

Autodesk Maya

Kelly Murdock

Autodesk Maya 2022 Basics Guide Kelly Murdock, 2021-07-26 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.

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Prof. Sham Tickoo, 2018 Autodesk Maya 2019 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier. Autodesk Maya 2019: A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists, and designers. This Autodesk Maya 2019 book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2019. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Bifrost Chapter 17: Bullet Physics Index

Introducing Autodesk Maya 2015 Dariush Derakhshani, 2014-06-12 Learn Autodesk Maya from an award-winning insider Best-selling author, visual effects supervisor, and technical educator Dariush Derakhshani brings you a newly-updated, step-by-step guide to the most popular and complex 3D application on the market, Autodesk Maya. Introducing Autodesk Maya 2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital models and scenes right away. The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya. From there, the book helps you: Learn the Maya user interface, including menus and plug-ins Build simple animations and 3D images right away Explore polygons, modeling, and NURBS tools Get started with HDRI lighting, rendering, dynamics, simulations, and effects Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.

Introducing Autodesk Maya 2016 Dariush Derakhshani, 2015-07-27 Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that

bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, *Introducing Autodesk Maya 2016* is the perfect primer for getting started.

Autodesk Maya 2024 Basics Guide Kelly Murdock, • 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 2024: A Comprehensive Guide, 15th Edition Prof. Sham Tickoo, 2023-11-08 Autodesk Maya 2024 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. The intuitive user interface and workflow tools of Maya 2024 have made the job of design visualization specialists a lot easier. *Autodesk Maya 2024: A Comprehensive Guide* book covers all features of Autodesk Maya 2024 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2024 for 3D and visual effects artists and designers. This book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, motion graphics, and visual effects. Our latest edition covers new tools and enhancements in modeling, animation, Bifrost and much more. The performance improvements in tools such as Selection, Retopology, Graph Editor, and Animation are covered in depth. The author has also explained the Bifrost Graph Editor, an enhanced concept, with the help of suitable examples. Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, rigging, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles, Bullet Physics, Motion Graphics, Bifrost, and MASH in Autodesk Maya 2024. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2024 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lights and Cameras Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair and XGen Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Autodesk Maya 2018 Basics Guide Kelly Murdock, 2017-11 Written by renowned author and 3D artist Kelly L. Murdock *Autodesk Maya 2018 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 2018 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.

Autodesk Maya 2023: A Comprehensive Guide, 14th Edition Prof. Sham Tickoo, 2022-08-08 Autodesk Maya 2023 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node-based 3D software finds its application in the development of films, games, and design projects. The intuitive user interface and workflow tools of Maya 2023 have made the job of design visualization specialists a lot easier. *Autodesk Maya 2023: A Comprehensive Guide* book covers all features of Autodesk Maya 2023 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2023 for 3D and visual effects artists and designers. Salient Features - Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles, Bullet Physics, Motion Graphics, and MASH in Autodesk Maya 2023. - The first page of every chapter summarizes the

topics that are covered in it. - Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2023 concepts & commands. - Real-world 3D models and examples focusing on industry experience. - Step-by-step instructions that guide the user through the learning process. - Additional information is provided throughout the book in the form of tips and notes. - Self-Evaluation tests, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lights and Cameras Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair and XGen Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Maya Visual Effects The Innovator's Guide Eric Keller, 2013-04-12 Create innovative CG solutions with Maya and this creative guide Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, *Maya Visual Effects: The Innovator's Guide, Second Edition* is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce innovative CG assets from scratch, using Maya, on a deadline. Shows intermediate to advanced Maya users new solutions, workarounds, and shortcuts for creating Maya visual effects on deadline Gives readers plenty of hands-on projects, so they come up with solutions that they can add to their Maya toolsets Offers workable ideas that can be applied, no matter which version of Maya software is being used Presents projects in an engaging style, with pages of full-color imagery to illustrate concepts Create amazing effects with the creative insights and fresh advice in this new edition of *Maya Visual Effects: The Innovator's Guide*.

