

## Learn Maya A Beginners To Creating Realistic

Learning Maya 6: Foundation is your key to learning Maya quickly and easily. Join the tens of thousands of other users who have proved their Maya skills by creating the Bouncing Ball, Jack-in-the-box, Primitive Man, Spaceships and, most importantly, Salty the Seal. Get hands-on experience with Maya's key tools and techniques through project-based lessons while you learn to model, animate, render, and add dynamic effects to your creations. With Learning Maya 6: Foundation you'll model with NURBs and Polygons, animate, texture map, add visual effects and render your scenes. We've also added instructor-led chapter overviews, presented by an Alias Certified Instructor to further demonstrate the concepts covered in the book. Get up to speed in Maya 6.0 with Learning Maya 6.0: Foundation. With this book you will:

- \* Become familiar with the Maya User Interface
- \* Work in 3D space
- \* Model with NURBS (Spline)
- \* Model with Polygons
- \* Set Keyframes and Motion Paths
- \* Learn to use Trax Non-linear animation
- \* Apply Forward and Inverse Kinematics
- \* Deform surfaces
- \* Set cameras and lights
- \* Create Shaders and Textures
- \* Discover rendering techniques
- \* Explore particles and Dynamics
- \* Begin to use MEL (Maya Embedded Language)

"I've been teaching Learning Maya | Foundation to my students for years and wouldn't consider a substitute. This tool is ideal for you if you are new to Maya." --Peter Weishar, Dean of Film and Digital Media, Savannah College of Art and Design

What you need to use this book:

- \* A working knowledge of 3D space. Learning Maya Beginner's Guide or Art of Maya are excellent resources to learn about 3D space.
- \* Maya Complete 6, Maya Unlimited 6, or Maya Personal Learning Edition
- \* DVD-ROM Drive

Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery.

- \* Provides a multitude of real-world examples illustrating applications of Maya programming.
- \* Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more
- \* Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need
- \* Explains when to use MEL, when to use the C++ API, and how to use them together
- \* Ideal for technical directors, developers, or anyone wishing to to master Maya
- \* Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at [www.davidgould.com](http://www.davidgould.com).

Each chapter of 3D Animation for the Raw Beginner Using Maya introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book: Describes the process for creating animated projects in a nonmathematical fashion Explains why—and not just how—to apply Maya techniques in the real world Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates 3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation.

Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

Learning Maya 6: Dynamics is your solution to creating stunning effects in Maya. Get hands-on experience with the innovative tools and powerful techniques available in the Maya Dynamics engine as you learn to create smoke, fire, dust, water and more. If your animations don't follow the laws of physics, Learning Maya 6: Dynamics is the tool you've been looking for. Learn to master the Maya Dynamics engine as you work with both rigid and soft body dynamics, particle animation and rendering, emitters and much more. Get the theory you need to understand what's happening in Maya and then work your way through helpful step-by-step exercises as you build smoke, dust, fire, and water. Learning Maya 6: Dynamics will allow you to add realism to your animations and create realistic effects without having to go back to school so you can prove that you don't need to be a rocket scientist to make one fly! Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying DVD-ROM featuring chapter-by-chapter overviews offered by Alias Certified Instructors. Gain additional insight and assistance from these valuable bonus discussions. You'll also take advantage of Maya Beginner's Guide: Dynamics to help you get started right away! With this book you will:

- \* Create and Animate Rigid Body Objects
- \* Create and Animate Particles Using Fields, Goals, Ramps and Expressions
- \* Render Particles with Hardware Graphics and Software Techniques
- \* Dynamically Animate NURBS and Polygonal Surfaces Using Soft Bodies
- \* Utilize Artisan Functionality in Conjunction with Maya Dynamics Tools
- \* Instance Geometry with Particle Motion
- \* Use Dynamic Constraints Including Rigid Body Constraints and Soft Body Springs
- \* Optimize and Troubleshoot Dynamics Scenes

What you need to use this book Maya Complete 6, Maya Unlimited 6, or Maya Personal Learning Edition. A DVD-ROM drive or set top player.

