



Mastering Autodesk Maya 2014: Autodesk Official Press

Todd Palamar

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Hands-on intermediate-to-advanced coverage of the leading 3D software

Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids.

- Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry
- Provides you with valuable insight into the entire CG production pipeline
- Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more
- Helps you gain proficiency in high-level techniques for film, television, game development, and more

If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than *Mastering Autodesk Maya 2104*.

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