

Skin Creator Tool

Nicole S. Young

3-D Human Modeling and Animation Peter Ratner, 2012-04-27 3-D Human Modeling and Animation Third Edition All the tools and techniques you need to bring human figures to 3-D life Thanks to today's remarkable technology, artists can create and animate realistic, three-dimensional human figures that were not possible just a few years ago. This easy-to-follow book guides you through all the necessary steps to adapt your own artistic skill in figure drawing, painting, and sculpture to this exciting digital canvas. 3-D Human Modeling and Animation, Third Edition starts you off with simple modeling, then prepares you for more advanced techniques for creating human characters. After a brief overview of human anatomy, you'll delve into the basic principles of proportion and structure, along with the different body parts. Exploring human modeling, texturing, rigging, and lighting leads you to more advanced techniques for digital figure animation. Filled with detailed, practical information about creating and animating 3-D human models, this updated Third Edition now features more than 500 full-color images that detail, step by step, the modeling and animation processes for both male and female figures. Most helpful of all, the included DVD features QuickTime tutorials tied to the modeling chapters and provides detailed color images from the chapters so you can get a quick start in bringing your visions to fruition!

Mastering Autodesk Maya 2014 Todd Palamar, 2013-06-12 Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than Mastering Autodesk Maya 2104.

Applications of Multi-Criteria Decision-Making Theories in Healthcare and Biomedical Engineering Ilker Ozsahin, Dilber Uzun Ozsahin, Berna Uzun, 2021-03-25 Applications of Multi-Criteria Decision-Making Theories in Healthcare and Biomedical Engineering contains several practical applications on how decision-making theory could be used in solving problems relating to the selection of best alternatives. The book focuses on assisting decision-makers (government, organizations, companies, general public, etc.) in making the best and most appropriate decision when confronted with multiple alternatives. The purpose of the analytical MCDM techniques is to support decision makers under uncertainty and conflicting criteria while making logical decisions. The knowledge of the alternatives of the real-life problems, properties of their parameters, and the priority given to the parameters have a great effect on consequences in decision-making. In this book, the application of MCDM has been provided for the real-life problems in health and biomedical engineering issues. Provides a comprehensive analysis and application multi-criteria decision-making methods Presents detail information about MCDM and their usage Covers state-of-the-art MCDM methods and offers applications of MCDM for health and biomedical engineering purposes

An Essential Introduction to Maya Character Rigging with DVD Cheryl Cabrera, 2012-09-10 Discover the concepts and techniques required to rig engaging CG character models with Maya in 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, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

The Game Animator's Guide to Maya Michael McKinley, 2008-05-05 The Ultimate Resource for Professional Game Animators Game animation is a demanding art. Not only do you have to deliver realistic, beautiful animations, but you have to do so under strict real-time, video-game constraints. The Game Animator's Guide to Maya is your focused resource for using Maya to create professional-level game animations for console and PC games. Written by a game industry veteran and featuring interviews with professional animators and artists from around the country, this focused book features specific, detailed, real-world game animation techniques. It's the perfect reference and tutorial for those looking to develop or refine their game animation skills. The enclosed CD features more than \$3000 worth of exclusive content, including models, high-resolution textures, animations, concept art, and animation reference videos. It also includes the Maya Personal Learning Edition and project files so you can complete the hands-on tutorials. The Game Animator's Guide to Maya gives you an insider's view of the animation business and teaches the skills necessary to animate everything from characters to vehicles to lip-synching audio. First, you'll get an introduction to the industry and typical game development pipelines, then learn rigging and animation basics before moving on to advanced techniques and the detailed tutorials. Inside, you'll find: * Game Career Guide: Industry information, demo reel advice, job descriptions, game asset pipeline overview * Animation Techniques: detailed explanation of animation terms, techniques, tools, concepts, and editors * Rigging and Animation Setup: IK and FK, joint hierarchies, skeleton controls, constraints, selection handles, and more * True Game Animation: real-world assignments that mimic the day-to-day jobs of professional game animators--walk cycles, run cycles, idle cycles, action sequences, lip-synching to audio, and more

