

Autodesk
Official Training Guide



INTRODUCING AUTODESK® MAYA® 2013

Dariush Derakhshani

Mastering Autodesk Maya 2014

Larry Neuberger



Mastering Autodesk Maya 2014:

Mastering Autodesk Maya 2014 Todd Palamar, 2013-06-10 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 [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 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

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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,2014-06-16 This is a newly updated step by step guide to the most popular and complex 3D application on the market Autodesk Maya This book 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 books helps you to 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 this book will kick start your creativity and get you up and running with Maya **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

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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 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 **Learning AutoDesk Maya 2014** Todd Palamar,2013

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® 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

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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

How to Cheat in Maya 2014 Kenny Roy, 2013-07-31 All professional animators know a handful of secrets that give them an edge in a production environment How to Cheat in Maya puts these secrets in your hands Learn time and energy saving techniques tested in real Hollywood productions in this book jam packed with screenshots and scene files designed to get you up to speed quickly From menus to modeling lipsync to lighting How to Cheat in Maya 2014 covers all of the methods available in the latest version of Maya Get up to speed quickly and produce stellar results with these insider workflows With new updated cheats for the latest version of Maya How to Cheat in Maya 2014 is an essential guide for amateur and professional 3D animators alike Fully updated with gold mine coverage including expanded sections on production workflow all new chapters covering rigging cheats and Maya's referencing tools and brand new project files demonstrating production proven techniques The companion website includes complete scene files for exercises and techniques extra rigs Quicktime movies of full projects and video tutorials

Maya; Mastering the Basics Larry Neuberger, 2006-11 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

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