

The Maya 6 Handbook (Charles River Media Graphics)

By Adam Watkins, Chris Neuhahn





The MAYA® 6 HANDBOOK

- Get up to speed on the essentials of Maya® 6 quickly
- Explore and learn how to master the powerful Maya workflow
- Learn the fundamental tools needed for your own 3D projects and animations



ADAM WATKINS & CHRIS NEUHAHN

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new competitive pricing its user base continues to grow and with each new release Maya expands its already impressive feature set These new features keep Maya users loyal and anxious to upgrade The Maya 6 Handbook is a completely updated edition of the best selling Maya 4 5 Handbook It not only teach About the Author Adam Watkins San Antonio TX is the director of Computer Arts at the University of the Incarnate Word in San Antonio Texas He has a BFA in theater set and lighting design and an MFA in graphic design His previous books include The Maya 4 5

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