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Autodesk Maya 2010: The Modeling and Animation Handbook

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Maya is the industry-leading 3D animation and effects software used in movies, special effects, games, cartoons, short films, commercials, etc. Complex and difficult to learn, the new Maya 2010 features updates to modeling, animation, dynamics, and rendering modules. This invaluable book offers hands-on introduction to the tools and techniques of this fascinating software.

This extraordinary, full-color book presents you with clear step-by-step instructions to projects that enhance your understanding of the modeling and animation stages of production using files from the Yash Raj Films and Walt Disney Pictures feature film *Roadside Romeo*. You'll learn how to build models with a variety of surface types and then make them move with a range of animation techniques. Instructor-led tutorials are featured on the DVD that will help you grasp best practices from the beginning with the intent of avoiding unnecessary challenges further along in the process.

- Serves as the next step after you have gained a solid understanding of Maya and you're ready for 3D modeling and animation
- Explains polygon and NURBS basics and walks you through modeling a body and head
- Demonstrates how to work with inverse kinematics, blend shapes, and apply and animate constraints
- Addresses animating a complete scene, working with lip synching, and using full body IK
- DVD includes clips from *Roadside Romeo*, artist interviews, and instructor-led videos

This book-and-DVD combo is essential for 3D modeling and animation.

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