
Maya Texturing Learn

Learning Maya?5
Maya: Advanced Texturing
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Introduction to 3D Graphics and Animation Using Maya
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Creating Games with Unreal Engine, Substance Painter, & Maya
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Maya; Mastering the Basics
Autodesk Maya 2013 Essentials

Maya Texturing Learn

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STOKES JOSEPH

Learning Maya?5 CRC Press

A beautifully-packaged, advanced reference on the very latest version of Maya. If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software. Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more. Offers complete coverage of advanced topics such as cloth, fur, and fluids. Showcases the techniques of professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines. Includes a CD with all support files from the book, along with movies to illustrate concepts. If you're looking for an in-depth, professional Maya resource to turn to again and again, *Mastering Maya* is the book you need. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title. [Maya: Advanced Texturing](#) McGraw Hill Professional. Written by renowned author and 3D artist Kelly L. Murdock. *Autodesk Maya 2019 Basics Guide* is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. *Autodesk Maya 2019 Basics*

Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn How to create models using curves, NURBS, Polygons and more How to assign materials and textures to make realistic-looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights, cameras, and depth of field to render captivating scenes How to use keyframes, motion paths and the Graph Editor to create animations How to use character rigging, skinning, and inverse kinematics to animate realistic movements How to add influence objects, skin weights and hair to a character for a more realistic look How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects How to enable raytracing, motion blur, and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as

still images or as animation sequences.

Learning Autodesk Maya 2016 CRC Press

Learn to create realistic digital assets for film and games with this project-based guide. Focused entirely on practical projects, this hands-on guide shows you how to use Maya's texturing and lighting tools in real-world situations. Whether you need to sharpen your skills or you're looking to break into the field for the first time, you'll learn top industry techniques for this important skill as you follow the instructions for several specific projects. You can even create your own version, using final Maya scene files to validate results. The companion DVD includes supplemental videos, project support files, textures, tools, professional shaders, and more. Lighting and texturing projects are often an excellent way for new animators to break into the business. This is the only project-based book dedicated to understanding and implementing Maya's texturing and lighting tools for creating realistic digital assets for film, video, and games. Walks you step by step through lighting and texturing objects, characters, and locations. Written by a professional CG artist who has worked on high-profile films including *Antz* and *Shrek*. Includes a DVD with supplemental video instruction, additional tools, and more. Practical, project-based instruction in this guide will help you perfect your skill with Maya's texturing and lighting tools.

Autodesk Maya 2017 Basics Guide Sybex

This is the second installment of my *Maya; Mastering the basics* series. This is a project based tutorial book that teaches all the basics of modeling, texturing, lighting, and animating with Autodesk's Maya Software. It is updated to use with the new Maya 8 menu's and covers all aspects of a project from start to finish. Projects include creating a room, photo realistic modeling / rendering, and character creation and animation.

[Introduction to 3D Graphics and Animation Using Maya](#) John Wiley & Sons

Designed for busy Maya users like you, this guide offers dozens of how-tos, workarounds, and shortcuts culled from years of experience in a fast-paced, deadline-driven production pipeline. You'll discover tricks and timesavers on texturing particles, customizing Paint Effects brushes, modeling polygon faces,

creating facial rigs with wire deformers, and much more—and helpful full-color illustrations reinforce the concepts. From modeling, animating, and rigging to texturing and lighting, this book will help you streamline workflow and improve your skills.

[Autodesk Maya 2020 Basics Guide](#) SDC Publications
 "The Rendering book does something every book should do-- certainly every excellent book--it offers you content unavailable anywhere else." --3DNY.org Learning Maya 5: Rendering is your solution to creating stunning images in Maya. New for Maya 5! Updated from the popular Learning Maya: Rendering, this book will teach you what you need to know when using the Maya rendering engine and mental ray for Maya. You'll learn to take advantage of options new in Maya 5, such as Hardware and Vector Rendering. Get the information you need to master Caustics and Global Illumination, Final Gather and HDRI. Learning Maya 5: Rendering includes an inspiring photo gallery of images rendered in Maya and mental ray(r) for Maya so you can see the types of results you'll learn to achieve. Features: This book will allow you to explore lighting, cameras, shading networks, and other rendering issues from an introductory level and will also allow you to explore advanced concepts in a comfortable format. Each topic is explored in both theory and practice so that you'll not only understand the concepts presented, you'll be able to complete easy-to-follow step-by-step tutorials. In addition, you'll take advantage of valuable chapter-by-chapter overviews provided in QuickTime(r) format on DVD-ROM. Offered by one of the book's contributors, Cathy McGinnis, an Alias|Wavefront(TM) Certified Instructor, these helpful movies will allow you to gain additional insight as you work through the book. With this books you will: * Create materials and textures. * Set up lights and cameras. * Work with shadows and raytracing. * Learn to control your renders. * Understand rendering for special effects and compositing. * Explore Hardware Rendering and vector Rendering. * Create Caustics and Global Illumination effects. * Understand Final Gather and HDRI techniques. * Create Maya and mental ray Shaders. And much more...