Alias Wavefront's Maya is the premier tool for 3D modeling, animation, and rendering. It is used by such film houses as Industrial, Light & Magic, Pixar, and Disney for creating 3D animation and special effects. This Maya Press title—a cooperative publication between Sybex and Alias Wavefront—is the perfect introduction to 3D and Maya. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2020 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 2020 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. 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. What you'll learn • How to create models using curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

SOLIDWORKS 2018: A Tutorial Approach introduces readers to SOLIDWORKS 2018 software, one of the world's leading parametric solid modeling packages. In this book, the author has adopted a tutorial-based approach to explain the fundamental concepts of SOLIDWORKS. This book has been written with the tutorial point of view and the learn-by-doing theme to help the users easily understand the concepts covered in it. The book consists of 12 chapters that are structured in a pedagogical sequence that makes the book very effective in learning the features and capabilities of the software. The book covers a wide range of topics such as Sketching, Part Modeling, Assembly Modeling, Drafting in SOLIDWORKS 2018. In addition, this book covers the basics of Mold Design, FEA, and SOLIDWORKS Simulation. Salient Features: Consists of 12 chapters that are organized in a pedagogical sequence. Tutorial approach to explain various concepts of SOLIDWORKS 2018. First page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Several real-world mechanical engineering designs as tutorials and projects. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of the chapters for the users to assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Additional learning resources at <http://allaboutcadcam.blogspot.com>. Table of Contents Chapter 1: Introduction to SOLIDWORKS 2018 Chapter 2: Drawing Sketches for Solid Models Chapter 3: Editing and Modifying Sketches Chapter 4: Adding Relations and Dimensions to Sketches Chapter 5: Advanced Dimensioning Techniques and Base Feature Options Chapter 6: Creating Reference Geometries Chapter 7: Advanced Modeling Tools-I Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling Chapter 10: Working with Drawing Views Chapter 11: Introduction to FEA and SOLIDWORKS Simulation Chapter 12: Introduction to Mold Design Student Project Index

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.

Take your Maya skills to new levels with the sophisticated coverage in this authoritative Autodesk Maya Press reference and tutorial. From key basics through advanced techniques, a team of Maya experts provides you with the very latest professional-level instruction on Maya Complete and Maya Unlimited through tutorials and hands-on practice. Whether a novice or an advanced user of Maya, you'll find everything from key basics through advanced techniques. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

If you're new to Maya, the industry-leading 3D animation and effects software, Introducing Maya includes step-by-step tutorials and easy-to-follow explanations to teach you the basics and nuances of this complex software. Whether you're a student or a hobbyist, you can learn all about the Maya interface and the fundamentals of modeling, texturing, animating and visual effects with realistic examples. If you're new to 3D animation or transitioning from another 3D application, this book will provide you with the tools you need to become proficient at Maya. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

"If you're just beginning to dive into the world of 3D, this is the book for you." —Animation Magazine Alias' Academy Award winning Maya 3D animation and effects software leads the industry in technological innovation. Film and video artists, computer game developers, and design professionals rely on Maya to create brilliant digital imagery, animation, and visual effects. Now you can enter this exciting, imaginative world and learn to build, render, and animate your own digital characters and scenes. Brought to you by Maya Press, a publishing partnership between Sybex and Alias, Introducing Maya 6: 3D

for Beginners is the ideal initiation to 3D and Maya. Written explicitly for the Maya novice, the easy-to-grasp text offers a practical and fun approach to learning Maya's core features. Clear-cut, engaging lessons let you try out these features using working files provided on the CD. You'll also find an abundance of instructional and inspirational art on the CD and full-color insert. Enter a New Dimension Get a solid grasp of the core Maya and 3D Learn to navigate the new Maya 6 interface Experiment with Maya modeling Explore the basics of NURBS, polygons, and subdivision surfaces Discover the nuances of shading and texturing Try your hand at animation Get a feel for Maya lighting, rendering, and dynamics Find out how to use Maya and Photoshop in unison Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

