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Introduction to Maya 2016 has six sections. Section 1,2 &3 covers some foundation for understanding Autodesk Maya 2016. Section 4 explains the modeling of the tree and the background. Section 5 explains how to apply color (texturing) to the modeled objects. In section 6, we will create lights and render our final image. Section 1: Introduction Lecture1:Introduction Lecture2:Maya User Interface

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Autodesk Maya, commonly shortened to just Maya (/ ˈ m aɪ / MY-ee), is a 3D computer graphics application that runs on Windows, macOS and Linux, originally developed by Alias Systems Corporation (formerly Alias|Wavefront) and currently owned and developed by Autodesk.It is used to create assets for interactive 3D applications (including video games), animated films, TV series, and visual ...

Autodesk Maya - Wikipedia

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