

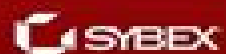
Autodesk®
Official Training Guide



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INTRODUCING AUTODESK® MAYA® 2013

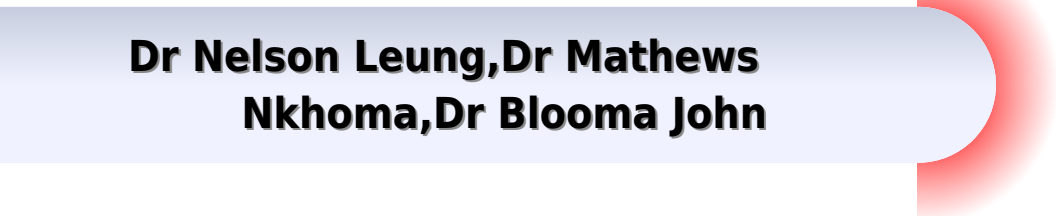


SERIOUS SKILLS.

Dariush Derakhshani

Autodesk Maya 2013 Official Training Guide

**Dr Nelson Leung, Dr Mathews
Nkhoma, Dr Blooma John**



Autodesk Maya 2013 Official Training Guide:

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

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

Autodesk Maya 2013 Essentials Naas, 2013-04-05 **Autodesk Maya 2013 Essentials** Paul Naas, 2012-04-30 Recommended 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

Mastering Autodesk Revit Architecture 2013 Phil Read,James Vandezande,Eddy Krygiel,2012-07-03 Learn BIM the Revit Way Revit is Autodesk s industry leading Building Information Modeling BIM software and this Autodesk Official Training Guide thoroughly covers core Revit topics such as modeling massing sustainability and more It also brings you up to speed on advanced techniques such as using Revit in the cloud and how to go direct to fabrication Organized by real world workflows this book covers the interface templates worksharing modeling and massing visualization techniques for different industries sustainability roofs and floors stairs and railings documentation and much more This Autodesk Official Training Guide teaches you how to use the leading BIM software and also serves as a study aid for Autodesk s Certified Associate and Certified Professional exams Organized according to actual workflows the book begins with an explanation of key BIM concepts familiarizes you with the interface and then moves into actual application Covers modeling and massing the Family Editor visualization techniques for various industries documentation annotation and detailing and how to work with complex walls roofs floors stairs and railings Companion website features before and after tutorial files so readers can jump in at any point Mastering Autodesk Revit Architecture helps you learn Revit in a context that makes real world sense

Introducing Autodesk Maya 2014 Dariush Derakhshani,2013-05-02 What you need to get up and running 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

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

NX 8.5 for Designers Sham Tickoo,2013-03-02 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 **ICIME 2013 Proceedings of the 4th International Conference on IS Management and Evaluation** Dr Nelson Leung,Dr Mathews Nkhoma,Dr Blooma John,2013-05-13

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