

3D Animation for the Raw Beginner Using Maya (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation)

By Roger King

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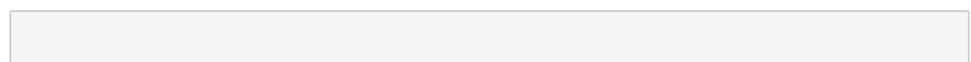
3D Animation for the Raw Beginner Using Maya (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) By Roger King

Each chapter of **3D Animation for the Raw Beginner Using Maya** introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book:


- Describes the process for creating animated projects in a nonmathematical fashion
- Explains why—and not just how—to apply Maya techniques in the real world
- Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates

3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style.

Make **3D Animation for the Raw Beginner Using Maya** your book of choice for understanding the essential theory and practice of 3D animation.



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Editorial Review

Review

"The author convincingly introduces Maya as a starter app for modeling, rendering, and animation. And why not? Serious 3DCGers get to Maya sooner or later, so why not sooner?"

?Benjamin Wells, in *Computing Reviews*

About the Author

Roger "Buzz" King is a professor at the University of Colorado, Boulder, where he teaches 3D animation for the Computer Science Department and ATLAS, an institute dedicated to the application of technology to the arts. He is a member of the board of advisors for a graphics startup, the cofounder of a second graphics startup, and currently focusing on his 3D modeling studio (<http://BuzzWorks.buzz>). He holds an AB from Occidental College, Los Angeles and a Ph.D from USC. His research has been funded by the US Air Force, Navy, NASA, DARPA, DOE, NREL, Smithsonian, IBM, and AT&T. He has served as an expert FBI witness and been involved in the original development of the *Encyclopedia of Life*.

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