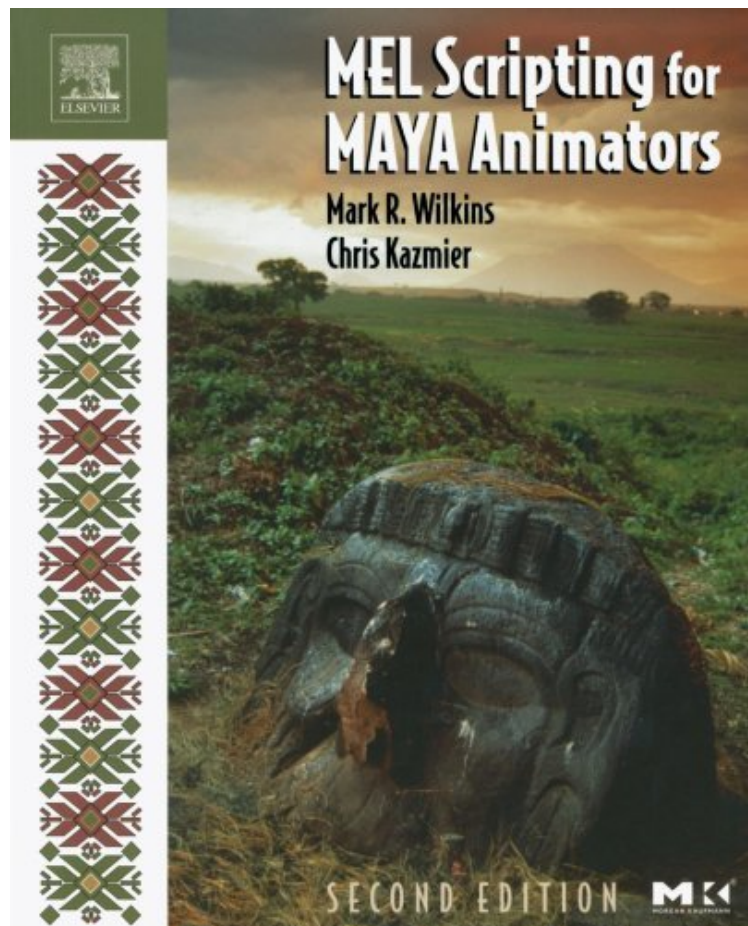


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MEL Scripting for Maya Animators (The Morgan Kaufmann Series in Computer Graphics)

Von Mark R. Wilkins, Chris Kazmier
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Von Mark R. Wilkins, Chris Kazmier : MEL Scripting for Maya Animators (The Morgan Kaufmann Series in Computer Graphics) before purchasing it in order to gage whether or not it would be worth my time, and all praised MEL Scripting for Maya Animators (The Morgan Kaufmann Series in Computer Graphics):

KundenrezensionenHilfreichste Kundenrezensionen4 von 5 Kunden fanden die folgende Rezension hilfreich. Ein definitives Muss fr Maya-UserVon Ein KundeJeder der Maya fr mehr oder weniger komplexe Projekte benutzt, wird frher oder spter an die Grenzen der Benutzeroberflche stossen oder ist es Leid bestimmte sich wiederholende Aufgaben zigmal am Tag zu machen. Das ist genau der Moment in dem man Mark`s Buch zur Hand nehmen sollte, denn er schildert fr nicht-Programmierer sehr eingngig den Aufbau und die Funktionalitt von MEL. Anhand von sehr verschiedenen aber fr 3D-Animationsprojekte sehr typischen Beispielen (z.B. Partikel, Character Rigging,UI creation

u.v.a.) gibt Mark eine sehr gute strukturierte und praxisnahe Einföhrung. Fr Programmierer ist es wahrscheinlich nur begrenzt hilfreich, da ja MEL wie andere Programmiersprachen aufgebaut ist. Dieses Buch hat meine Arbeit in MAYA auf jeden Fall sehr stark beeinflut (mehr Funktionalitt in weniger Zeit) und mir ein ganz neues Verstdnis fr dieses unglaublich komplexe Programm gegeben. Ein MEL, MAYA, und MARK Fan

Kurzbeschreibung Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Mayas scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance. Pressestimmen? Reading and following the lessons of this book provides one of the best ways for a casual Maya user to elevate their skills to a professional level. The fundamental techniques developed in MEL Scripting for Maya Animators are critical for visual effects artists to learn.?? Scott Stokdyk, Visual Effects Supervisor, Sony Pictures Imageworks ?While the first edition opened the doors to MEL scripting for interested Maya users, this expanded and updated second edition delves deeper into important programming concepts, and new features in Maya released since the original edition.?? Doug Cooper, Visual Effects Supervisor, DreamWorks Animation ?The book is well written for both technical and non-technical animators. It is an essential tool in making sophisticated animation not only possible but also practical.?? Henry LaBounta, Senior Art Director, Electronic Arts ?This new edition is the very best of an extremely small number of books that even attempt to cover the subject of scripting animation. If you're just getting started or are advanced enough to want the second edition's beefed up content, there's an empty spot for this book next to your monitor right now.?? 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