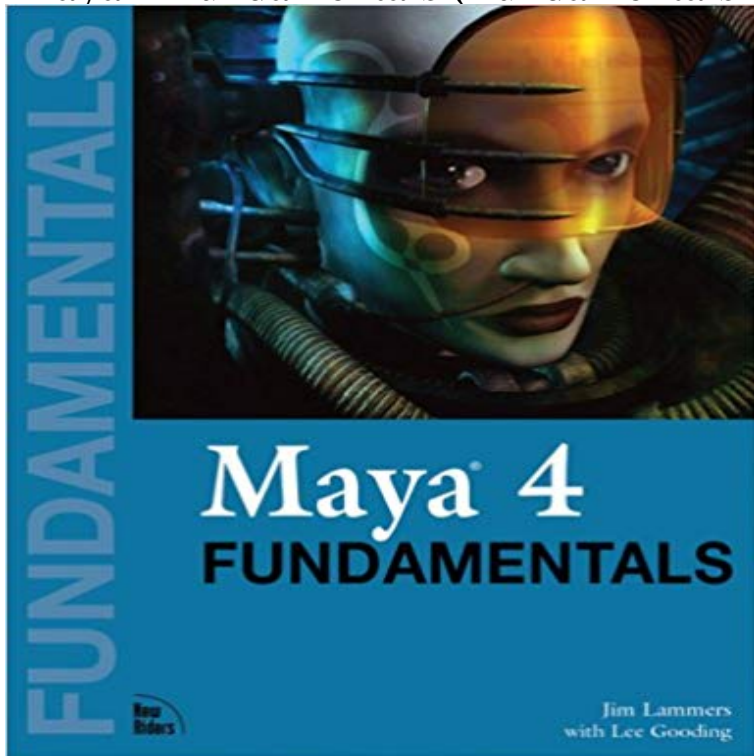


Maya 4 Fundamentals (Fundamentals (New Riders))



Maya 4 Fundamentals will take you from a review of 3D fundamentals to a working knowledge of creating content in Maya 4. Topics covered include the interface and primary tools, modeling with NURBS and polygons, applying materials and textures, lighting, using modifiers and deformers, animating scenes, using cameras, rendering stills and animations, and using particle systems, dynamics, and paint effects. Special appendices also cover making the change from other software like 3ds max or LightWave to Maya. Video-captured movies on the accompanying CD supplement the tutorial foundation of the book.

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