



Maya 2008 Character Modeling & Animation: Principles and Practices

Tereza Flaxman

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Are you ready to take on the challenge of animating realistic and compelling characters using the latest version of Maya, the powerful 3D graphics and modeling software? "Maya 2008 Character Modeling and Animation: Principles and Practices" shows beginner to intermediate animation students and enthusiasts how to create professional-quality characters, explaining the full character animation process from pre-production to final full body and facial animation. Each chapter begins by exploring the "why" behind the techniques being presented, followed by step-by-step tutorials to apply your new knowledge. Following a series of hands-on projects you'll learn how to model, rig, and animate, building a comprehensive skill-set as you move progressively through each chapter. You'll learn to master Maya's capabilities on both a technical and artistic level as you create incredible animated characters full of emotion and expression.



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