


[DOWNLOAD](#)


# Mastering Autodesk Maya: Autodesk Official Press: 2016

By Todd Palamar

John Wiley & Sons Inc. Paperback. Condition: new. BRAND NEW, Mastering Autodesk Maya: Autodesk Official Press: 2016, Todd Palamar, Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. \* Learn professional techniques used in real-world visual effects \* Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more \* Expand your skills with advanced techniques for cloth, fur, and fluids \* Understand everything you need to know for the Maya certification exam.



**READ ONLINE**  
[ 8.86 MB ]

## Reviews

*This created pdf is fantastic. Indeed, it can be perform, nonetheless an interesting and amazing literature. Its been developed in an remarkably straightforward way and is particularly simply following i finished reading this publication by which in fact altered me, alter the way i really believe.*

-- **Amanda Hand Jr.**

*A must buy book if you need to adding benefit. Of course, it is actually perform, still an interesting and amazing literature. I am delighted to explain how this is basically the best book i actually have read through during my individual life and may be he best book for at any time.*

-- **Jarod Bartoletti**