[Learning Autodesk Maya 2008](#) SDC Publications
 Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk

Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn • How to create models using primitives, curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to use various deformers to manipulate objects, animations and special effects • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya

is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Mastering Maya 8.5 SDC Publications

- Designed for users completely new to 3D modeling and animation
- Covers the fundamentals of Autodesk Maya using easy to follow steps
- Includes video instruction to make learning Maya clear and easy
- Introduces you to the Maya interface, modeling, texturing, animating, visual effects and more
- Advanced topics such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced
- Teaches you how to use Maya to create stunning 3D models, stills and animations like a pro

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2024 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2024 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or

are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text.

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition SDC Publications

Market_Desc: Targets those new to 3D generally, and beginning Maya users specifically. Traditional artists, students, 2D artists, educators, and hobbyists will also seek out this book for its exceptionally accessible coverage of Maya basics. Students, teachers (there are instructor materials available), and hobbyists alike will benefit from thorough techniques and tutorials
Special Features: • **NEW MATERIAL:** Covers the latest features and includes new tutorials and art. • **BEST-SELLING:** Previous editions have been the best-selling Maya book on the market and received consistently great reviews. • **INSPIRATIONAL:** Color insert provides real-world examples from talented beginning Maya users to attract readers who aspire to learn the software. • **COMPLEX MADE DOABLE:** Maya pro Dariush Derakhshani gives beginners just what they need to understand the intricacies of 3D and Maya. The tutorials offer realistic challenges for those new to 3D with clear explanations along the way. **About The Book:** The ideal primer to getting started with Maya. Learn the Maya interface and the basics of modeling, texturing, animating, and visual effects. The expository text is reinforced with fun and challenging step-by-step tutorials. Professional visual effects artist and instructor Dariush Derakhshani leads readers through the nuances of the complex software without over-explaining or over-simplifying. The tutorials offer realistic, professional challenges for those new to 3D, and to those coming from another 3D application. Introducing Maya is the perfect guide to get you up and running in the world's most popular professional 3D software application

Learning Autodesk Maya 2010 John Wiley & Sons

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2020 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and

allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2020 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn • How to create models using curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster **About Autodesk Maya** Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Autodesk Maya 2022 Basics Guide Sybex

"In this Learning Autodesk Maya 2016 training course, expert author Todd Palamar will teach you the basic fundamentals of Autodesk Maya. This course is designed for the absolute beginner, meaning no previous experience with Autodesk Maya is required. You will start by touring the Maya interface, then jump into learning about nodes and transformations. From there, Todd will teach you about polygon modeling, including how to select polygon components, extrude faces, and how to extrude along a curve. This video tutorial also covers texturing, rigging and weighting, and animation. Finally, you will learn about rendering with mental ray. Once you have completed this computer based training course, you will be fully capable of modeling, texturing, animating, and rendering in Autodesk Maya. Working files are included, allowing you to follow along with the author throughout the lessons."--Resource description page.

Character Modeling with Maya and ZBrush CADCIM Technologies
 Create believable CG character models with this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, textures and video on the companion DVD to offer a crash course to this vital skill. Jason Patnode takes you from low to high-resolution modeling - helping you span the gap between game and film industry skills. Based on Maya 2008 and ZBrush 3.0. You'll learn: Pipeline and modeling guidelines . Overview of Maya . Introduction to ZBrush modeling . Concept art . Anatomy . Creating a video game character . Creating a hyper-real character . Creating a photo-real character . UVs and texturing . How to create a demo reel

Introducing Maya 2011 SDC Publications

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2023 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2023 Basics

Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn

- How to create models using primitives, curves, NURBS, Polygons and more
- How to assign materials and textures to make realistic-looking models
- How to use Paint Effects to paint on and quickly create complex 3D Models
- How to use lights, cameras, and depth of field to render captivating scenes
- How to use keyframes, motion paths and the Graph Editor to create animations
- How to use character rigging, skinning, and inverse kinematics to animate realistic movements
- How to use various deformers to manipulate objects, animations and special effects
- How to add influence objects, skin weights and hair to a character for a more realistic look
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About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Autodesk Maya 2013 Essentials John Wiley & Sons

Go beyond basic textures. Learn how to create realistic wood grain, leather, brick, and fabric textures with Maya, Photoshop, Mudbox, and Substance Painter.

