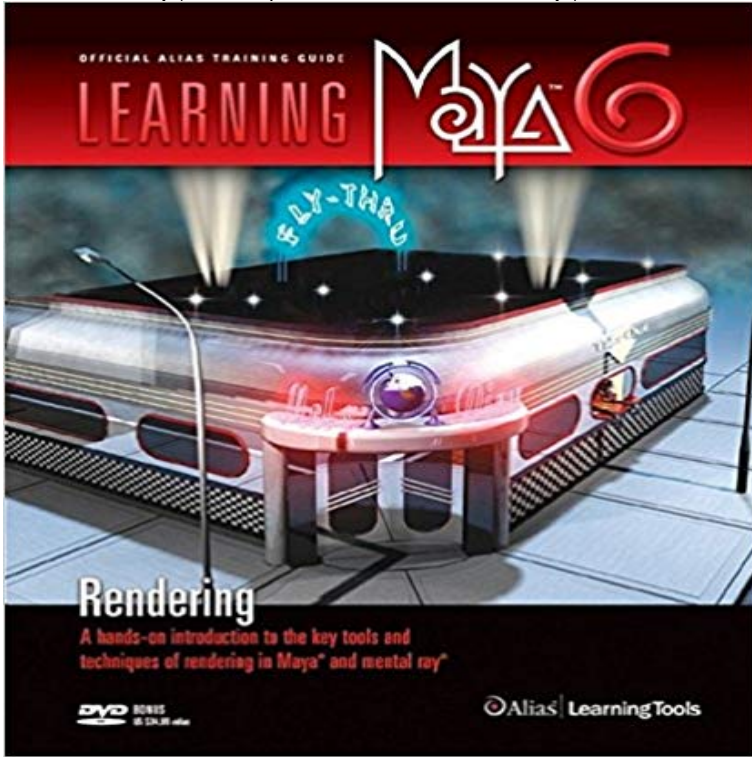


Learning Maya 6 Rendering



Maya is the premier tool for 3D modeling, animation, and rendering. It is used by such film houses as Industrial, Light & Magic, Pixar, and Disney for creating 3D animation and special effects. In Learning Maya 6 Rendering, readers explore textures, lighting, cameras, shading networks, and other core rendering issues. This is an official book, produced by Alias. It also includes Maya Beginners Guide Rendering, a DVD produced by Alias that retails separately for \$34.99.

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