

Maya 2014 ESSENTIALS



Autodesk Maya 2014 Essentials Autodesk Official Press

Randi L. Derakhshani, Dariush Derakhshani

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Autodesk Maya 2014 Essentials Paul Naas, 2013-06-05 The premiere book on getting started with Maya 2014 Whether you re just beginning or migrating from another 3D application this step by step guide is what you need to get a good working knowledge of Autodesk Maya 2014 Beautifully illustrated with full color examples and screenshots Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling texturing animating setting a scene and creating visual effects You ll absorb important concepts and techniques and learn how to confidently use Maya tools the way professionals do Each chapter includes fun and challenging hands on projects which you can do as you go using the downloadable files from the book s website They include starting and ending files so you can compare your results to how professionals do the projects This information packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step by step tutorials hands on exercises with downloadable files and four color examples and screenshots Covers modeling texturing animating visual effects lighting compositing setting a scene and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry leading 3D animation and effects software used in movies games cartoons short films commercials and other animation Get firsthand experience with Maya 2014 as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam with Autodesk Maya 2014 Essentials 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 3ds Max 2014 Essentials Randi L. Derakhshani, Dariush Derakhshani, 2013-05-08 Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily Through a series of cool projects like designing an alarm clock animating a thrown knife or lighting a scene you ll learn the essentials of modeling rigging animating and rendering using the popular Autodesk

3ds Max 3D animation and effects software It s a practical hands on approach allowing you to constantly reinforcing skills as you learn them Downloadable before and after project files let you to compare your work to that of 3ds Max professionals Even if you already have experience with 3ds Max this book is a great reference for renewing your skills And it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014 Features a realistic task based approach so readers learn via a series of hands on projects using downloadable files all backed with ample instruction explanation and illustration Covers modeling rigging animating rendering skinning architectural visualization and more Written by Autodesk Authorized Authors and is an Autodesk Official Press book Get firsthand experience with 3ds Max as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam with Autodesk 3ds Max 2014 Introducing Autodesk Maya 2014 Dariush Derakhshani, 2013-05-02 What you need to get up and running Essentials on Autodesk Maya 2014 Autodesk Maya is the industry leading 3D animation and effects software and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling texturing animating and visual effects for new users while leading you through fun and challenging lessons that give you plenty of hands on practice The book includes a color insert featuring dazzling examples from talented beginners so you can see what s possible Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling texturing animating and visual effects Provides practical and fun step by step tutorials that illustrate realistic professional challenges Includes a full color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you re new to 3D or migrating from another 3D application Introducing Autodesk Maya will kickstart your creativity and get you up and running on Maya An Introduction to 3D Printing Victoria Zukas, Jonas A Zukas, 2015-05-07 This book is aimed at an audience consisting of two kinds of readers The first is people who are curious about 3D printing and want more information without necessarily getting deeply into it For this audience the first two chapters will be of greatest interest They provide an overview of 3D print technology They also serve to take the confusion out of the jargon and make sense out of such shortcuts as SLA FFM FFF FDM DLP LOM SLM DMLS SLS EBM EBAM CAD and others They describe the basic processes the materials used and the application of the technology in industry space medicine housing clothing and consumer oriented products such as jewelry video game figures footwear tools and what must now seem like an infinity of bunnies eagles and busts of Star Wars and Star Trek figurines in a dazzling array of colors This book also addresses the needs of people new to the field who require information in a hurry Chapter 3 serves as a guide to generating a 3D model by reviewing scanning methodology the various types of software available to create a model and the steps needed to insure a useful printed object from the 3D model The chapter has

