



# Introduction to 3D Graphics & Animation Using Maya (Charles River Media Graphics)

*Adam Watkins*

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**Introduction to 3D Graphics & Animation Using Maya (Charles River Media Graphics)** Adam Watkins  
Written for designers, students, and hobbyists, Introduction to 3D Graphics and Animation Using Maya explores the fundamentals of 3D. Through a variety of practical tutorials, users learn everything they need to know about the techniques and theory behind modeling, rendering, UV editing and layout, texturing, lighting, animation, and character animation. And using Maya, one of today's most powerful & popular tools, they'll learn how to use the power of this program with their new 3D knowledge. Each chapter includes practical, easy-to-follow tutorials that not only teach how to do a technique, but also explain the "why" behind them. By using this approach, users know why they did a specific technique and how it ties into the overall goals of the project. At the end of each chapter there are also exercises for additional practice.

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