

## Introducing Autodesk Maya 2016 Autodesk Official Press

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Introduction to Maya 2016 has six sections. Section 1,2 &3 covers some foundation for understanding Autodesk Maya 2016. Section 4 explains the modeling of the tree and the background. Section 5 explains how to apply color (texturing) to the modeled objects. In section 6, we will create lights and render our final image. Section 1: Introduction Lecture1:Introduction Lecture2:Maya User Interface

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Introduction Autodesk® Maya® is an open product. This means that anyone outside of Autodesk can change Maya ' s existing features or add entirely new features. There are two interfaces with which you can do this in Maya: via Maya commands or via the Maya API.

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Autodesk Maya, commonly shortened to just Maya ( / m a / MY- ), is a 3D computer graphics application that runs on Windows, macOS and Linux, originally developed by Alias Systems Corporation (formerly Alias|Wavefront) and currently owned and developed by Autodesk. It is used to create assets for interactive 3D applications (including video games), animated films, TV series, and visual ...

Autodesk Maya - Wikipedia

Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects.

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This chapter takes you on a guided tour of all the elements visible on the screen for the Autodesk® Maya® 2016 program as you build a simple model of a decorative box. The chapter draws from the experience you had in Chapter 2, “ Jumping into Basic Animation Headfirst, ” with the solar system exercise.

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Introduction. Welcome to Introducing Autodesk® Maya® 2016 and the world of computer-generated imagery (CGI). Whether you ' re new to 3D graphics or venturing into Autodesk ' s powerhouse animation software from another 3D application, you ' ll find this book a perfect primer, freshly updated from the previous edition (Maya 2015) for the new interface introduced in Maya 2016.

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