"David Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and the C++ API, and is written to be informative for both novice and expert programmers. Highly recommended!" -Larry Gritz, Exluna/NVIDIA, co-author of Advanced RenderMan: Creating CGI for Motion Pictures "This book should be required reading for all Maya programmers, novice and expert alike. For the novice, it provides a thorough and wonderfully well thought-out hands-on tutorial and introduction to Maya. The book's greatest contribution, however, is that in it David shares his deep understanding of Maya's fundamental concepts and architecture, so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces." -Philip J. Schneider, Disney Feature Animation, co-author of Geometric Tools for Computer Graphics "Having provided a technical review of David Gould's Complete Maya Programming, I must say that this book is the definitive text for scripting and plug-in development for Maya. Never before has there been such a concise and clearly written guide to programming for Maya. Any user smart enough to pick up this book would be better off for it." -Chris Rock, a Technical Director at "a Large Animation Studio in Northern California" "If you ever wanted to open the Maya toolbox, this is your guide. With clear step-by-step instructions, you will soon be able to customize and improve the application, as well as create your own extensions, either through the MEL scripting language or the full C++ API." -Christophe Hery, Industrial Light & Magic Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. FEATURES: \*Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more \*Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need \*Explains when to use MEL, when to use the C++ API, and how to use them together \*Provides a multitude of real-world examples illustrating applications of Maya programming \*Ideal for technical directors, developers, or anyone wishing to master Maya \*Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at [www.davidgould.com](http://www.davidgould.com)

Maya 4.5 Fundamentals takes the user from a review of 3D fundamentals to a working knowledge of creating content in Maya 4.5. Topics covered include the interface and primary tools, modeling with NURBS and polygons, applying materials and textures, lighting, using modifiers and deformers, animating scenes, using cameras, rendering stills and animations, and using particle systems, dynamics, and paint effects. New features in 4.5 are also included in this updated and expanded version. Special appendices cover making the change from 3ds max or LightWave to Maya. Video-captured movies on the accompanying CD supplement the tutorial foundation of the book and will provide a salient selling point. The most exciting thing to be included on the CD is the video-captured tutorial movies created to supplement the tutorials in the book. This feature alone has the equivalent value of several training videos. In addition, the CD will include project files and color screen captures.

Savvy—n. Practical know-how. Maya, the premier high-end 3D application, is so powerful that no one masters it without help. Maya 5 Savvy—a thorough update to Maya 4.5 Savvy—is written for the Maya user looking to boost their skills to the next level. Running throughout this book is a completely new, cohesive, expertly organized animation project that teaches specific Maya skills and, at the same time, gives you valuable hands-on exposure to the entire animation production process. Staged support files mean that you can begin and end work on this project anywhere you like—which in turn means you can read this book cover to cover or use it as a reference, dipping in wherever you need information on or practice with specific modeling, animation, and rendering techniques. Everywhere you turn, you'll find expert advice on the latest Maya features, time-saving shortcuts, and advanced capabilities. Coverage includes: Core Maya: interface briefing, plus planning, writing, and storyboarding your animation. Modeling: NURBS, polygons and subdivision surfaces, character modeling. Animation: paths and bones, deformers, binding, Trax, rigid body dynamics, MEL scripting, particle animation, expression-driven animation. Output: rendering architecture, rendering, shading and texturing, lighting, special light effects. Advanced Tools and Techniques: Paint Effects, ramps and volumes, soft body dynamics, Fluid Effects, Fur, Cloth. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

"In this Learning Autodesk Maya 2016 training course, expert author Todd Palamar will teach you the basic fundamentals of Autodesk Maya. This course is designed for the absolute beginner, meaning no previous experience with Autodesk Maya is required. You will start by touring the Maya interface, then jump into learning about nodes and transformations. From there, Todd will teach you about polygon modeling, including how to select polygon components, extrude faces, and how to extrude along a curve. This video tutorial also covers texturing, rigging and weighting, and animation. Finally, you will learn about rendering with mental ray. Once you have completed this computer based training course, you will be fully capable of modeling, texturing, animating, and rendering in Autodesk Maya. Working files are included, allowing you to follow along with the author throughout the lessons."--Resource description page.

Create positively dazzling effects with the unique insights and practical advice in this innovative guide from a working professional Maya artist. Need to create plasmatic energy by lunch? Animate a field of sprouting daisies before tomorrow's meeting? Fashion a force field by Friday? With Maya's flexible toolset and the unique tutorials in this book, you'll learn how to solve real-world problems, improvise, and finish your professional assignments on time and with flair.

