



# Understanding 3D Animation Using Maya

*John Edgar Park*

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## **Understanding 3D Animation Using Maya** John Edgar Park

Here is both a general guide for understanding 3-D computer graphics as well as a specific guide for learning the fundamentals of Maya: workspace, modeling, animation, shading, lighting, and rendering. Each chapter first presents an initial concept, which details a proven method, before providing hands-on tutorials and projects. This approach details how and why animation techniques work and explains how to use Maya for creating sophisticated, state-of-the-art animations. The author distills real-world experience into helpful hints and step-by-step guides for common tasks.



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