



Autodesk Maya 2015 Essentials Official Training Guide

Dariush Derakhshani



Autodesk Maya 2015 Essentials Official Training Guide:

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 is 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 will 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

Autodesk Maya 2016 Basics Guide Kelly Murdock, 2015-09-18 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2016 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 2016 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 will develop the confidence you need to create incredible renderings and animations using Autodesk Maya

Introducing Autodesk Maya 2016 Dariush Derakhshani, 2015-07-08 Start modeling right away

with this hands on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market Building from the ground up this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes The tutorials offer realistic challenges and clear explanations laid out in fun step by step lessons that help you gain confidence and learn by doing You ll delve into CG and 3D core concepts and production workflows then get right to work designing an animation of the solar system as you learn the interface and basic tools As your modeling skills grow you ll build a steam locomotive a starfish a table lamp and much more as you learn to rig your model for animation create fabric motion with nCloth and add the lighting and effects that bring your scenes to life The companion website features downloadable project files that help you see how the pros do it and the book includes real world examples from talented users who were beginners just like you Master the Maya 2016 interface menus and plug ins Begin building simple animations right away Explore modeling rendering animation and cloth motion Add lighting rendering dynamics simulations and effects If you want to work like the pros Introducing Autodesk Maya 2016 is the perfect primer for getting started *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 book 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 **Augmented Reality in Education** Vladimir Geroimenko, 2020-05-26 This is the first comprehensive research monograph devoted to the use of augmented reality in education It is written by a team of 58 world leading researchers practitioners and artists from 15 countries pioneering in employing augmented reality as a new teaching and learning technology and tool The authors explore the state of the art in educational augmented reality and its usage in a large variety of particular areas such as medical education and training English language education chemistry learning environmental and special education dental training mining engineering teaching historical and fine art education Augmented Reality in Education A New Technology for Teaching and Learning is essential reading not only for educators of all types and levels educational researchers and

technology developers but also for students both graduates and undergraduates and anyone who is interested in the educational use of emerging augmented reality technology

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Phillip Whitt, 2015-08-29 Pro Freeware and Open Source Solutions for Business is a practical guide for the small business owner seeking viable alternative to expensive commercial software packages and subscriptions This comprehensive look at the powerful alternatives to expensive proprietary software provides an illustrated overview of no cost software solutions In this book you will find free and open source solutions for office productivity PDF creation accounting image editing and graphic design desktop publishing 3D design CAD audio and video editing website and blog creation customer relationship management point of sale networking and security and alternatives to the Windows and Macintosh operating systems This guide helps free the cost conscious business owner from the bonds of expensive proprietary software by exploring the free and powerful alternatives that exist You can save a substantial sums of money by replacing just a few commercial software titles with free and open source solutions Learn how with Pro Freeware and Open Source Solutions for Business today

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PC World, 2000

Autodesk Maya 2013 Essentials
Naas, 2013-04-05

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.

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