

ISBN 9780131103624  
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# Learning Autodesk Maya 2009

## The Modeling & Animation Handbook

By Timothy L. Boudreau, author of the best-selling Autodesk Maya 2008 book, and  
Jeffrey J. Pineda, author of the best-selling Autodesk Maya 2005 book

Autodesk

# Learning Autodesk Maya 20the Modeling Animation Handbook

**Kelly Murdock**



## **Learning Autodesk Maya 2009 The Modeling Animation Handbook:**

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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      *Learning Maya 7* Alias Learning Tools,2005-09-23 This exceptional full color Maya Press title produced by Alias the software s creators offers a brand new approach to teaching modeling and animation using the characters from the Academy Award winning short film The ChubbChubbs You ll find instructor led tutorials scene files artist interviews and Maya Personal Learning Edition on the enclosed DVD      *Autodesk Maya 2010* Autodesk Maya Press,2009-08-31 Maya is the industry leading 3D animation and effects software used in movies special effects games cartoons short films commercials etc Complex and difficult to learn the new Maya 2010 features updates to modeling animation dynamics and rendering modules This invaluable book offers hands on introduction to the tools and techniques of this fascinating software This extraordinary full color book presents you with clear step by step instructions to projects that enhance your understanding of the modeling and animation stages of production using files from the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo You ll learn how to build models with a variety of surface types and then make them move with a range of animation techniques Instructor led tutorials are featured on the DVD that will help you grasp best practices from the beginning with the intent of avoiding unnecessary challenges further along in the process Serves as the next step after you have gained a solid understanding of Maya and you re ready for 3D modeling and animation Explains polygon and NURBS basics and walks you through modeling a body and head Demonstrates how to work with inverse kinematics blend shapes and apply and animate constraints Addresses animating a complete scene working with lip synching and using full body IK DVD includes clips from Roadside Romeo artist interviews and instructor led videos This book and DVD combo is essential for 3D modeling and animation      **Autodesk Maya 2022 Basics Guide** Kelly Murdock,2021-08-18 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 2023 Basics Guide](#) Kelly Murdock, 2022-09-15

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

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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

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Maya will also benefit greatly from this text What you ll learn How to create models using curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences [Autodesk Maya 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 **Learning Autodesk Maya 2008** Autodesk Maya Press,2007-10-29 Create mind blowing special effects skills with Learning Autodesk Maya 2008 I The Special Effects Handbook This completely updated official Maya guide focuses on dynamics and rendering with in depth tutorials covering lighting texturing and soft body and hard body dynamics This exceptional full color guide uses LAIKA s award winning short film Moongirl to guide you through clear step by step projects using the newest version of Maya Learn how to create materials and textures set up lights and cameras work with shadows and raytracing control renders understand rendering for special effects and compositing explore hardware and vector rendering create caustics and global illumination effects and much more Check out the companion DVD for instructor led overviews artist interviews and scene files to get your creative



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