

Autodesk Maya 2user Guide

Autodesk Maya 2024: A Comprehensive Guide, 15th Edition Prof. Sham Tickoo 2023-11-08 Autodesk Maya 2024 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. The intuitive user interface and workflow tools of Maya 2024 have made the job of design visualization specialists a lot easier. Autodesk Maya 2024: A Comprehensive Guide book covers all features of Autodesk Maya 2024 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2024 for 3D and visual effects artists and designers. This 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, motion graphics, and visual effects. Our latest edition covers new tools and enhancements in modeling, animation, Bifrost and much more. The performance improvements in tools such as Selection, Retopology, Graph Editor, and Animation are covered in depth. The author has also explained the Bifrost Graph Editor, an enhanced concept, with the help of suitable examples. 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, rigging, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles, Bullet Physics, Motion Graphics, Bifrost, and MASH in Autodesk Maya 2024. 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 2024 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: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lights and Cameras Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair and XGen Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Autodesk Maya 2023 Basics Guide Kelly Murdock 2022-09-15 Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2023 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 2023 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 primitives, 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 use various deformers to manipulate objects, animations and special effects • 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 2019 Basics Guide Kelly Murdock 2018-10 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.

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition Prof. Sham Tickoo 2020-04-08 Autodesk Maya 2020 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. The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier. Autodesk Maya 2020: A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple, lucid, and comprehensive manner. It will unleash

your creativity, thus helping you create realistic 3D models, animation, and visual effects. In this edition, new tools and enhancements in modeling, animation, rigging as well as performance improvements in bifrost are covered. Additionally, the newly introduced Mash module, which is used for creating motion graphics, is also covered in the book.

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 2020. 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 2020 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: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Autodesk Maya for Beginners RHANY. BALLY 2026-02-19 A Step-by-Step Guide to 3D Modeling, Animation, and Rendering Are you ready to learn Autodesk Maya but feel overwhelmed by its powerful interface and professional toolset? Autodesk Maya for Beginners (2026 Edition) is a clear, structured, and practical user guide designed to help you confidently move from your first project to creating clean models, realistic renders, and smooth animations. Autodesk Maya is one of the world's leading 3D modeling and animation software platforms, used in film production, game development, visual effects, and product visualization. However, many beginners struggle because most tutorials jump between tools without teaching a complete workflow. This guide takes a different approach. Instead of overwhelming you with disconnected features, it teaches Maya step by step - the way professionals actually work. Inside This Book, You'll Learn: How to install and set up Autodesk Maya correctly How to navigate the interface with confidence Core polygon modeling techniques using professional workflows Clean topology principles for beginners UV mapping and texture setup without distortion Materials and shading using Arnold and Hypershade Lighting techniques for realistic renders Basic animation using keyframes and the Graph Editor Introduction to rigging with joints, IK, and smooth bind How to export models and animations using FBX Troubleshooting common performance and rendering issues Why This Book Is Different This is not just a list of tools. It is a structured learning path that mirrors real production workflow: Model → UV → Texture → Light → Animate → Rig → Export Each chapter builds on the previous one, helping you understand not only how to use Autodesk Maya, but why certain workflows produce better results. Whether you are: A complete beginner to 3D modeling A student learning animation A game design enthusiast A creative professional transitioning into 3D Or someone who wants a clear and practical Maya manual This book provides the foundation you need. Designed for Practical Results You will complete a full beginner modeling project, apply materials, light it professionally, animate it, and prepare it for export. By the end of this guide, you will understand the core fundamentals that professional Maya users rely on every day. No unnecessary theory. No scattered instructions. No confusing technical overload. Just structured, professional, beginner-friendly learning.

[Autodesk Maya 2018: A Comprehensive Guide, 10th Edition](#) Prof. Sham Tickoo 2017-08-29 Welcome to the world of Autodesk Maya 2018.

Autodesk Maya 2018 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 2018 have made the job of design visualization specialists a lot easier. Autodesk Maya 2018: A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2018 for 3D

and visual effects artists, and designers. This 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 2018 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 2018.

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Autodesk Arnold Render User Guide for MAYA Serdar Hakan DÜZGÖREN Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

[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.

