

Kelly L. Murdock

Autodesk Maya 2016

BASICS GUIDE



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Autodesk Maya 2016 Basics Guide

Prof Sham Tickoo Purdue Univ



Autodesk Maya 2016 Basics Guide:

Autodesk Maya 2016 Basics Guide Kelly Murdock,2015-09-18 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2016 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2016 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya

Introducing Autodesk Maya 2016 Dariush Derakhshani,2015-07-07 Start modeling right away with this hands on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market Building from the ground up this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes The tutorials offer realistic challenges and clear explanations laid out in fun step by step lessons that help you gain confidence and learn by doing You ll delve into CG and 3D core concepts and production workflows then get right to work designing an animation of the solar system as you learn the interface and basic tools As your modeling skills grow you ll build a steam locomotive a starfish a table lamp and much more as you learn to rig your model for animation create fabric motion with nCloth and add the lighting and effects that bring your scenes to life The companion website features downloadable project files that help you see how the pros do it and the book includes real world examples from talented users who were beginners just like you Master the Maya 2016 interface menus and plug ins Begin building simple animations right away Explore modeling rendering animation and cloth motion Add lighting rendering dynamics simulations and effects If you want to work like the pros Introducing Autodesk Maya 2016 is the perfect primer for getting started

Exploring AutoCAD Map 3D 2018, 8th Edition Prof. Sham Tickoo,2017-07-31 Exploring AutoCAD Map 3D 2018 book introduces the users to AutoCAD Map 3D 2018 software This book is a gateway to power skill and competence in the field of GIS and spatial analysis This book is specially meant for professionals and students of GIS Urban Planning Civil Engineering Cartography and CAD professionals who are associated with planning designing and data management Special emphasis has been laid to explain

new concepts procedures and methods in GIS by using sufficient text and graphical examples The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in AutoCAD Map 3D The author has emphasized on the tools options functions and interoperability of AutoCAD Map 3D that allow the users to create analyze and save complex geospatial data easily and effectively Furthermore the chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software A real world project is given for the students to reinforce the concepts learned in the chapters Salient Features A comprehensive coverage of all concepts and tools of AutoCAD Map 3D 2018 Consists of 11 chapters arranged in pedagogical sequence and a project Contains 528 pages with hundreds of illustrations Real world projects and examples focusing on industry experience Step by step examples that guide the users through the learning process Includes changes and enhancements specific to AutoCAD Map 3D 2018 Effectively communicates the utility of AutoCAD Map 3D Table of Contents Chapter 1 Introduction to AutoCAD Map 3D 2018 Chapter 2 Getting Started with AutoCAD Map 3D 2018 Chapter 3 Working with Basic Tools and Coordinate Systems Chapter 4 Working with Feature Data Chapter 5 Styling and Querying Feature Data Chapter 6 Creating Object Data and Attaching External Database and Query Chapter 7 Classifying Objects and Working with Classified Objects Chapter 8 Removing Digitization Errors and Working with Topologies Chapter 9 Data Analysis Chapter 10 Working with Different Types of Data Chapter 11 Editing a Map and Creating a Map Book Project Site Suitability Study Index

Mastering Autodesk Maya 2016 Todd Palamar,2015-08-03 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 From modeling texturing animation and effects to high level techniques for film television games and more this book expands your skill set and helps you prepare for the Autodesk Maya certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam

Exploring AutoCAD Civil 3D 2019, 9th Edition Prof. Sham Tickoo,2018 Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling BIM solution AutoCAD Civil 3D The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model This data model can then be used to design and analyze a civil engineering project for its optimum and cost effective performance This book has been written considering the needs of the professionals such as engineers surveyors watershed and storm water analysts land developers and CAD technicians who wish to learn and explore the usage

and abilities of AutoCAD Civil 3D in their respective domains This book consists of 13 chapters covering Points Creations Surface Creations Surface Analysis Corridor Modeling Pipe Networks Pressure Networks and Parcels and so on The chapters are organized in a pedagogical sequence to help users understand the concepts easily Each chapter begins with a command section that provides a detailed explanation of the commands and tools in AutoCAD Civil 3D The chapters in this book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks Salient Features Consists of 13 chapters that are arranged in pedagogical sequence Contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations Real world engineering projects used in tutorials exercises and explaining various tools and concepts Table of Contents Chapter 1 Introduction to AutoCAD Civil 3D 2019 Chapter 2 Working with Points Chapter 3 Working with Surfaces Chapter 4 Surface Volumes and Analysis Chapter 5 Alignments Chapter 6 Working with Profiles Chapter 7 Working with Assemblies and Subassemblies Chapter 8 Working with Corridors and Parcels Chapter 9 Sample Lines Sections and Quantity Takeoffs Chapter 10 Feature Lines and Grading Chapter 11 Pipe Networks Chapter 12 Pressure Networks Chapter 13 Working with Plan Production Tools and Data Shortcuts Index

