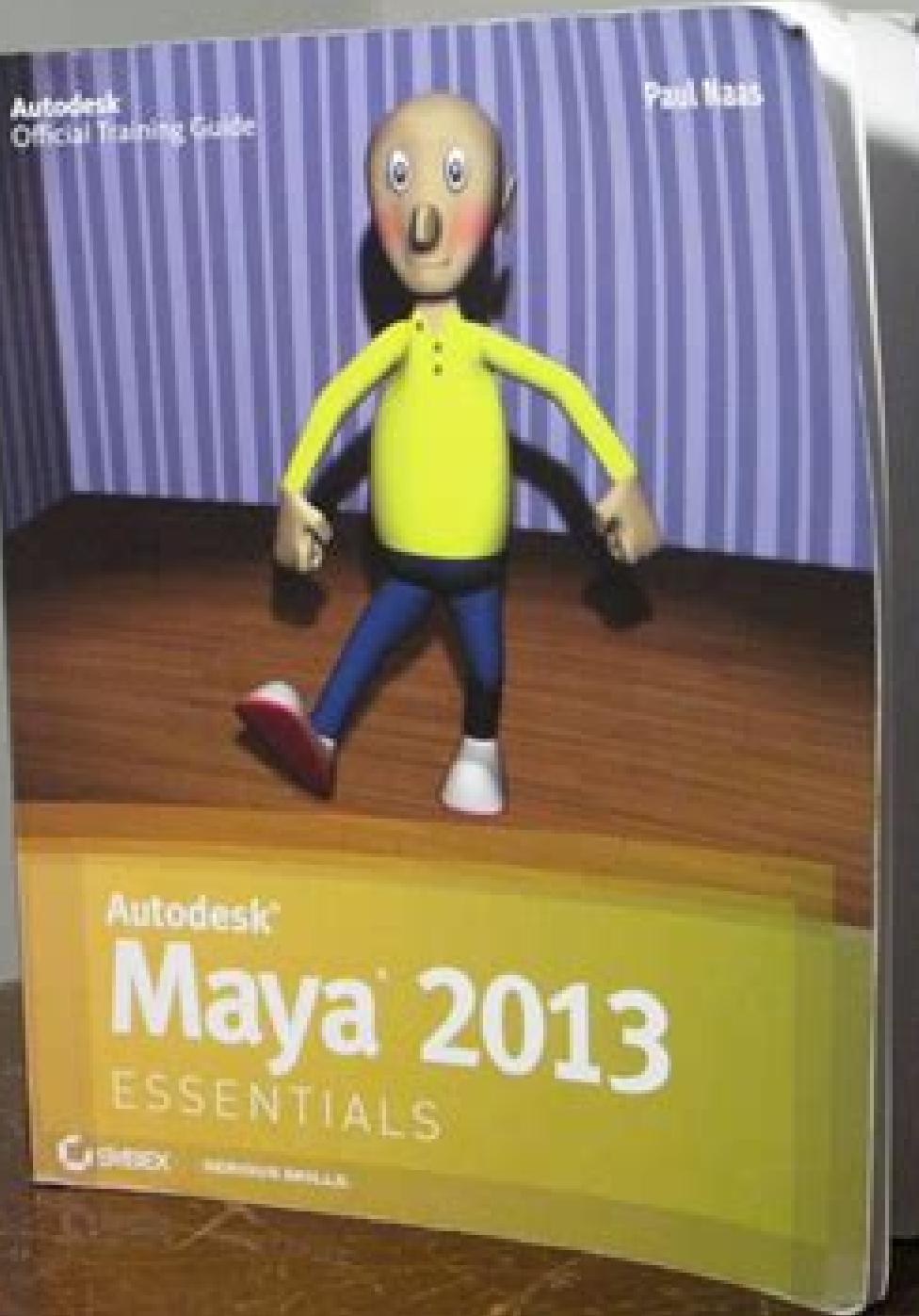


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Naas,2013-04-05 *Introducing Autodesk Maya 2013* Dariush Derakhshani,2012-05-03 A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry leading 3D animation and effects software used in movies visual effects 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 Essential Learning Kit](#) video2brain,2013-05-28 A comprehensive approach to learning Maya 2013 This book and video package is a great way to quickly start using the powerful Maya software Eight hours of step by step video instruction on Maya 2013 quickly teaches you how to use the software's core features and functions The complementary book walks you through the basics of Maya modeling texturing animating and lighting to familiarize you with the program as a whole The hands on projects offer realistic job related

professional challenges for those new to 3D and to those coming from another 3D application Begins each book and video chapter with a a quick overview of the lesson and then immediately moves into an approachable hands on exercise that you can follow to gain confidence using the software Allows you to download starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals Features compelling full color screenshots to illustrate tutorial steps and chapters conclude with related and more open ended projects to further reinforce the chapter s lessons This book and DVD package helps you quickly understand and use the popular 3D animation and effects program s core features and functions

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Maya 2013 Essential Training: 6 Lights and Rendering ,2012 This installment of Maya Essentials covers the basics of rendering and lighting tools in Autodesk Maya Author George Maestri goes over the standard renderers and lighting types and then goes into features such as render layers and advanced lighting In particular the course shows how to manipulate lights add depth of field and create bokeh effects and reflections giving your scene just the atmosphere and drama you want

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and learning objectives and then launches into hands on tutorials that give you firsthand experience and a good start You ll learn the basics of modeling texturing animating and visual effects Whether you re a complete beginner or migrating from another 3D application this task based book provides the solid grounding you need in Autodesk Maya Key Features Model with polygons meshes and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render scenes with great lighting and camera placement

Maya 2013 Essential Training: 5

Animation Tools ,2012 Animation Tools is a focused course that covers the basics of animating in Autodesk Maya including setting keyframes working with animation editors and automating animation with constraints and simple rigs Author George Maestri also shows how to create motion trails and ghost objects and construct animation cycles an alternative way to loop your animation with the Graph Editor and Curves

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Panagiotis Fotaris,2020-09-24 These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning ECGBL 2020 hosted by The University of Brighton on 24 25 September 2020 The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy all from University of Brighton UK

[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

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Maya 2020 Basics Guide Kelly Murdock,2020 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.

Autodesk Maya 2016 Basics Guide

Kelly Murdock, 2015-09-18

Written by renowned author and 3D artist Kelly L. Murdock. Autodesk Maya 2016 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 2016 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

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

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Kelly Murdock, 2021-04

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