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Autodesk Maya 2021 Basics Guide Kelly Murdock 2021-04

Autodesk Maya 2022 Basics Guide Kelly Murdock 2021-08-18 Written by renowned author and 3D artist Kelly L. Murdock, *Autodesk Maya 2022 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 2022 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

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[Mastering Maya: A Comprehensive Guide to Autodesk's 3D Animation Software](#) Anand Vemula "Mastering Maya: A Comprehensive Guide to Autodesk's 3D Animation Software" is an essential handbook for anyone looking to delve into the world of 3D animation using Autodesk Maya. Crafted by seasoned professionals with extensive experience in the field, this book offers a thorough exploration of Maya's features, tools, and workflows, catering to both beginners and seasoned users alike. The book begins with an overview of Maya's interface, providing clear explanations and visual aids to help readers navigate the software with ease. From basic navigation to advanced customization options, every aspect of Maya's interface is covered in detail, ensuring that readers feel comfortable and confident in their interactions with the software. As readers progress through the book, they are introduced to Maya's core features and functionalities, including modeling, texturing, rigging, animation, and rendering. Each topic is presented in a structured manner, with step-by-step tutorials, practical examples, and hands-on exercises that reinforce learning and facilitate skill development. One of the book's key strengths lies in its emphasis on real-world application.

Rather than focusing solely on theoretical concepts, the authors provide practical insights and industry best practices gleaned from their own experiences, helping readers understand how Maya is used in professional settings and empowering them to create high-quality animations of their own. Moreover, the book covers advanced topics such as dynamics, effects, scripting, and pipeline integration, catering to the needs of intermediate and advanced users seeking to expand their skill set. Whether you're interested in creating character animations, visual effects, architectural visualizations, or game assets, "Mastering Maya" equips you with the knowledge and tools needed to bring your creative vision to life. In summary, "Mastering Maya: A Comprehensive Guide to Autodesk's 3D Animation Software" is an indispensable resource for anyone looking to master the art of 3D animation. By combining comprehensive coverage of Maya's features with practical insights and expert guidance, this book empowers readers to unleash their creativity and achieve professional-level results in their animation projects.

Autodesk Maya 2015 Basics Guide Kelly L. Murdock 2014-11-19 Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2015 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 accompanying video instruction that's included with each book. 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 2015 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.

Autodesk Maya 2025 Basics Guide Kelly Murdock • Designed for users completely new to 3D modeling and animation • Covers the fundamentals of Autodesk Maya using easy to follow steps • Includes extensive video instruction to make learning Maya clear and easy • Introduces you to the Maya interface, modeling, texturing, animating, visual effects and more • Advanced topics such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced • Teaches you how to use Maya to create stunning 3D models, stills and animations like a pro Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2025 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 enriched by an extensive collection of video tutorials. Each chapter has a series of corresponding videos that parallel the tutorials in the textbook. They introduce you to the topics and allow you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2025 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

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- 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 2017 Basics Guide Kelly Murdock 2017 Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2017 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 2017 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.

Interaktive Systeme Bernhard Preim 2015-04-02 Der erste Band vermittelte Grundlagenwissen zur Mensch-Computer-Interaktion. Dieses Buch baut darauf auf und widmet sich dem gesamten Entwicklungsprozess von User Interfaces und ausgewählten neueren Entwicklungen. In verständlicher und wissenschaftlich fundierter Weise beschreiben die Autoren, welche Phasen und Methoden das User Interface Engineering prägen. Zahlreiche Praxisbeispiele und Handlungsempfehlungen werden für alle Phasen diskutiert: von der Anforderungsanalyse über das Prototyping bis hin zur Evaluierung interaktiver Systeme. Immer mehr 3D-Inhalte sind verfügbar, und die Interaktion mit ihnen hat eigene Herausforderungen. Der Mittelteil des Buches ist daher 3D User Interfaces gewidmet. In profunder und kompakter Form werden wesentliche Aspekte behandelt, darunter 3D-Eingabe- und Ausgabegeräte, Kernaufgaben und spezielle 3D-Interaktionstechniken. Computer werden zunehmend in die reale Welt integriert, sind mobil und allgegenwärtig. Der letzte Buchteil widmet sich dafür geeigneten, natürlichen Formen der Interaktion. Nicht nur Multitouch als verbreitete Form wird systematisch diskutiert. Als erstes deutsches Fachbuch widmet sich dieses Buch auch gestischer Interaktion, Tangible User Interfaces und anderen Natural User Interfaces. Eine anschauliche Sprache, farbige Illustrationen und weiterführende Literaturhinweise machen es zu einem umfassenden Kompendium für eine breite Leserschaft.

Autodesk Maya 2018 Basics Guide Kelly Murdock 2017-11 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2018 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 2018 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.

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