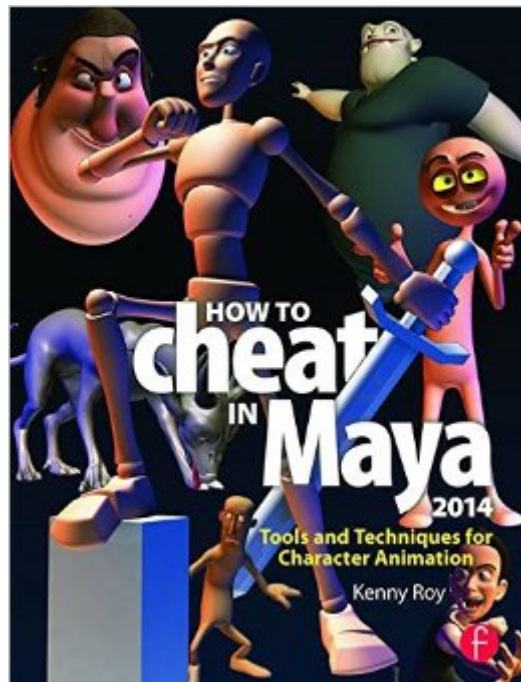


The book was found

How To Cheat In Maya 2014: Tools And Techniques For Character Animation



Synopsis

All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy-saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to get you up to speed quickly. From menus to modeling, lipsync to lighting, How to Cheat in Maya 2014 covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, How to Cheat in Maya 2014 is an essential guide for amateur and professional 3D animators alike. Fully updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

Book Information

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Customer Reviews

This is my fourth year using Maya, and this book has a wealth of information. The video/project tutorials assist in quick references and techniques to navigate the program. You should be mindful how to apply these techniques to your individual projects. All graphics are legible and easy to understand; the character models change with each issue.

This is a great book with lots of helpful info but I bought the Kindle edition to carry with me on my iPad and the formatting SUCKS!!! It is all screwed up. One page will have section 1, then 4, then 3 then 6... makes no sense. Don't you guys check your work? It does have great info but I feel cheated that it's so hard to read.

Exceeds expectations... clear screen shots, no disc (as expected) but website downloads (as expected) is far more sensible IMHO. Revised for Maya 2014 and new features used in exercises. Lot of tips and asides from an authority on animation. Loving this book. :-)

I love this book. I learned so much from it!! Had to skip the first chapter to work with a later one. For some reason the first chapter expects more Maya experience out of you than following ones. O.o

Good book for aspiring 3D artists. Even if you think you know it all, you'll still learn a thing or two.

If you're an animator just starting with Maya or have years of experience this book is a must have.

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