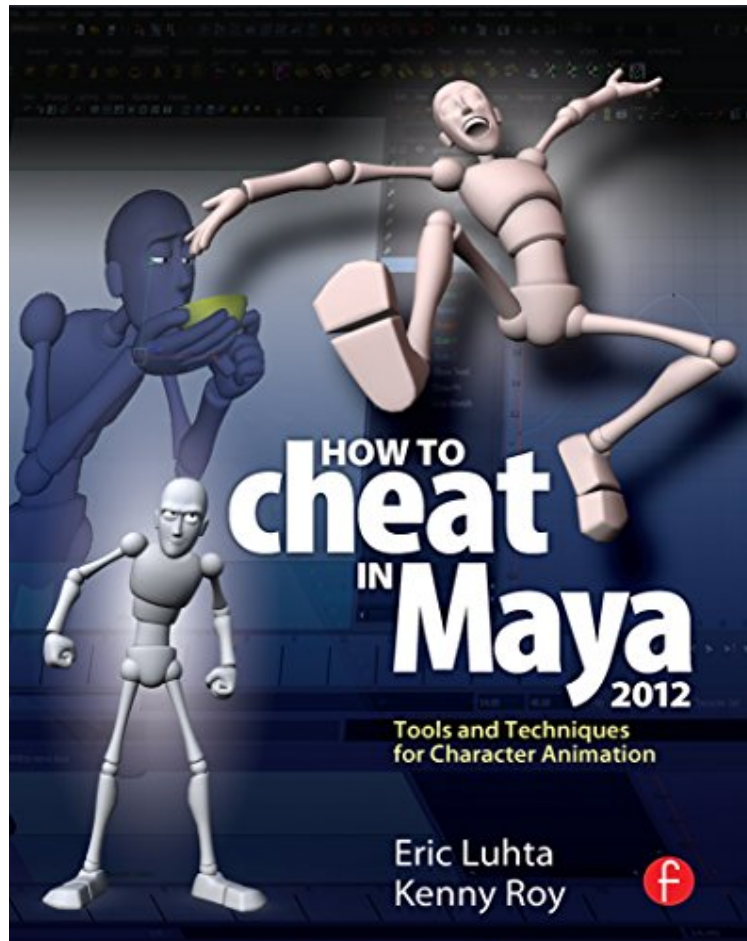


How to Cheat in Maya 2012: Tools and Techniques for Character Animation

Von Eric Luhta

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Von Eric Luhta : How to Cheat in Maya 2012: Tools and Techniques for Character Animation before purchasing it in order to gage whether or not it would be worth my time, and all praised How to Cheat in Maya 2012: Tools and Techniques for Character Animation:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Great book for animators!Von MartyGreat book for animators! I think if there is a book that you must read as an animator it is "How to Cheat in Maya 2012". T does have a lot of new stuff compared to the old one.

KurzbeschreibungThe Maya guide for animators, How to Cheat in Maya 2012 presents everything you need to know

about character animation in Maya. Fully updated for the latest revision of Maya, this book provides you with complete, step-by-step walkthroughs of essential animation techniques to increase your efficiency and speed. This is an animator's workflow in book form, written by professional animators-not a software book with a few animation pointers thrown in. In addition to all the gold-mine coverage and interviews with expert animators from the previous edition, *How to Cheat in Maya 2012* also features a new in-depth chapter on the principles of animation, updated information on camera settings and animation using Maya's new Camera Sequencer tool, the ins and outs of the brand new Editable Motion Trails tool, new techniques for working with characters in multi-shot animation tests and short films, a new cycles chapter covering actions like flying and walks, time-saving scripts, and advanced tricks with the new Graph Editor. The proven "How to Cheat" series gets you up to speed quickly, and in a way that's fun.

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ber den Autor und weitere Mitwirkende Eric Luhta is a professional animator whose recent credits include "Bioshock 2," "Cloudy With A Chance of Meatballs," "Horton Hears A Who!," and numerous television commercials. Eric has extensive experience with Autodesk's Maya, including teaching it, as an instructor for the Maya Training Program at AnimationMentor.com. He currently lives in Los Angeles, CA with his wife and 3 computers.

Kenny Roy entered the animation industry in 1998 and has animated on feature films, television, commercials and rides, and started his very own animation studio in Los Angeles, CA. Now in its 6th year of operation, Arconyx Animation Studios has worked with clients Nickelodeon to Cartoon Network, Fox to Mattel. Kenny has mentored full time at AnimationMentor.com for 6 years, and also offers in-depth animation video training on his personal website, www.kennyroy.com. He lives in LA with his wife and son.