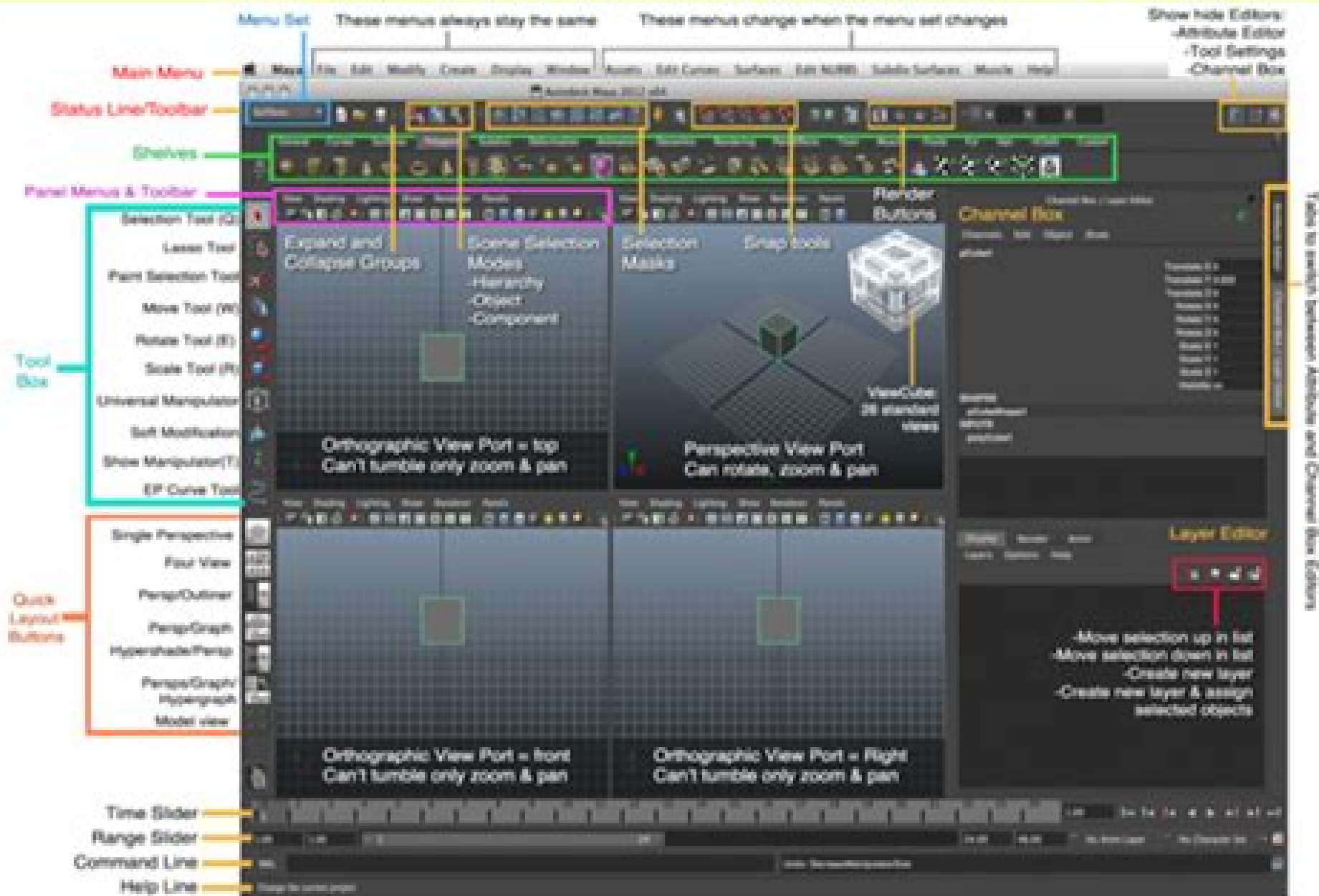


Autodesk Maya 2012 - Interface Overview



Autodesk Maya 2012 User Guide

Prof. Sham Tickoo



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Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller, 2011-07-07 The exclusive official guide to the very latest version of Maya Get extensive hands on intermediate to advanced coverage of Autodesk Maya 2012 the top selling 3D software on the market If you already know Maya basics this authoritative book takes you to the next level From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level Maya instruction With pages of scenarios and examples from some of the leading professionals in the industry author Todd Palamar will help you master the entire CG production pipeline Provides professional level instruction on Maya the industry leading 3D animation and effects software used in popular films games and commercials Covers the very latest Maya 2012 tools and features including the new fluid simulation tools Showcases the techniques of professionals through numerous examples demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real world scenarios from some of the leading professionals in the industry If you re looking for an in depth professional Maya resource to turn to again and again this is the book you need

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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 [Introducing Autodesk Maya 2012](#) Dariush Derakhshani,2011-03-29 A practical step by step guide to Maya 2012 This book is the ideal primer to getting started with Maya the premier 3D animation and effects software used in movies visual effects games cartoons short films and commercials You ll learn the Maya interface and the basics of modeling texturing animating and visual effects Professional visual effects artist and instructor Dariush Derakhshani explains the nuances of the complex software while creative tutorials offer realistic professional challenges for those new to 3D You ll be up and running in no time with the world s most popular professional 3D software application Provides a thorough step by step introduction to Maya 2012 Explains the core concepts of CG and working in 3D Covers modeling rigging HDRI lighting mental ray rendering and more Concepts are reinforced with tutorials that offer realistic challenges and clear explanations Color insert provides real world examples from talented beginning Maya users Build your Maya and animation skills from the ground up with this practical thorough guide **Autodesk Maya 2019: A Comprehensive Guide, 11th Edition** Prof. Sham Tickoo,2018 Autodesk Maya 2019 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 A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace 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 Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 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 2019 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that 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 can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4

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such as Gizmo 3D and the Live Boolean mode which is used to generate boolean results have been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 4R8 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that will be covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index **SolidWorks 2013 for Designers** Prof. Sham Tickoo,2013-01-25 Consists of 1028 pages of heavily illustrated text covering the following features of SolidWorks part design assembly design detailing and drafting blocks sheet metal modeling and surface modeling Cover

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