

Kelly L. Murdock

Autodesk Maya 2015

Basics Guide



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Remote Sensed Data and Processing Methodologies for 3D Virtual Reconstruction and Visualization of Complex Architectures Diego Gonzalez-Aguilera,Fabio Remondino,Pablo Rodríguez-Gonzálvez,Erica Nocerino,2018-09-28 This book is a printed edition of the Special Issue Remote Sensed Data and Processing Methodologies for 3D Virtual Reconstruction and Visualization of Complex Architectures that was published in Remote Sensing

The Routledge Companion to Digital Humanities and Art History Kathryn Brown,2020-04-15 The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting edge intersections between digital technologies and the study of art history museum practices and cultural heritage The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development This book offers a timely perspective on trans disciplinary developments that are reshaping art historical research conservation and teaching This book will be of interest to scholars in art history historical theory method and historiography and research methods in education

Maya Maya MEL Maya Python PyMEL 39 MEL Python MEL Python *Urban Informatics* Wenzhong Shi,Michael F. Goodchild,Michael Batty,Mei-Po Kwan,Anshu Zhang,2021-04-06 This open access book is the first to systematically introduce the principles of urban informatics and its application to every aspect of the city that involves its functioning control management and future planning It introduces new models and tools being developed to understand and implement these technologies that enable cities to function more efficiently to become smart and sustainable The smart city has quickly emerged as computers have become ever smaller to the point where they can be embedded into the very fabric of the city as well as being central to new ways in which the population can communicate and act When cities are wired in this way they have the potential to become sentient and responsive generating massive streams of big data in real time as well as providing immense opportunities for extracting new forms of urban data through crowdsourcing This book offers a comprehensive review of the methods that form the core of urban informatics from various kinds of urban remote sensing to new approaches to machine learning and statistical modelling It provides a detailed technical introduction to the wide array of tools information scientists need to develop the key urban analytics that are fundamental to learning about the smart city and it outlines ways in which these tools can be used to inform design and policy so that cities can become more efficient with a greater concern for environment and equity

[Parallel Computational Technologies](#) Leonid Sokolinsky,Mikhail Zymbler,Vladimir Voevodin,Jack Dongarra,2024-12-29 This book constitutes the refereed post proceedings of the 18th International Conference on Parallel Computational Technologies PCT 2024 held in Chelyabinsk Russia in April 2024 The 22 full papers included in this book were carefully reviewed and selected from 62 submissions These

papers have been organized under the following topical sections High Performance Architectures Tools and Technologies Parallel Numerical Algorithms and Supercomputer Simulation

Architectural Design with SketchUp Alexander C. Schreyer, 2015-10-26 Go beyond the basics making SketchUp work for you Architectural Design with SketchUp Second Edition is the leading guide to this incredibly useful tool for architects interior designers construction professionals and makers With easy to follow tutorials that first brush up on the basics of the program and then cover many advanced processes this resource offers both informative text and full color illustrations to clearly convey the techniques and features you need to excel The updated second edition has a new chapter that explains how to make things with SketchUp and covers 3D printing design to fabrication CNC milling and laser cutting Other chapters also now cover Building Information Modeling BIM and 3D web content generation Additionally the revised text offers insight into the latest products and plugin extensions navigation methods import export options and 3D model creation features to ensure you have an up to date understanding of how to make SketchUp help you meet your project goals A leading 3D modeling application SketchUp features documentation capabilities through photorealistic renderings and construction drawings Because of its ease of use and ability to be enhanced with many plugin extensions for project specific applications SketchUp is considered the tool of choice for professionals in the architecture interior design construction and fabrication fields Access thoroughly updated information in an easy to understand writing style Increase your efficiency and accuracy when using SketchUp and refresh and supplement your understanding of SketchUp s basics Explore component based modeling for assembly scheduling collaborative design and modeling with a BIM approach Find the right plugin extensions and understand how to best work with them See how easy it is to generate presentation ready renderings from your 3D models Learn how you can use 3D printing CNC milling and laser cutting to make things with SketchUp Use cookbook style Ruby coding to create amazing 3D objects Supplement your knowledge with video tutorials sample files and Ruby scripts via a robust companion website Architectural Design with SketchUp Second Edition is an integral resource for both students and professionals working in the architecture interior design construction and fabrication industries

Autodesk Maya 2015 Basics Guide Kelly L. Murdock, 2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015 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 accompanying video instruction that s included with each book 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 2015 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 **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 books 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 *Autodesk Maya 2015* Prof Sham Tickoo Purdue Univ,CADCIM Technologies,Sham Tickoo,2014-07-17 Autodesk Maya 2015 A Comprehensive Guide textbook introduces the readers to Maya 2015 one of the world s leading 3D animation and modeling packages The textbook caters to the needs of both the novice and the advanced users of Maya As it is a comprehensive textbook it aims to harness the power of Autodesk Maya 2015 for creating animation and visual effects Keeping in view the varied requirements of the users the textbook first introduces the basic features of Maya 2015 and then gradually progresses to cover the advanced 3D models and animations Each concept has been thoroughly explained through text practical examples tutorials and exercises The book will help you unleash your creativity thus helping you create visual representations of the world around you on your computer screen much in the same way that a brush enables a painter to transform the blank canvas into a vibrant statement of human imagination This textbook will make a painter out of you with the mouse as your brush and Maya s interface as your palette This textbook takes the users across a wide spectrum of animation VFX through progressive examples numerous illustrations and relevant exercises Written with the tutorial point of view and the learn by doing theme the textbook is ideally suited for learning at your convenience and at your pace Following are the additional features of this book Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as polygon modeling NURBS modeling texturing lighting cameras animation paint effects rendering nHair fur fluids particles nParticles and Bullet Physics in Autodesk Maya 2015 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2015 concepts and commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the users through the learning process Additional information is provided throughout the textbook in the form of tips and notes Self Evaluation Test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge For more information navigate to the following link www.cadcim.com

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