Extending Unity with Editor Scripting Angelo Tadres, 2015-09-21 Put Unity to use for your video games by creating your own custom tools with editor scripting About This Book Acquire a good understanding of extending Unity's editor capabilities for a platformer game by using Gizmos, custom inspectors, editor windows, scriptable objects, and more Learn to configure and get control over your asset import pipeline using asset preprocessors A step-by-step, comprehensible guide to creating and customizing a build pipeline that fits the necessities of your video game development team Who This Book Is For This book is for anyone who has a basic knowledge of Unity programming using C# and wants to learn how to extend and create custom tools using Unity editor scripting to improve the development workflow and make video game development easier. What You Will Learn Use Gizmos to create visual aids for debugging Extend the editor capabilities using custom inspectors, property and decorator drawers, editor windows, and handles Save your video game data in a persistent way using scriptable objects Improve the look and feel of your custom tools using GUIStyles and GUISkins Configure and control the asset import pipeline Improve the build creation pipeline Distribute the custom tools in your team or publish them in the Asset Store In Detail One of Unity's most powerful features is the extensible editor it has. With editor scripting, it is possible to extend or create functionalities to make video game development easier. For a Unity developer, this is an important topic to know and understand because adapting Unity editor scripting to video games saves a great deal of time and resources. This book is designed to cover all the basic concepts of Unity editor scripting using a functional platformer video game that requires workflow improvement. You will commence with the basics of editor scripting, exploring its implementation with the help of an example project, a level editor, before moving on to the usage of visual cues for debugging with Gizmos in the scene view. Next, you will learn how to create custom inspectors and editor windows and implement custom GUI. Furthermore, you will discover how to change the look and feel of the editor using editor GUIStyles and editor GUISkins. You will then explore the usage of editor scripting in order to

improve the development pipeline of a video game in Unity by designing ad hoc editor tools, customizing the way the editor imports assets, and getting control over the build creation process. Step by step, you will use and learn all the key concepts while creating and developing a pipeline for a simple platform video game. As a bonus, the final chapter will help you to understand how to share content in the Asset Store that shows the creation of custom tools as a possible new business. By the end of the book, you will easily be able to extend all the concepts to other projects. Style and approach This book uses a step-by-step approach that will help you finish with a level editor tool, a custom configuration for the asset import pipeline, and a build pipeline totally adjusted to the video game.

Autodesk Maya 2020 Character Animation Book Serdar Hakan DÜZGÖREN, Character Animation Before you animate the characters and objects in your scene, set up the scene by rigging all your characters and by applying the appropriate constraints and deformers to all the objects you want to animate. Rigging a character, also known as character setup, involves creating skeletons and IK handles for your characters, binding skins to the skeletons, and setting up deformers and constraints. You can also create deformers for your character and animate them to produce effects; for example, the jiggling belly (jiggle deformer), furrowing brow (wire deformer), and flexing biceps (lattice deformer) of a sumo wrestler model. Non-character objects are also very important to bringing your scene to life. You can limit and control the transformations of objects by constraining them to characters or other models in your scene. You can also create deformers for objects to create complex deformation effects. For example, you can apply a squash deformer to the model of a ball and then parent constrain the ball to the hands of a character. With this setup, you can key the weights of the character's hands and the squash deformer's attributes to create an animation of the character bouncing the ball from hand to hand while the ball squashes on the ground and stretches as it rises back into the air. In addition to setting up characters and objects for animation, you can set up Maya® Dynamics™ for animation. You can constrain dynamic objects such as particle emitters, fields, and fluids to objects or characters in your scene. For more information, see nDynamics Simulation Framework and Fluid Effects.

Plug In with onOne Software Nicole S. Young, 2012-12-04 With her friendly tone and insightful knowledge, Nicole S. Young takes readers through all the products in the onOne Photo Suite, walking through each and showing readers how to use the tools to stretch their creativity and showcase their personal photographic style. This beautifully illustrated guide provides easy-to-follow instructions on processing images from start to finish. Nicole will show readers how to use the following onOne tools to enhance their photos: Perfect Layers for a layered workflow without Photoshop; Perfect Portrait retouching; Perfect Mask for replacing backgrounds; Perfect Effects, Focal Point, and PhotoFrame for creative effects; and Perfect Resize for image enlargement. This step-based guide will show readers how to use these seven products together seamlessly as integrated modules also support their workflow – however they work. Readers can use Perfect Photo Suite directly from Photoshop, Lightroom, or Aperture – or as a standalone application.

Maya 5 Killer Tips Eric Hanson, 2003-11-21 Ready to learn from a seasoned visual effects veteran? Then sit down and pay attention! In *Maya 5 Killer Tips*, effects wizard Eric Hanson lets the genie out of the bottle, revealing all of the Maya tricks, techniques, and shortcuts he's employed to create visual marvels for films like *The Day After Tomorrow*, *Cast Away*, *Fifth Element*, and more. By focusing on concise tips, informative nuggets, and seasoned productivity secrets that are rarely found in other volumes, this book takes you straight to the heart of the matter: the productivity enhancers that you usually only acquire after working with a program in an intensive professional environment. In this case, Eric reveals many of these road-tested Maya secrets: efficient modeling with NURBS and polygons; creating rich rendering results with shader networks; conveying professional camera techniques; using particle systems, dynamics; and more. Along the way he explores Maya 5's new features as well, including improved rendering and character setup options.

