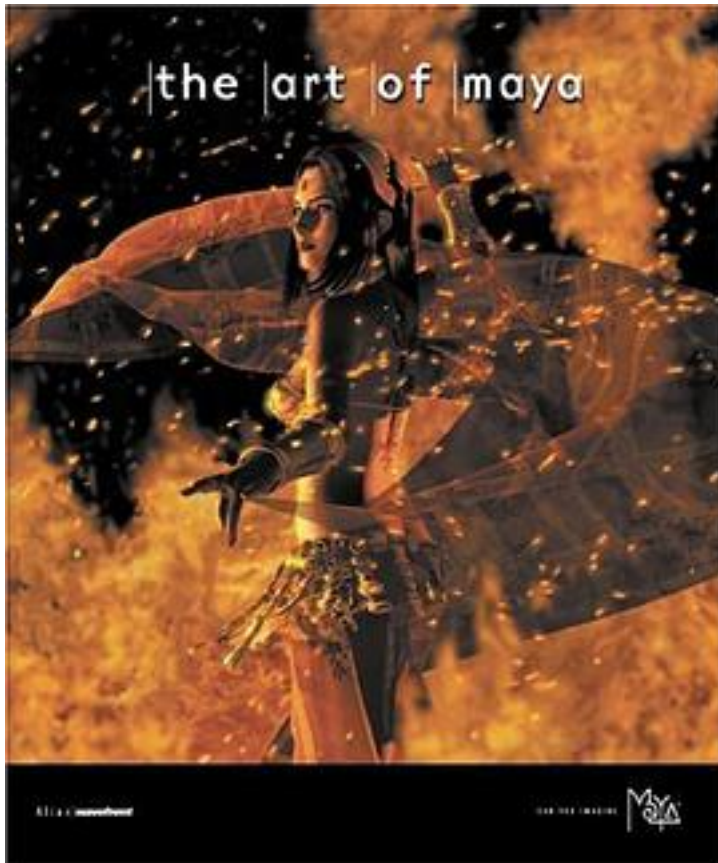# The Art of Maya

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An Introduction to 3D Computer Graphics Maya is a 3D modeling, rendering, animation, and paint software package that delivers all the tools and features 3D artists need to produce animation and visual effects on the computer. From feature films to interactive video games, Maya lets you play the role of director, actor, set designer and cinematographer as you build, render and animate digital characters and

scenes. In The Art of Maya, every page is full of diagrams and illustrations that show you how to build and manipulate geometry, skeleton joints, deformers, particles, shading groups, lights and cameras. The diagrams describe these computer graphic concepts in a way that will help you understand how you can use Maya in your own work. This book is an excellent resource for all Maya users and includes an introduction to computer graphics that will help people new to the world of 3D animation. The book finishes with articles that outline how Maya was used in actual productions for film, television, and interactive games.

作者介绍:

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