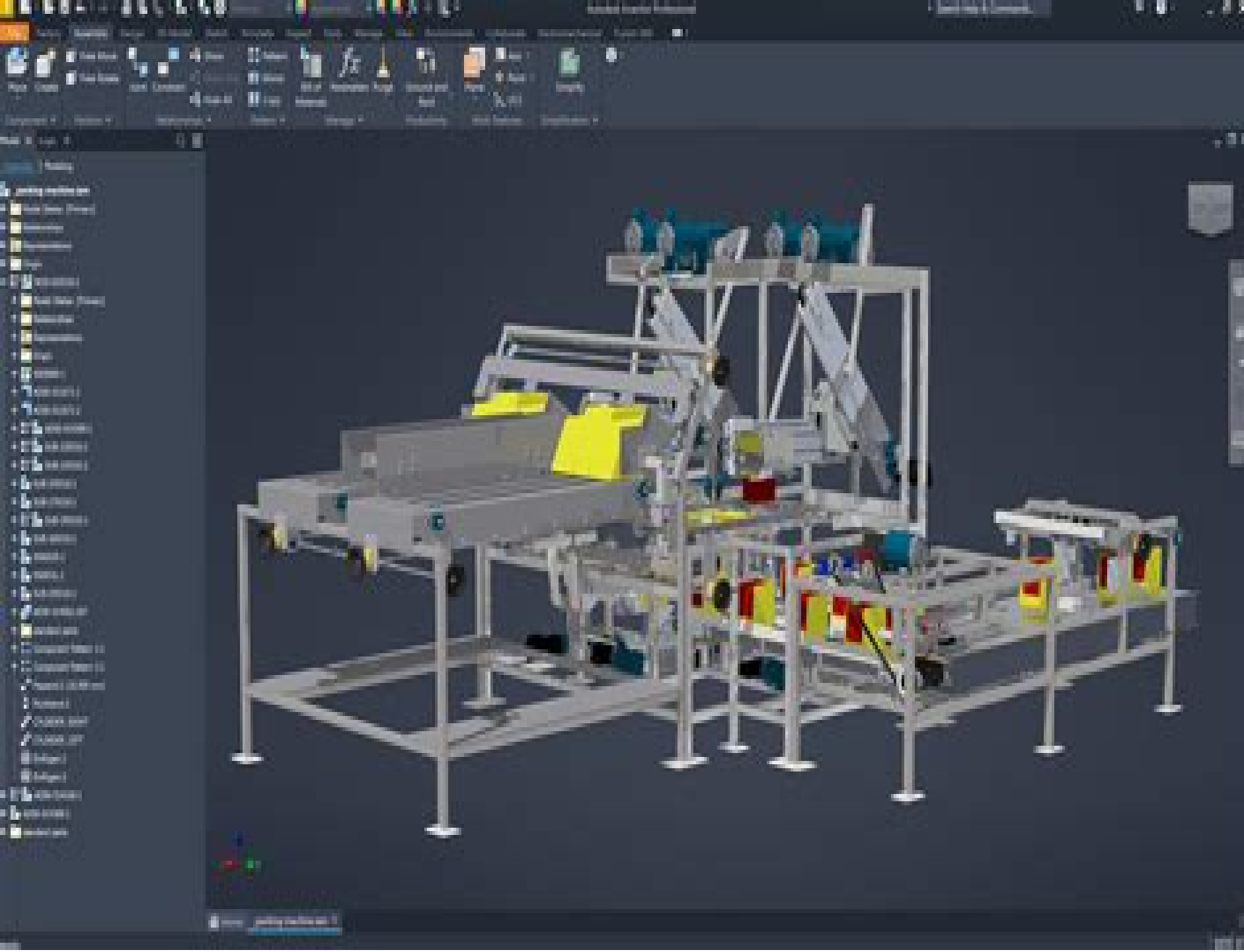




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Autodesk Maya 2022: A Comprehensive Guide, 13th Edition Prof. Sham Tickoo, 2021-07-28

Autodesk Maya 2022 is a powerful integrated 3D modeling, animation, visual effects and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games and design projects. The intuitive user interface and workflow tools of Maya 2022 have made the job of design visualization specialists a lot easier. Autodesk Maya 2022 A Comprehensive Guide book covers all features of Autodesk Maya 2022 software in a simple, lucid and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers. It caters to the needs of both the novice and advanced users of Maya 2022 and is ideally suited for learning at your convenience and at your pace. Our latest edition covers new tools and enhancements in modeling, animation, rigging and much more. The performance improvements in tools such as Bifrost, XGen and Arnold renderer are covered in depth. The author has also explained the newly introduced tool Sweep Mesh with the help of suitable examples and tutorials. Salient Features: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, XGen, Fur, Fluids, Particles, nParticles, and Bullet Physics, Motion Graphics and MASH in Autodesk Maya 2022. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2022 concepts, commands, Real world 3D models and examples focusing on industry experience. Step by step instructions guide the user through the learning process. Additional information is provided throughout the book 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

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