Creating Games with Unity and Maya Adam Watkins, 2011 This title provides you with an end-to-end solution for Unity game development with Maya. The book takes you step-by-step through the process of developing an entire game from scratch – including coding, art, production, and deployment.

Rig it Right! Maya Animation Rigging Concepts Tina O'Hailey, 2013-03-20 Rigging a character can be a complicated undertaking. Move from a bi-pedal character to a quad- or poly-pedal and, well, things just got real. Where do you begin? Unlike all of those button-pushing manuals out there, *Rig it Right!* breaks down rigging so that you can achieve a fundamental understanding of the concept, allowing you to rig more intuitively in your own work. Veteran animation professor Tina O'Hailey will get you up and rigging in a matter of hours with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. After you have moved beyond basic bi-pedal characters, *Rig it Right!* will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!) Read Tina's 10 Rules of Rigging and build the foundational knowledge needed to successfully rig your characters. Visit the companion website (www.focalpress.com/cw/ohailey) and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book Coffee is not required – but encouraged.

1990 Census of Population and Housing, 1992

Handbook of Computer Game Studies Joost Raessens, Jeffrey Goldstein, 2011-08-19 A broad treatment of computer and video games from a wide range of perspectives, including cognitive science and artificial intelligence, psychology, history, film and theater, cultural studies, and philosophy. New media students, teachers, and professionals have long needed a comprehensive scholarly treatment of digital games that deals with the history, design, reception, and aesthetics of games along with their social and cultural context. The *Handbook of Computer Game Studies* fills this need with a definitive look at the subject from a broad range of perspectives. Contributors come from cognitive science and artificial intelligence, developmental, social, and clinical psychology, history, film, theater, and literary studies, cultural studies, and philosophy as well as game design and development. The text includes both scholarly articles and journalism from such well-known voices as Douglas Rushkoff, Sherry Turkle, Henry Jenkins, Katie Salen, Eric Zimmerman, and others. Part I considers the prehistory of computer games (including slot machines and pinball machines), the development of computer games themselves, and the future of mobile gaming. The chapters in part II describe game development from the designer's point of view, including the design of play elements, an analysis of screenwriting, and game-based learning. Part III reviews empirical research on the psychological effects of computer games, and includes a discussion of the use of computer games in clinical and educational settings. Part IV considers the aesthetics of games in comparison to film and literature, and part V discusses the effect of computer games on cultural identity, including gender and ethnicity. Finally, part VI looks at the relation of computer games to social behavior, considering, among other matters, the inadequacy of laboratory experiments linking games and aggression and the different modes of participation in computer game culture.

An Essential Introduction to Maya Character Rigging Cheryl Briggs, 2021-01-28 While some rigging books focus too much on the theory of rigging and provide little instruction, others do the exact opposite and offer no reasoning behind the button-pushing. *An Essential Introduction to Maya Character Rigging*, 2nd Edition, however, offers a perfect balance. Cheryl Briggs' text is built for the classroom, with step-by-step tutorials that guide the reader through the rigging process. With vibrant screenshots and a plethora of helpful tips, this book provides a strong foundation in character rigging for anyone who wants to pursue 3D animation or more advanced rigging topics.

Features Provides readers with fundamental techniques to give them a firm grasp on Maya character rigging. Thorough step-by-step tutorials, which provides instruction on how to create biped, quadruped, and prop rigs. Continuous updates and further support can be located at www.cherylcreates.com Cheryl Briggs (formerly Cabrera) is an award-winning animated short film director. She has advised and guided aspiring animators, game artists, and visual effects artists for 20 years. Since 2009, Cheryl has taught all aspects of production in the Character Animation specialization in the School of Visual Arts and Design at the University of Central Florida. She also taught as Professor of Animation at the Savannah College of Art and Design from 2001 to 2009. Cheryl is currently on the Board of Directors for the Animation Hall of Fame. She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), the International Animated Film Society (ASIFA-Hollywood), Women in Animation, Women in Film and Television, and the Society for Animation Studies. Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya. She is the author of *An Essential Introduction to Maya Character Rigging* (Focal Press, 2008), *Reel Success: Creating Demo Reels and Animation Portfolios* (Focal Press, 2013), and *Animating Short Stories: Narrative Techniques and Visual Design* (Bloomsbury Academic, 2019). Cheryl holds a B.A. and M.Ed. in Education and an M.F.A. in Computer Art with a specialization in 3D Animation. She is a digital artist and animator that blends the lines between digital imagery and the traditional painting medium. She has participated in numerous group and solo exhibitions in the United States and her work is featured in several private collections. Her award-winning students have been featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