Autodesk Maya 2018 Basics Guide SDC Publications

This exceptional, full-colour Autodesk Maya Press title - produced by Autodesk, the software's creators - uses Sony's full-length animated "Open Season" for the book's all-new hands-on tutorials for Maya 8. By following the step-by-step tutorials, readers will learn the Maya interface and the basics of modeling, texturing, animating, and visual effects using real-world production files from a full-length feature film. The DVD provides further reinforcement with instructor-led tutorial videos and other resources for extended learning. With this book readers will:

- Become familiar with the Maya User Interface
- Work in 3D space
- Model with NURBS (Spline) Model with Polygons
- Set Keyframes and Motion Paths
- Learn to use Trax Non-linear animation
- Apply Forward and Inverse Kinematics
- Deform surfaces
- Set cameras and lights
- Create Shaders and Textures
- Discover rendering techniques
- Explore particles and Dynamics
- Begin to use MEL (Maya Embedded Language)

Advanced Maya Texturing and Lighting CRC Press

Description: This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Maya, Substance Painter, and Unreal Engine. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. Then, the book covers rigging and animation solutions to create assets to be placed in the game including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book.

- Written by industry professionals with real-world experience in building assets and games.
- Build a complete game from start to finish.
- Learn what the pros use: construct all assets using the tools used at industries across the world.
- All software used are free to students.
- When complete, students will have a playable version of an FPS game.

Jing Tian Li is a graduate of China's Central Academy of Fine Arts and New York's School of Visual Arts, where he earned an MFA in Computer Art.

He currently is an Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Cassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel's Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Mastering Maya 7 John Wiley & Sons

Recommended text for those preparing for the Maya Associate exam Maya, the industry-leading 3D animation and effects software used in movies, games, cartoons, and commercials, is challenging to learn. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that allow new users to quickly become productive with the program and familiar with its workflow in a professional environment. You'll learn the basics of modeling, texturing, animating, and lighting; explore different parts of the production pipeline; and practice on some real-world projects. Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners essential training in Maya basics This book is an Autodesk Official Training Guide, recommended for students planning to take the Maya Associate exam Provides task-based tutorials and hands-on exercises to get you up to speed and introduce you to production workflows Teaches the basics of modeling, texturing, animating, and lighting Helps you create simple animations, model with polygons, and add detail with blend shapes and surfaces Starting and ending files for the exercises and additional learning tutorials are available online Autodesk Maya Essentials provides beginners with a solid foundation in Maya 3D software.

Mastering Autodesk Maya 2011 John Wiley & Sons

Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual

effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

Mastering Autodesk Maya 2016 John Wiley & Sons

New coverage, art, and tutorials of the latest features of the new Maya 2010 Maya is the industry-leading 3D animation and effects software used in movies, special effects, games, cartoons, short films, commercials, etc. Complex and difficult to learn, the new

Maya 2010 features updates to modeling, animation, dynamics, and rendering modules. This invaluable book offers hands-on introduction to the tools and techniques of this fascinating software. Boasting full-color coverage and detailed, step-by-step lessons, the book uses real movie footage from the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo. You'll learn the Maya interface and basics of modeling, texturing, animating, and visual effects while the DVD provides further reinforcement with its instructor-led tutorial videos. Tackle the latest version of the wildly popular and complex animation and effects software: Maya 2010 Learn to work in 3D space, build a character with polygons, and create and apply shaders and textures Explore particles and dynamics, apply forward and inverse kinematics, and set cameras and lights Discover how to use MEL (Maya Embedded Language) and explore rendering techniques The DVD includes clips from Roadside Romeo, as well as artist interviews and training videos Get animated and start

working with Maya today!

Maya Professional Tips and Techniques Sybex

Create mind-blowing special effects skills with Learning Autodesk Maya 2008 I The Special Effects Handbook. This completely updated official Maya guide focuses on dynamics and rendering, with in-depth tutorials covering lighting, texturing, and soft body and hard body dynamics. This exceptional, full-color guide uses LAIKA's award-winning short film Moongirl to guide you through clear step-by-step projects using the newest version of Maya. Learn how to create materials and textures, set up lights and cameras, work with shadows and raytracing, control renders, understand rendering for special effects and compositing, explore hardware and vector rendering, create caustics and global illumination effects, and much more. Check out the companion DVD for instructor-led overviews, artist interviews and scene files to get your creative juices flowing and get you started developing amazing visual effects.