

Mastering Autodesk Maya 2014

Mastering Autodesk Maya 2014 Autodesk Official Press

Paul Naas



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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

Introducing Autodesk Maya 2014 Dariush 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 Dariush 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

An Introduction to 3D Printing Victoria Zukas, Jonas A Zukas, 2015-05-07 This book is aimed at an audience consisting of two kinds of readers The first is people who are curious about 3D printing and want more information without necessarily getting deeply into it For this audience the first two chapters will be of greatest interest They provide an overview of 3D print technology They also serve to take the confusion out of the jargon and make sense out of such shortcuts as SLA FFF FDM DLP LOM SLM DMLS SLS EBM EBAM CAD and others They describe the basic processes the materials used and the application of the technology in industry space medicine housing clothing and consumer oriented products such as jewelry video game figures footwear tools and what must now seem like an infinity of bunnies eagles and busts of Star Wars and Star Trek figurines in a dazzling array of colors This book also addresses the needs of people new to the field who require information in a hurry Chapter 3 serves as a guide to generating a 3D model by reviewing scanning methodology the various types of software available to create a model and the steps needed to insure a useful printed object from the 3D model The chapter has numerous references which together with the information in the text will help one find quickly any additional information available on the internet Keywords 3D Printing 3D Software 3D Hardware Printing

Materials Scanning 3D Modeling Jewelry Medicine Housing Space **Mastering Autodesk Maya 2015** Todd

Palamar, 2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya's latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program Mastering Autodesk Maya is an excellent investment in the future of your career

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 NEX 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 Mastering Autodesk Maya 2016 Todd Palamar, 2015-07-22 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

ECGBL 2020 14th European Conference on Game-Based Learning
Panagiotis Fotaris, 2020-09-24 These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning ECGBL 2020 hosted by The University of Brighton on 24 25 September 2020 The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy all from University of Brighton UK

Mastering Autodesk Maya 2011 Eric Keller, Todd Palamar, Anthony Honn, 2010-08-06 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 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 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 **Mastering Autodesk Maya 2012** Eric Keller, 2011 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 *Mastering Autodesk Maya 2013* Todd Palamar, 2012-05-31 Provides hands on intermediate to advanced coverage of the leading 3D software Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres For intermediate and advanced users who already know Maya basics this official Maya guide provides the detailed coverage you need to unlock the software s more complex features Elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya s latest features and expands your skills with advanced instruction on cloth fur

and fluids Offers intermediate level projects on Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Offers challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation [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 [Learning AutoDesk Maya 2014](#) Todd Palamar,2013 **Maya in 24 Hours, Sams Teach Yourself** Kenny Roy,Fiona Rivera,2013-07-29 In just 24 sessions of one hour or less Sams Teach Yourself Maya in 24 Hours will help you master Autodesk Maya 2014 and use it to create outstanding 3D graphics and animations Using this book s straightforward step by step approach you ll master powerful Maya 2014 tools for modeling texturing rigging animating lighting rendering and more Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Maya tasks Quizzes and exercises test your knowledge of key Maya 2014 tools at the end of each hour Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Learn how to Get comfortable with Autodesk Maya 2014 s complex interface Quickly access the Maya 2014 tools you need for any task Efficiently manage your assets and files Model with polygonal geometry and NURBS curves surfaces Unfold UVs and apply textures Create node networks in the hypershade Model highly realistic characters Utilize relationships and make nodes work together Rig your objects and characters for animation Add animated movement to your scenes Create and adjust cameras Build diverse shapes with BlendShapes Animate using dynamics and simulations Script and automate common tasks Improve realism with particles hair cloth effects and more Correctly light your scenes Render your final imagery Work effectively with film Manage your projects and scene workflows

more efficiently On the DVD The accompanying DVD contains how to videos for dozens of key Maya 2014 tasks extensive sample art and models and additional bonus content **Mastering Autodesk® Maya® 2011** Eric Keller,2010 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 CD ROM DVD and other supplementary materials are not included as part of eBook file **MASTERING MAYA 8.5 (With CD)** John Kundert,Dariush Derakhshani,Mick Larkins,2007-05 Market_Desc Appeals particularly intermediate to advanced Maya users but across a broad spectrum of Maya users including students instructors and professional animators and directors in movies games and other fields and those aspiring to become high end users Special Features Detailed expert contents Covers all of Maya s latest features and includes chapters on such advanced Maya Unlimited topics as cloth fur and fluids Hands on tutorials The diverse tutorials by our team of expert authors solidify the learning experience Autodesk Maya Press This book is officially endorsed by Alias the makers of Maya Premium package includes high quality coated paper for much crisper image reproduction beautiful cover and critically acclaimed interior design About The Book Mastering Maya 8 5 is the complete resource for intermediate and advanced users This Maya Press title begins with a Quick Start overview of the workflow and key tools in Maya then offers detailed thorough instruction on the Maya interface and all modeling texturing animation and visual effects tools It also covers advanced topics on cloth fur and fluids The lessons and techniques are reinforced with practical challenging tutorials and the CD includes tutorial files as well as Maya Personal Learning Edition software *Mastering Maya 8.5* John Kundert-Gibbs,Mick Larkins,Dariush Derakhshani,Eric Kunzendorf,2007-07-02 Take your Maya skills to new levels with the sophisticated coverage in this authoritative Autodesk Maya Press reference and tutorial From key basics through advanced techniques a team of Maya experts provides you with the very latest professional level instruction on Maya Complete and Maya Unlimited through tutorials and hands on practice Whether a novice or an advanced user of Maya you ll find everything from key basics through advanced techniques Note CD ROM DVD and other supplementary materials are not included as part of eBook file

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