Rigging for Games Eyal Assaf,2015-11-19 Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game Tin, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project. You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for! Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics Keep up with all the action with behind-the-scenes images and code scripts Refine your rigging skills with tutorials and project files available on the companion website

Maya 5 Savvy John Kundert-Gibbs,Peter Lee,Dariusz Derakhshani,Eric Kunzendorf,2006-07-14 Savvy-n. Practical know-how. Maya, the premier high-end 3D application, is so powerful that no one masters it without help. Maya 5 Savvy-a thorough update to Maya 4.5 Savvy-is written for the Maya user looking to boost their skills to the next level. Running throughout this book is a completely new, cohesive, expertly organized animation project that teaches specific Maya skills and, at the same time, gives you valuable hands-on exposure to the entire animation production process. Staged support files mean that you can begin and end work on this project anywhere you like-which in turn means you can read this book cover to cover or use it as a reference, dipping in wherever you need information on or practice with specific modeling, animation, and rendering techniques. Everywhere you turn,you'll find expert advice on the latest Maya features, time-saving shortcuts, and advanced capabilities. Coverage includes: Core Maya: interface briefing, plus planning, writing, and storyboarding your animation. Modeling: NURBS, polygons and subdivision surfaces, character modeling. Animation: paths and bones, deformers, binding, Trax, rigid body dynamics, MEL scripting, particle animation, expression-driven animation. Output: rendering architecture, rendering, shading and texturing, lighting, special light effects. Advanced Tools and Techniques: Paint Effects, ramps and volumes, soft body dynamics, Fluid Effects, Fur, Cloth. Note:CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Maya at a Glance George Maestri,2006-02-20 Your Visual Guide to Maya One look and you'll see this Maya book is different from all the others. It presents core Maya features visually, using pages that are packed with beautiful graphics and loaded with detailed explanations on every crucial feature of Maya's interface. Engaging step-by-step tutorials provide hands-on reinforcement for what you've learned.Maya at a Glance is the perfect introduction and reference to the Academy Award(r) winning Maya 3D animation and effects software.

Introducing Autodesk Maya 2014 Dariusz Derakhshani,2013-05-02 What you need to get up and running on Autodesk Maya 2014 Autodesk Maya is the industry-leading 3D animation and effects software, and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran. Professional visual effects artist and Maya expert Dariusz Derakhshani clearly explains the basics of modeling, texturing, animating and visual effects for new users, while leading you through fun and challenging lessons that give you plenty of hands-on practice. The book includes a color insert featuring dazzling examples from talented beginners, so you can see what's possible. Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling, texturing, animating, and visual effects Provides practical and fun, step-by-step tutorials that illustrate realistic, professional challenges Includes a full-color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya will kickstart your creativity and get you up and running on Maya.

Mastering Maya 7 John Kundert-Gibbs,2006-04-03 Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation.

Maya 6 Killer Tips Eric Hanson,Kenneth Ibrahim,Alex Nijmeh,2011-09-30 With more than 90 percent of film effects houses and half of the North American game studios using Maya in their projects, the pressure is on for 3D modelers to prove their Maya chops! It's not enough to just know how to use the program; you need to demonstrate that you can do so swiftly, efficiently, and with dazzling results! Here to ensure you do is a fun, full-colored guide that's been pared down to just the essentials: the hundreds of tips, shortcuts, and tricks the pros use every day to speed their Maya 6 workflows. Along with tips for customizing the Maya interface, polygonal modeling, rendering, and more, veteran author Eric Hanson also provides tons of insider techniques for working with Maya 6's newest features including tips for working with new tools like the Soft Modification Tool, Animation Retargeting, and High Quality Shading; advice for working with the new particle behavior features; cool new hotkeys; and insight into streamlining the texting process with Maya's new Photoshop integration, to name only a few. You'll quickly find that the techniques revealed here allow you to work faster, smarter, and more creatively!

Discover tales of courage and bravery in Crafted by is empowering ebook, **Stories of Fearlessness: Skin Creator Tool** . In a downloadable PDF format (PDF Size: *), this collection inspires and motivates. Download now to witness the indomitable spirit of those who dared to be brave.

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