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Maya Python for Games and Film Adam Mechtley, Ryan Trowbridge, 2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for

Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney, 2014-09-10 A Complete Toolbox of Theories and Techniques The second edition of a bestseller Handbook of Virtual Environments Design Implementation and Applications presents systematic and extensive coverage of the primary areas of research and development within VE technology It brings together a comprehensive set of contributed articles that address the

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

Python Projects Laura Cassell, Alan Gauld, 2014-11-24 A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects The preeminent guide to bridge the gap between learning and doing this book walks readers through the where and how of real world Python programming with practical actionable instruction With a focus on real world functionality Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike Python Projects is written specifically for those who know the Python syntax and lay of the land but may still be intimidated by larger more complex projects The book provides a walk through of the basic set up for an application and the building and packaging for a library and explains in detail the functionalities related to the projects Topics include How to maximize the power of the standard library modules Where to get third party libraries and the best practices for utilization Creating packaging and reusing libraries within and across projects Building multi layered functionality including networks data and user interfaces Setting up development environments and using virtualenv pip and more Written by veteran Python trainers the book is structured for easy navigation and logical progression that makes it ideal for individual classroom or corporate training For Python developers looking to apply their skills to real world challenges Python Projects is a goldmine of information and

expert insight *When VR Serious Games Meet Special Needs Education* Yiyu Cai, Qi Cao, 2021-05-04 This book presents selected research and development on virtual reality VR and serious games SG applications to assist children with Autism Spectrum Disorder ASD in their learning of different skills Children with ASD have challenges to learn skills of learning living and working due to their cognitive and behavioral limitations The authors and their research teams of this book have many years research experience developing innovative and interactive VR and SG technology for the special needs education More specifically several VR serious games are designed to train children with ASD on learning skill life skill and job skill Such games are often developed based on the needs of special education and used by special needs schools in Singapore This book is a useful resource for students scholars and designers of learning material who want to embrace VR and SG for children with ASD **Autodesk Maya 2013** Prof. Sham Tickoo of Purdue University Calumet, CADCIM Technologies, 2012

Introducing Autodesk Maya 2013 Dariush Derakhshani, 2012-05-03 A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry leading 3D animation and effects software used in movies visual effects games cartoons and other animation This bestselling official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software Fully updated for the newest version of Maya the book explains the interface and the basics of modeling texturing animating dynamics visualization and visual effects Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you've learned The Autodesk Official Training Guide for Maya endorsed and promoted by Autodesk to its 2 500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film game and advertising industries it's a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling texturing animating and visual effects Step by step tutorials offer realistic professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students *Introducing Autodesk Maya* is the perfect guide to get you up and running on the world's most popular professional 3D application *Mastering Autodesk Maya 2013* Todd Palamar, 2012-05-31 Provides hands on intermediate to advanced coverage of the leading 3D software Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres For intermediate and advanced users who already know Maya basics this official Maya guide provides the detailed coverage you need to unlock the software's more complex features Elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth fur and fluids Offers intermediate level projects on Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Offers challenging tutorials and real world scenarios from some

of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation

PlayStation(R)Mobile Development Cookbook Michael Fleischauer,2013-03-25 Written as a series of engaging and practical recipes this essential Cookbook has been meticulously designed and reviewed in order to provide you with the ultimate reference for PlayStation r Mobile development If you ve got some prior experience with C and want to create awesome projects for the PlayStation r Vita and PlayStation Certified devices then this book is for **Autodesk Maya 2013 Essentials** Paul Naas,2012-04-30 Recommnded text for those preparing for the Maya Associate exam Maya the industry leading 3D animation and effects software used in movies games cartoons and commercials is challenging to learn This full color guide features approachable hands on exercises and additional task based tutorials that allow new users to quickly become productive with the program and familiar with its workflow in a professional environment You ll learn the basics of modeling texturing animating and lighting explore different parts of the production pipeline and practice on some real world projects Maya is the 3D animation and effects software used in the film game and advertising industries it s a complex program and this book gives beginners essential training in Maya basics This book is an Autodesk Official Training Guide recommended for students planning to take the Maya Associate exam Provides task based tutorials and hands on exercises to get you up to speed and introduce you to production workflows Teaches the basics of modeling texturing animating and lighting Helps you create simple animations model with polygons and add detail with blend shapes and surfaces Starting and ending files for the exercises and additional learning tutorials are available online Autodesk Maya Essentials provides beginners with a solid foundation in Maya 3D software

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