"In this video based Autodesk Maya 2013 training course, expert author and trainer Todd Palamar teaches you how to use this complex and powerful 3D modeling software. Designed for the beginner, this tutorial does not require you to have any prior experience with Maya, or modeling at all. Throughout this training course, you will gain an understanding of the core features of Maya - modeling, animating and rendering projects. You will start with some basic navigation and tools, and then move directly into learning by working on projects that the author guides you through. Each part of the project builds on the previous, incorporating new techniques and tools as you proceed through the training. You will also get an introduction to some of the more advanced features of Maya 2013 - PaintFX, nHair and nCloth. By the completion of this software tutorial for Autodesk Maya 2013, you will have a good understanding of how to use the tools and techniques available to you to model, add texture to objects, animate and render your own projects. Working files are included to allow you to work with the same files that the author is using in this training course."--Resource description page.

In this Autodesk Maya 2014 training course, expert trainer Todd Palamar introduces you to the core features of Maya. This course is designed for the absolute beginner, and even if you have never worked in

Maya before you will quickly understand and become familiar with the basics of creating 3D models in Maya. In this video tutorial, you will learn the basic concepts of modeling, animation and rendering in Maya 2014. Todd not only shows you how to access the tools in the Maya interface, but also how to apply them. You will create projects throughout this Maya 2014 tutorial that will reinforce how to apply the modeling tools. You will learn how to create models using different tools and techniques, how to texture or shade your models, how to rig them and how to animate your models. Finally, Todd shows you how to render your finished product using Mental Ray. Once you have completed this Autodesk Maya 2014 video tutorial, you will be familiar with the core Maya 2014 concepts including modeling, shading, animating and rendering your projects. You will be capable of creating your own models in Maya, applying the knowledge that Todd has taught you in this training course. Working files are included, allowing you to follow along with the author throughout the lessons.

Provides instructions on creating models using Maya 6, covering such topics as polygon modeling, NURBS modeling, and subdivision surface modeling.

A practical, step-by-step guide to Maya 2011 Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples, while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand and a decorative box—among other projects—and master all essential tools. Provides a thorough, step-by-step introduction to Maya 2011 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Provides project files on CD and walks you through the creation of several projects; the CD also includes images, movies, and scene files Includes a color insert with pages of striking examples from talented Maya beginners Build your Maya and animation skills from the ground up with this practical, thorough guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

Learning Maya 6: Rendering is your resource for creating dazzling imagery in Maya. Get hands-on experience with the power of the Maya rendering engine and mental ray for Maya as you set lights and cameras to your scenes, apply materials and textures to your models, create shading networks, and much more! Whether you are striving for photo-realism, expressionism, or anything in between, achieve the results you want with Learning Maya 6: Rendering. Get the look you strive for with Learning Maya 6: Rendering. This book will enable you to explore lighting, cameras, shading networks and other rendering issues from an introductory level. Get ready to explore advanced concepts in a comfortable format while you learn to take advantage of options such as hardware and vector rendering. Get the information you need to master Caustics and Global Illumination, Final Gather and HDRI. Learning Maya 6: Rendering includes an inspiring photo gallery of images rendered in Maya and mental ray for Maya so you can see the types of results you'll soon achieve. Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying DVD-ROM featuring chapter-by-chapter overviews offered by Alias Certified Instructors. Gain additional insight and assistance from these valuable bonus discussions. You'll also take advantage of Maya Beginner's Guide: Rendering to help you get started. With this book you will: \* Create materials and textures \* Set up lights and cameras \* Work with shadows and raytracing \* Learn to control your renders \* Understand rendering for special effects and compositing \* Explore hardware rendering and vector rendering \* Create Caustics and Global Illumination effects \* Understand Final Gather and HDRI techniques \* Create Maya and mental ray Shaders \* And much more!

Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 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 2019 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. 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. What you'll learn How to create models using curves, NURBS, Polygons and more How to assign materials and textures to make realistic-looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights, cameras, and depth of field to render captivating scenes How to use keyframes, motion paths and the Graph Editor to create animations How to use character rigging, skinning, and inverse kinematics to animate realistic movements How to add influence objects, skin weights and hair to a character for a more realistic look How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects How to enable raytracing, motion blur, and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

This completely updated edition teaches the core of the program and the theory behind the Maya workflow. The book uses a tutorial-based approach that has you work through a complete project as you learn the ins-and-outs of the program. You'll learn how to model and render a character and scene in Maya. And you'll explore the creation, rigging, and animation of a cartoon bird. By the end of the book you'll understand how and why Maya works, and you'll have the knowledge and skills you need to adapt the techniques and tools to your own projects.

