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autodesk maya basics guide 8th edition is written by kelly murdock and published by sdc publications, inc. it begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling. this integrated node- based 3d software finds its application in the development of films, games, and design projects. in today' s tutorial i' ll show you guys how to use autodesk maya,

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it begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more.