

Introducing Autodesk Maya 2016 Autodesk Official Press

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Introduction to Maya 2016 has six sections. Section 1,2 &3 covers some foundation for understanding Autodesk Maya 2016. Section 4 explains the modeling of the tree and the background. Section 5 explains how to apply color (texturing) to the modeled objects. In section 6, we will create lights and render our final image. Section 1: Introduction Lecture1:Introduction Lecture2:Maya User Interface

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Introduction Autodesk® Maya® is an open product. This means that anyone outside of Autodesk can change Maya ' s existing features or add entirely new features. There are two interfaces with which you can do this in Maya: via Maya commands or via the Maya API.

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Autodesk Maya, commonly shortened to just Maya (/ m a / MY-), is a 3D computer graphics application that runs on Windows, macOS and Linux, originally developed by Alias Systems Corporation (formerly Alias|Wavefront) and currently owned and developed by Autodesk.It is used to create assets for interactive 3D applications (including video games), animated films, TV series, and visual ...

[Autodesk Maya - Wikipedia](#)

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This chapter takes you on a guided tour of all the elements visible on the screen for the Autodesk® Maya® 2016 program as you build a simple model of a decorative box. The chapter draws from the experience you had in Chapter 2, " Jumping into Basic Animation Headfirst, " with the solar system exercise.

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