

(Free read ebook) Mastering Autodesk Maya 2014: Autodesk Official Press

Mastering Autodesk Maya 2014: Autodesk Official Press

Von Todd Palamar

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Von Todd Palamar : Mastering Autodesk Maya 2014: Autodesk Official Press before purchasing it in order to gage whether or not it would be worth my time, and all praised Mastering Autodesk Maya 2014: Autodesk Official Press:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. The best Maya 2014 reference for intermediate usersVon MichaelI rarely buy printed books on tools that iterate so fast, but the "Mastering Maya..." books are the only ones I buy regularly each year. I simply find it the best reference books to have on Maya. Please note, though, that the book is probably not ideal for you if you have no experience yet in Maya - this book assumes that the reader already knows basic workflows in Maya. The topics and assignments provided in this book are more advanced than, say, in a Beginner's Guide, but are described very precisely and are easy to follow. Also, Todd Palamar offers a lot of background, additional insights and other valuable information. It is noticeable that the author has years of practice with Maya and also production experience.Most important topics are covered, although some not in all detail. If you want, for example, a primer on dynamics or character animation, you are better

off with a specialist book (like the "Studio.." series). For an intermediate to advanced Maya user, this book is a great way to keep up-to-speed with the latest features and learn a few new tricks now and then.

Kurzbeschreibung 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.

Kurzbeschreibung 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.

Buchrückseite Build Career-Worthy Skills in Maya 2014 If you already know the basics of Autodesk Maya, now you can kick your skills into a higher gear with this expert guide. Using hands-on tutorials and clear instruction, this in-depth book helps you build intermediate to advanced proficiency in Maya and prepares you to use this powerful software at a professional level. Find advanced instruction on such important topics as cloth, fur, and fluids, as well as 3D cameras and virtual filmmaking, modeling, animation, rigging, and much more. You'll discover specific Maya features that will help you work as part of a team on large projects, and gain valuable experience in how a complete CG production pipeline works. This complete resource also helps you prepare for the Autodesk Maya 2014 certification exams.

- * Build Professional-Level Skills in Maya 2014
- * Learn Practical Workflows and Tricks Used in Real Studios
- * Understand the Entire CG Production Pipeline
- * Follow Hands-On Tutorials and Improve Your Skills
- * Prepare for the Autodesk Maya 2014 Certification Exams

Coverage includes:

- * Mastering Maya nodes and the Maya working environment
- * Setting up a virtual camera to compose compelling scenes
- * Modeling with polygons, NURBs, subdivisions, and deformers
- * Customizing with Paint Effects, indirect lighting, and mental ray shaders
- * Using the latest version of Maya nParticles to produce complex visual effects
- * Delivering realistic characters with Maya fur, nHair, and nCloth
- * Making waves, clouds, smoke, flames, explosions, and more with Maya Fluids