Get the Inside Track to Landing an Envious Job in Computer Graphics Breaking into the wildly creative and fiery 3D/Effects industry is a tough proposition. With so many talented people competing for each alluring job, it's imperative that candidates grasp what employers look for and make every attempt to stand out. Maya Press, a joint publishing effort between Sybex and industry leader Alias, brings you this definitive and practical guide to help you land that first job or advance your current job in the computer graphics industry. Getting a Job in CG: Real Advice from Reel People is rich with candid strategies and priceless insights straight from industry and academic leaders, job recruiters, and employers. Through interviews, case studies, and sample demo reels on the CD, this book teaches you how to: Discover the myriad job possibilities from the obvious to the obscure Identify precisely what tools, skills, and knowledge employers seek Determine your best training options: college, art school, or do-it-yourself Recognize what staffing agencies and in-house recruiters are looking for Build an extraordinary resume that gets noticed Find out where to go to meet the right people and tap into networking opportunities Acquire the know-how to ace the job interview Produce an exceptional and applicable demo reel that will help you land the job Emulate the career paths of successful artists This book's companion website, [www.3djobs.com](http://www.3djobs.com), serves as a research hub packed with supplementary information and links to vital sources. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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.

3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book: <https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it-yourselfers. Roger "Buzz" King is a Professor Emeritus at the University of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern California, and an M.Div. from the Iliff School of Theology. Key Features: Introduces critical aspects of the 3D animation process. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates. Frees instructors from developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, hands-on learning style ideal for individual study by aspiring animators and do-it-yourselfers.

Add Another Dimension to Your Portfolio—And Move to the Top of Your Craft. Professional artists who strive to bring a new look to their illustrations are using Alias' premier 3D software in tandem with Adobe's prominent digital imaging program to create cutting-edge graphics. Now, with Maya 6, this remarkable combo is even better integrated than before. Creating Striking Graphics with Maya and Photoshop—brought to you from Maya Press, a publishing partnership between Sybex and Alias—is a dazzling introduction to the vibrant world of 3D and Maya. Graphics wiz Daniel Gray, with help from an elite group of pros, will inspire you to incorporate 3D into your graphics and think more artistically when approaching your creations. And if you're already familiar with Maya, you'll learn how Maya 6 makes it even easier to work between both applications. First you'll get the essential Photoshop user's introduction to Maya and learn how to make the leap from 2D to 3D. Then, you'll discover how high-profile artists use Maya and Photoshop together in real-world scenarios where 2D and 3D collide in a burst of creativity. Through a series of interviews that address a variety of 3D applications, you'll discover how: Maya Master Meats Meier depicts Mother Nature with otherworldly success. Michael Elins combines photography and classical painting with the 3D world. Damon Riesberg cranks out a daily comic strip by posing and rendering his cast of characters. guru studios crafts beautiful 3D cartoons with a cool retro feel for TELETOON. Meteor Studios brings ultra-realistic prehistoric creatures to life for the Discovery Channel's Dinosaur Planet. IBM painstakingly re-creates ancient artifacts, such as the Sphinx, for the Egyptian Museum in Cairo. Meshwerks digitizes automobiles for use in movies, advertising, and video games and creates the ultra-cool chopped and channeled Honda EleMENTAL Woodie! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Learning Maya 6: Dynamics is your solution to creating stunning effects in Maya. Get hands-on experience with the innovative tools and powerful techniques available in the Maya Dynamics engine as you learn to create smoke, fire, dust, water and more. If your animations don't follow the laws of physics, Learning Maya 6: Dynamics is the tool you've been looking for. Learn to master the Maya Dynamics engine as you work with both rigid and soft body dynamics, particle animation and rendering, emitters and much more. Get the theory you need to understand what's happening in Maya and then work your way through helpful step-by-step exercises as you build smoke, dust, fire, and water. Learning Maya 6: Dynamics will allow you to add realism to your animations and create realistic effects without having to go back to school so you can prove that you don't need to be a rocket scientist to make one fly! Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying DVD-ROM featuring chapter-by-chapter overviews offered by Alias Certified Instructors. Gain additional insight and assistance from these valuable bonus discussions. You'll also take advantage of Maya Beginner's Guide: Dynamics to help you get started right away! With this book you will: \* Create and Animate Rigid Body Objects \* Create and Animate Particles Using Fields, Goals, Ramps and Expressions \* Render Particles with Hardware Graphics and Software Techniques \* Dynamically Animate NURBS and Polygonal Surfaces Using Soft Bodies \* Utilize Artisan Functionality in Conjunction with Maya Dynamics Tools \* Instance Geometry with Particle Motion \* Use Dynamic Constraints Including Rigid Body Constraints and Soft Body Springs \* Optimize and Troubleshoot Dynamics Scenes. What you need to use this book: Maya Complete 6, Maya Unlimited 6, or Maya Personal Learning Edition. A DVD-ROM drive or set top player.

