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Introducing Maya 2011 By Derakhshani

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Dariush Derakhshani is the author of Introducing Autodesk Maya 2012 (3.91 avg rating, 22 ratings, 0 reviews, published 2011), Introducing Maya 2011 [With...

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Introducing Maya 2011. [Dariush Derakhshani] -- A practical, step-by-step guide to Maya 2011. Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya.

Introducing Maya 2011 (eBook, 2010) [WorldCat.org]

The book explains real good how to do stuff, and I think it's awesome that the book first let you try some Maya instruments on a cube, sphere or an other small object so you get comfortable using Maya 2011 before you get an bigger task. There is a cool Solar system task that is a great way to learn how to animate.

Amazon.com: Customer reviews: Introducing Maya 2011

Introducing Maya 2011. [Dariush Derakhshani] -- Explores the features of Maya 2011 for creating 3D modeling, animation, and rendering. Your Web browser is not enabled for JavaScript.

Introducing Maya 2011 (Book, 2010) [WorldCat.org]

This new edition of the perennial favorite and bestseller is a perfect introduction to 3D and Maya. Starting with the basics, the book builds from the ground up, combining straightforward text with fun and practical examples to make it easy to learn Maya's core tools.

Amazon.com: Introducing Autodesk Maya 2012 (9780470900215 ...

This book is the ideal primer to getting started with Maya, the premier 3D animation and effects software used in movies, visual effects, games, cartoons, short films, and commercials. You'll learn the Maya interface and the basics of modeling, texturing, animating, and visual effects.

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