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Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics.

9781558608351: Complete Maya Programming: An Extensive ...

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David Gould Complete Maya Programming An Extensive Guide ...

Tracy Narine, Maya API Technical Lead, AliasDavid Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood.

Complete Maya Programming - 1st Edition

Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and C++ API, and is written to be informative for both novice and expert programmers.

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The Maya Embedded Language (MEL) is Maya's most easily accessible programming interface. Selecting an object or displaying a dialog box is the direct result of a MEL command being executed. In fact, the entire Maya graphical user interface (GUI) is controlled by MEL.

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