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.

If you're just beginning to dive into the world of 3D, this is the book for you." ?Animation Magazine The Academy Award® winning Maya® 3D animation and effects software is the first choice of film and video artists, game developers, and 3D design professionals. Discover how to build, render, and animate your own digital models and scenes, and begin to develop professional-level Maya skills with the latest edition of this popular bestseller. Starting with the basics, the book builds from the ground up, combining straightforward text with practical examples that make it fun and easy to learn Maya's core features while introducing new Maya 8 elements such as improved polygon tools and enhanced rendering with mental ray. Clear-cut, engaging lessons let you experiment using the wealth of files provided on the CD-ROM. You'll also find an abundance of instructional and inspirational Maya creations in the full-color insert. The accompanying CD-ROMs images, movies, and scene files let you view material from the book right on your own computer. Tackle all-new rendering and dynamics tutorials and much more. The CD includes Maya Personal Learning Edition software.

"Practical Maya Programming with Python" is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling unexpected errors. If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills.

Cromosys Publication's Teach Yourself Autodesk Maya 2013 book is an optimal quality guide to the beginners and advanced learners of Maya. We are the leading eBook publisher of languages and technology. Our research and education center working for last fifteen years has made tremendous efforts to simplify the learning of Maya, and so, we assure you that this book will walk you through in the simplest way in your entire course of learning, and will make you a master of it in just one month of time. Academy Award winning Maya software is the world's most powerfully integrated 3D modeling, animation, effects, and rendering solution. It also adds to the quality and realism of 2D graphics. That's why film and video artists, game developers, visualization professionals, web and print designers turn to Maya to take their work to meet the demands of next generation productions. The tutorials in the chapters will lead you step-by-step giving pictures of every move and will help you create and design models from scratch, not like other books that tell you to copy things and make shallow editing. We do not encourage such misguidance because the learning of Maya is not a child's play. Today's world is the world of 3d design, visual effects, animation, and so everyone wants to create a moving, talking, and interacting visual expression. If you are interested in editing movies, games, architectural designs, earning a way to Hollywood, or impressing your loved one, Maya can serve all your purposes, as it does all the works of this kind. The lessons conceived and prepared by us will let you start your learning from real basic making your move amazing, astonishing, and exhilarating for you. And soon you will feel that you have got a new horizon to show your creativity. It's cool, simple, and sublime!Niranjan Jha, the author of this and twenty other eBooks available online, is the founder of Cromosys Corporation. His dedication in technological and linguistic research is significantly known to the millions of people around the world. This book is the creation of his avowed determination to make the learning of Maya easy to the people. After you install this program on your system, you just have to follow the instructions doing the same on your computer, and you will see that you are quickly learning everything. Just an hour of practice per day, and in a month of time you'll get a lot of knowledge, tips and tricks to work with this software. This is an unmatched unique book of its kind that guarantees your success. The lessons are magnificently powerful to bring you into the arena of visual effects. It is the need of time, and that's why many people have been sharpening their knowledge to be good in it. The still-image creation software like CorelDraw, Photoshop, Illustrator and 3D design software like 3ds Max and Shockwave are where you create the image of your choice and animate them, but when you wish to add visual effects, there you need Maya. What Maya does, no other software can do. It is totally different. For instance, if you want to create a real-looking rain effect in a particular scene of a video, do you think any other software can do? No, absolutely not. Only Maya can do that and it can do in just a few minutes of time.

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