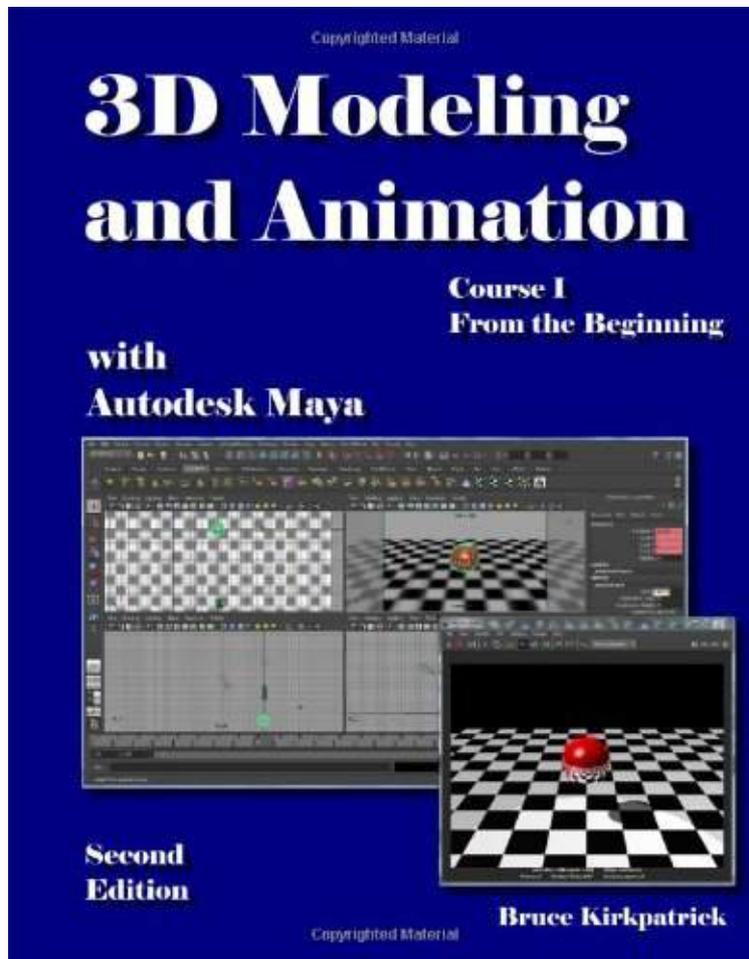


# 3D Modeling and Animation with Autodesk Maya - Course I

*By Bruce Kirkpatrick*



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able to build basic 3D rigid objects light your scenes adjust some basic camera parameters render finished images and videos from your animated scenes and have a brief introduction to modeling organic characters Maya is available for both Windows and Mac operating systems and while the screen shots used in this book are from a Windows PC the Mac vers About the Author Bruce Kirkpatrick has been a professional software developer for 20 years and currently teaches Video Game Development at Yavapai College in Prescott Arizona In addition he is the Chief Technology Officer and lead software developer at Analyt

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