Autodesk Maya 2022: A Comprehensive Guide, 13th Edition Prof. Sham Tickoo, 2021-07-28 Autodesk Maya 2022 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node-based 3D software finds its application in the development of films, games, and design projects. The intuitive user interface and workflow tools of Maya 2022 have made the job of design visualization specialists a lot easier. *Autodesk Maya 2022: A Comprehensive Guide* book covers all features of Autodesk Maya 2022 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers. It caters to the needs of both the novice and advanced users of Maya 2022 and is ideally suited for learning at your convenience and at your pace. Our latest edition covers new tools and enhancements in modeling, animation, rigging and much more. The performance improvements in tools such as Bifrost, XGen, and Arnold renderer are covered in depth. The author has also explained the newly introduced tool, Sweep Mesh, with the help of suitable examples and tutorials. Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles and Bullet Physics, Motion Graphics, and MASH in Autodesk Maya 2022. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2022 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lights and Cameras Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair and XGen Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Autodesk Maya 2019 Basics Guide Kelly Murdock, 2018-10 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.

Introducing Autodesk Maya Dariush Derakhshani, 2024-06-19 Introducing Autodesk Maya is your perfect hands-on

guide to start animating quickly. Using approachable, real-world exercises, you'll master the fundamentals of this animation software by following full-color screen shots step by step. Each chapter opens with a quick discussion of concepts and learning objectives, and then launches into hands-on tutorials that give you firsthand experience and a good start on preparing for the 3ds Max certification exam. You'll learn the basics of modeling, texturing, animating, and visual effects. Whether you're a complete beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max. Key Features Model your character with polygons, meshes, and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render interior scenes with great lighting and camera placement

Autodesk Maya 2020 Basics Guide Kelly Murdock, 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.

Mastering Autodesk Maya 2016 Todd Palamar, 2015-08-10 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

Autodesk Maya 2014 Essentials Paul Naas, 2013-06-05 The premiere book on getting started with Maya 2014 Whether you're just beginning, or migrating from another 3D application, this step-by-step guide is what you need to get a good working knowledge of Autodesk Maya 2014. Beautifully illustrated with full-color examples and screenshots, Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling, texturing, animating, setting a scene, and creating visual effects. You'll absorb important concepts and techniques, and learn how to confidently use Maya tools the way professionals do. Each chapter includes fun and challenging hands-on projects, which you can do as you go using the downloadable files from the book's website. They include starting and ending files, so you can compare your results to how professionals do the projects. This information-packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step-by-step tutorials, hands-on exercises with downloadable files, and four-color examples and screenshots Covers modeling, texturing, animating, visual effects, lighting, compositing, setting a scene, and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry-leading 3D animation and effects software used in movies, games, cartoons, short films, commercials, and other animation Get firsthand experience with Maya 2014, as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam, with Autodesk Maya 2014 Essentials.

Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller, 2011-07-07 The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, 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, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

3D Animation for the Raw Beginner Using Autodesk Maya 2e Roger King, 2019-02-07 3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book: <https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it yourselfers. Roger Buzz King is a Professor Emeritus at the University of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern California, and an M.Div. from the Iliff School of Theology. Key Features Introduces critical aspects of the 3D animation process Presents clear and concise tutorials that link key concepts to practical techniques Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates Frees instructors from developing step-by-step examples to present Maya's complex interface and basic Boasts an easy-to-follow, hands-on learning style ideal for individual study by aspiring animators and do-ityourselfers

Introducing Autodesk Maya 2016 Dariush Derakhshani, 2015-07-08 Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

Parametric Building Design Using Autodesk Maya Ming Tang, 2014-03-26 Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts, and Maya source files.

Autodesk Maya 2018: A Comprehensive Guide, 10th Edition Prof. Sham Tickoo, 2017-08-29 Welcome to the world of Autodesk Maya 2018. Autodesk Maya 2018 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2018 have made the job of design visualization specialists a lot easier. Autodesk Maya 2018: A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists, and designers. This book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2018 and is ideally suited for learning at your convenience and at your pace. Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2018. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2018 concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions,

and Exercises are given at the end of each chapter so that the users can assess their knowledge. Additional learning resources at 'mayaexperts.blogspot.com'. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Maya Fur Chapter 17: Bullet Physics Index

Autodesk Maya Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the ability of words has be evident than ever. They have the ability to inspire, provoke, and ignite change. Such may be the essence of the book **Autodesk Maya**, a literary masterpiece that delves deep to the significance of words and their affect our lives. Published by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book is key themes, examine its writing style, and analyze its overall affect readers.

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