The Modeling & Animation Handbook

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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