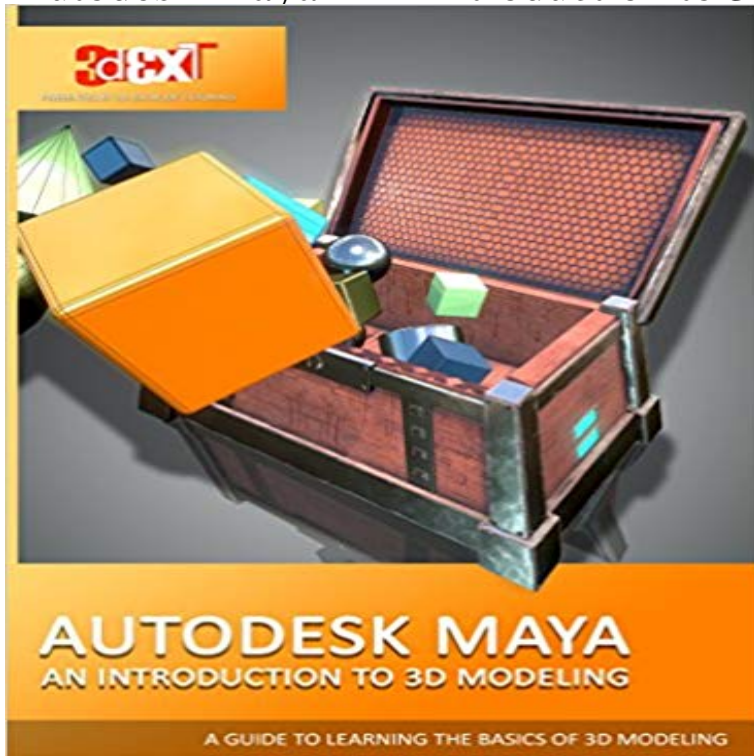


Autodesk Maya - An Introduction to 3D Modeling



Written for new users of the Autodesk Maya Software and specifically designed to teach the fundamentals of 3D Modeling. This book covers step-by-step instructions on getting started with the software. Learn the basics with hands-on examples that cover all the modeling tools found within Autodesk Maya 2016. This book has been specifically designed to teach the art of 3D Modeling and is perfect for anyone looking to learn the basics of Autodesk Maya 2016 and previous versions.

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