



Maya Visual Effects The Innovator's Guide: Autodesk Official Press

Eric Keller

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Create innovative CG solutions with Maya and this creative guide

Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, *Maya Visual Effects: The Innovator's Guide, Second Edition* is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce innovative CG assets from scratch, using Maya, on a deadline.

- Shows intermediate to advanced Maya users new solutions, workarounds, and shortcuts for creating Maya visual effects on deadline
- Gives readers plenty of hands-on projects, so they come up with solutions that they can add to their Maya toolsets
- Offers workable ideas that can be applied, no matter which version of Maya software is being used
- Presents projects in an engaging style, with pages of full-color imagery to illustrate concepts

Create amazing effects with the creative insights and fresh advice in this new edition of *Maya Visual Effects: The Innovator's Guide*.

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