Learning Autodesk® Maya® 2010

A hands-on introduction to key tools and techniques in Autodesk® Maya® 2010 software, based on the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo.
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Cover Image

Roadside Romeo is a production of Yash Raj Films
Marc-André Guindon is the founder of NeoReel Inc. (www.NeoReel.com), a Montreal-based production facility. He is an Autodesk® Maya® Master and an advanced user of Autodesk® MotionBuilder® software. Marc-André and NeoReel have partnered with Autodesk Inc. on several projects, including the *Learning Maya* series from version 6.0 to present.

Marc-André has established complex pipelines and developed numerous plug-ins and tools, such as Animation Layers for Maya and Visual MEL Studio, for a variety of projects in the film, television and game industries. His latest film projects include pre-visualization on *G-Force* (Walt Disney Productions), *The Day the Earth Stood Still* (20th Century Fox), *Journey 3D* (Walden Media), among others. He also served in the game industry to integrate motion capture for *Prey* (2K Games) for the Xbox 360™, *Arena Football™* (EA Sports) and the *Outlaw Sports Game Series* (2K Games).

Marc-André continues to seek challenges for himself, NeoReel, and his talented crew.
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