



3D Animation Basics: Autodesk Maya 2011(Chinese Edition)

By TIAN JING HAI

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 Publisher: Higher Education Press. three-dimensional animation basis of entry: autodesk maya 2011 is a digital media technology applications professional series of textbooks. Vocational Education and Adult Education Department of the Ministry of Education. the school-enterprise cooperation projects - digital media skills teaching demonstration project pilot designated materials. 3D Animation Basics: autodesk maya 2011 from the point of view of the three-dimensional animation beginners and the practical application of the characteristics of secondary vocational school students through specific case. Deep and explain autodesk maya 2011 modeling. materials. lighting. the module rendering. animation and other applications. for three-dimensional animation beginners provides entry guidance and career planning reference. Actual project through an integrated commercial. commercial projects creative and production skills effectively a combination of detail and production methods. and have a comprehensive understanding of the production of commercial projects. 3D Animation Basics: autodesk maya 2011 is divided into 12 chapters. 1 to 3 based knowledge to introduce the history of the animation industry background and maya software; 4 to Chapter 10 of the software applications...



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Reviews

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Absolutely essential go through publication. It is filled with knowledge and wisdom Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Dr. Sierra Lowe Sr.**