



Mel Scripting for Maya Animators

By Wilkins, .

Morgan Kaufmann, 2003. Soft cover. Condition: New. No Jacket. Morgan Kaufmann 2003 large paperback, a crease to rear cover but is A NEW BOOK UNUSED. Full refund if not satisfied. 24 hour despatch. EXTRA POSTAGE FOR INTERNATIONAL AIRMAIL OUTSIDE EUROPE OTHERWISE WILL GO SURFACE MAIL Synopsis Learning how to unlock Maya's powerful programming capabilities can be a daunting task if you're not a programmer. Although the package's programming language, MEL (Maya Embedded Language), is easy to learn, virtually all available instruction assumes that the reader has some programming background-that is, until now. You hold in your hands the first MEL tutorial written especially for non-programmers. MEL Scripting for MAYA Animators will quickly show any user how to go beyond Maya's built-in tools to create customized solutions, previously accessible only to programmers. With this book, animators, artists, game developers, visual effects developers, and technical directors will master Maya's fundamentals from under the hood; then learn how to automate tasks, personalize user interfaces, build custom tools, and solve problems, by becoming an expert in the MEL scripting language-all with no programming experience required!.



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