

101 Autodesk Maya Tips



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It's your lucky day! 3D artist and Maya® expert Dave Girard is giving away over 12 years worth of Autodesk® Maya® tips and tricks cheap! As an art director, 3D illustrator, writer, blogger, Maya® tester and efficient-workflow nut, Dave has been in the trenches with Maya on multiple OS platforms for over 12 years and knows how to make it sing, or at least squawk as little as possible. Whether you're a Maya® novice, game designer, rigger, visual effects freelancer, or seasoned generalist, 101 Autodesk® Maya® Tips has plenty of information to get you working faster and quickly solving issues that can arise when dealing with this massive program. The included tips are up-to-date and even include some newer features like the Node Editor in Maya® the 2012 Subscription Advantage Pack and the forthcoming Maya® 2013. As an added bonus, 101 Autodesk® Maya® Tips includes free scripts and utilities for use with Maya® on all platforms.