



General	What's New in Maya 6.5 Installation and Licensing Guide Release Notes
Maya Complete	Basics Polygonal Modeling NURBS Modeling Subdivision Surface Modeling Animation Character Setup and Deformers Lighting Shading Rendering Dynamics Paint Effects, Artisan, and 3D Paint MEL and Expressions
Maya Unlimited	Cloth Live Fur Fluid Effects Hair and Dynamic Curves
Tutorials	Getting Started with Maya Getting Started with Maya Unlimited
Reference	API Guide Glossary Rendering Utilities Maya File Formats Translators Games Translators 3D Shockwave Exporter Environment Variables