numerous references which together with the information in the text will help one find quickly any additional information available on the internet Keywords 3D Printing 3D Software 3D Hardware Printing Materials Scanning 3D Modeling Jewelry Medicine Housing Space AutoCAD 2014 Essentials Scott Onstott, 2013-05-22 Learn crucial AutoCAD tools and techniques with this Autodesk Official Press Book Quickly become productive using AutoCAD 2014 and AutoCAD LT 2014 with this full color Autodesk Official Press guide This unique learning resource features concise straightforward explanations and real world hands on exercises and tutorials Following a guick discussion of concepts and goals each chapter moves on to an approachable hands on exercise designed to reinforce real world tactics and techniques Compelling full color screenshots illustrate tutorial steps and chapters conclude with related and more open ended projects to further reinforce the chapter s lessons Starting and ending files for the exercises are also available for download so you can compare your results with those of professionals You ll follow a workflow based approach that mirrors the development of projects in the real world learning 2D drawing skills editing entities working with splines and polylines using layers and objects creating and editing text dimensioning modeling in 3D and much more Hands on exercises and their downloadable tutorial files are based on the real world task of drawing a house Covers crucial features and techniques including 2D drawing working with layers organizing objects with groups and blocks using hatch patterns and gradients using constraints and layouts importing data 3D modeling and Includes content to help prepare you for Autodesk's AutoCAD certification program AutoCAD 2014 and AutoCAD LT 2014 Essentials is the Autodesk Official Press guide that helps you quickly and confidently learn the newest version of AutoCAD and AutoCAD LT Mastering Autodesk Maya 2014 Todd Palamar, 2013-06-12 Hands on intermediate to advanced coverage of the leading 3D software Autodesk Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres If you already know the basics of Maya and are ready to elevate your skills then this book is for you Nearly 1 000 pages are packed with organized professional and valuable insight on the leading 3D application on the market enabling you to unlock the software's more complex features Ideal as both a tutorial and study guide for the Autodesk Maya exam this Autodesk Official Press book gets you up to speed on Maya s latest features and expands your skills with advanced instruction on cloth fur and fluids Features challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features including updates to dynamics Maya muscle stereo cameras assets rendering with mental ray and more Helps you gain proficiency in high level techniques for film television game development and more If you we been looking for a complete professional quality Maya resource to turn to again and again look no further than Mastering Autodesk Maya 2104 Autodesk 3ds Max 2015 Essentials Randi L. Derakhshani, Dariush Derakhshani, 2014-06-23 Get up to speed quickly with this compelling full color quide to Autodesk 3ds Max With its real world hands on exercises Autodesk 3ds Max 2015 Essentials helps new users learn the fundamentals of Autodesk 3ds Max

quickly become productive The task based tutorials add real world context that help you become familiar with the workflow scenarios of a professional environment and provide that extra level of understanding to make you more proficient overall with the software Updated for 3ds Max 2015 and recommended as a preparation resource for the 3ds Max certification exam this guide teaches the basics of modeling texturing animating and visual effects You ll have fun creating a retro style alarm clock animating a thrown knife modeling a chair and more all while you learn modeling rigging animating rendering architectural visualization and other career essential techniques This colorful engaging book features Chapter opening learning objectives Step by step tutorials Full color screenshots and illustrations Downloadable exercise files Learn all the crucial techniques you ll need from authors Randi and Dariush Derakhshani Autodesk Certified Instructors with years of professional experience under their belts Artists students educators and hobbyists will benefit from the quide s techniques and tutorials getting to know the program as a whole and gaining insight into which aspects of the 3D production pipeline are most appealing Whether you re a beginner or migrating from another 3D application Autodesk 3ds Max 2015 Essentials provides the solid foundation 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 AutoCAD 2015 and AutoCAD LT 2015 Essentials Scott Onstott, 2014-04-21 Step by step instructions for the AutoCAD fundamentals AutoCAD 2015 Essentials contains 400 pages of full color comprehensive instruction on the world's top drafting and architecture software. This 2015 edition features architectural manufacturing and landscape architecture examples And like previous editions the detailed guide introduces core concepts using interactive tutorials and open ended projects which can be completed in any order thanks to

downloadable data sets an especially useful feature for students and professionals studying for Autodesk AutoCAD certification Unlike many other guides which are organized around conceptual themes or task categories AutoCAD 2015 Essentials takes a start to finish approach that mirrors how you will work with the program in the real world Starting with basic 2D drawing and progressing through organizing objects with groups and blocks creating and editing text and 3D modeling the process you ll learn in this book is ready to take to work Inside each chapter follows an intuitive structure Quick discussions of concepts and learning goals Hands on drafting tutorials for active learning and confidence building Open ended projects to reinforce new drafting skills Downloadable end files so you can check your work AutoCAD 2015 Essentials is great for professionals and students who need to quickly and effectively learn the most common features of 2D and 3D design With over 12 years of experience teaching and writing about this formidable design program Scott Onstott provides you with everything you ll need to leverage the full capabilities of AutoCAD

Unveiling the Power of Verbal Beauty: An Mental Sojourn through **Autodesk Maya 2014 Essentials Autodesk Official Press**

In a global inundated with screens and the cacophony of instant connection, the profound power and emotional resonance of verbal artistry frequently fade in to obscurity, eclipsed by the regular barrage of noise and distractions. Yet, situated within the lyrical pages of **Autodesk Maya 2014 Essentials Autodesk Official Press**, a interesting perform of literary elegance that pulses with natural thoughts, lies an unforgettable journey waiting to be embarked upon. Published by a virtuoso wordsmith, that exciting opus books readers on a psychological odyssey, softly revealing the latent potential and profound impact stuck within the complicated web of language. Within the heart-wrenching expanse with this evocative analysis, we can embark upon an introspective exploration of the book is key themes, dissect their interesting publishing fashion, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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