Forum: HM General Chit Chat
Topic: Can anyone give me a run down on Maya?
Subject: Re: Can anyone give me a run down on Maya?
Posted by: petercotton
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I am a professional 3d art student by day, and Maya is pretty much the big cheese throughout the 3d Art world. Its relatively simple to use compared to more advanced and more expensive programs (3dS Max, Soft/Image, others) and its common enough that its a good base for most 3d animation studios in-house 3d software packages.

Make no mistake tho, there IS a learning curve for beginners, and many people prefer to use other, more simplistic software. but as someone who has been taught pretty much all the early 2000's 3d software, i was pleasantly relieved when i learned Maya, due to its ease of use, compared to those other programs.

Personally, i think the BEST way to learn Maya or really ANY art program, IS to take a class, so i would give it some serious thought.

a parting note:

Once i learned Maya for modelling, i never went back to those other programs.