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Prof. Sham Tickoo,2020-05-04 Pixologic ZBrush 2020 A Comprehensive Guide covers all features of ZBrush 2020 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models In this edition the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight Moreover new sculpting brushes like XTractor and HistoryRecall have been covered Additionally the concepts like Array ZPlugin and FiberMesh are explained with the help of step by step instructions Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Siemens NX 2019 for Designers, 12th Edition Prof. Sham Tickoo,2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation

of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

Salient Features
Comprehensive coverage of NX concepts and techniques
Tutorial approach to explain the concepts and tools of NX
Detailed explanation of all commands and tools
Hundreds of illustrations for easy understanding of concepts
Step by step instructions to guide the users through the learning process
More than 40 real world mechanical engineering designs as tutorials 35 as exercises and projects with step by step explanation
Additional information throughout the book in the form of notes and tips
Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge
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MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Prof. Sham Tickoo, 2019

MAXON CINEMA 4D R20 Studio A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity and transform your imagination into reality with ease

Salient Features
Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling

sculpting texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D R20 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index

Creo Parametric 5.0 for Designers, 5th Edition Prof. Sham Tickoo, 2018 *Creo Parametric 5.0 for Designers* book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric approach of *Creo Parametric 5.0* effectively This book provides a detailed description of the tools that are commonly used in modeling assembly sheetmetal as well as in mold design This book also covers the latest surfacing techniques like Freestyle and Style with the help of relevant examples and illustrations The *Creo Parametric 5.0 for Designers* book further elaborates on the procedure of generating the drawings of a model or assembly which are used for documentation of a model or assembly Also it includes the concepts of geometric dimensioning and tolerancing The examples and tutorials used in this book ensure that the users can relate the knowledge gained through this book with the actual mechanical industry designs Every chapter begins with a tool section that provides a brief information of the *Creo Parametric* tools This approach allows the user to use this book initially as a learning tool and then as a reference material

Salient Features Consists of 17 chapters that are organized in a pedagogical sequence Comprehensive coverage of *Creo Parametric 5.0* concepts and techniques Tutorial approach to explain the concepts of *Creo Parametric 5.0* Detailed explanation of all commands and tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 40 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge Additional learning resources at <http://allaboutcadcam.blogspot.com> Table of Contents Chapter 1 Introduction to *Creo Parametric 5.0* Chapter 2 Creating Sketches in the Sketch Mode I Chapter 3 Creating Sketches in the Sketch Mode II Chapter 4 Creating Base Features Chapter 5 Datums Chapter 6 Options Aiding Construction of Parts I Chapter 7 Options Aiding Construction of Parts II Chapter 8 Options Aiding Construction of Parts III Chapter 9 Advanced Modeling Tools Chapter 10 Assembly Modeling Chapter 11 Generating Editing and Modifying the Drawing Views Chapter 12 Dimensioning the Drawing Views Chapter 13 Other Drawing Options Chapter 14 Working with Sheetmetal Components Chapter 15 Surface Modeling For free

download Chapter 16 Introduction to Mold Design For free download Chapter 17 Concepts of Geometric Dimensioning and Tolerancing For free download Index **Autodesk Maya 2018 Basics Guide** Kelly Murdock,2017-11 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2018 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2018 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya [Autodesk Maya 2017 Basics Guide](#) Kelly Murdock,2017 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2017 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2017 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text [Autodesk Maya 2015 Basics Guide](#) Kelly L. Murdock,2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015

Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by accompanying video instruction that s included with each book Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text *Autodesk Maya 2020 Basics Guide* Kelly Murdock,2020 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2020 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2020 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll

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Autodesk Maya 2023 Basics Guide Kelly Murdock,2022-09-15 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2023 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2023 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to create models using primitives curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to use various deformers to manipulate objects animations and special

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Autodesk Maya 2024 Basics Guide Kelly Murdock,2023-08-23 Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2024 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2024 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text

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Maya 2019 Basics Guide Kelly Murdock,2018-10 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2019 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2019 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to create models using curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences

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