



3D Animation for the Raw Beginner Using Maya (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation)

Roger King

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Each chapter of **3D Animation for the Raw Beginner Using Maya** introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book:

- Describes the process for creating animated projects in a nonmathematical fashion
- Explains why—and not just how—to apply Maya techniques in the real world
- Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates

3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style.

Make **3D Animation for the Raw Beginner Using Maya** your book of choice for understanding the essential theory and practice of 3D animation.

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