

Maya 4 Fundamentals
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Misprint	Correction
<p>Page 21</p> <ul style="list-style-type: none"> ♣ Maya 16 IFF A high-color format specific to Maya. Optionally includes an alpha channel. ♣ SGI16 A high-color format. Optionally includes an alpha channel. ♣ TIFF16 A high-color format of TIFF. Optionally includes an alpha channel. 	<ul style="list-style-type: none"> ♣ Maya 16 IFF A 48-bit format with 16 bits per red, green, and blue channel. Optionally includes an alpha channel, also in 16-bit format. ♣ SGI16 A 48-bit color format. Optionally includes an alpha channel, also in 16-bit format. ♣ TIFF16 A 48-bit color format of TIFF. Optionally includes an alpha channel, also in 16-bit format.
<p>Page 115 NURBS is defined as Non-Uniform Rational Bezier Splines.</p>	<p>NURBS is actually as Non-Uniform Rational B-Splines.</p>

This errata sheet is intended to provide updated technical information. Spelling and grammar misprints are updated during the reprint process, but are not listed on this errata sheet.