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Titolo	Hub globale, trincea o pantano? : il futuro del Mediterraneo e il ruolo dell'Europa : rapporto 2010 sull'integrazione europea / Fondazione istituto Gramsci, Centro studi di politica internazionale (CeSPI) ; a cura di Roberto Gualtieri e Josè Luis Rhi-Sausi
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Autore	Derakhshani Dariush J
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Nota di contenuto	Introducing Autodesk Maya 2013; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Introduction to Computer Graphics and 3D; Art?; Computer Graphics; The Stages of Production; The CG Production Workflow; Core Concepts; Basic Film Concepts; Summary; Chapter 2: Jumping in Headfirst, with Both Feet; You Put the U in UI; Project Overview: The Solar System; The Preproduction Process: Planning; Creating a Project; The Production Process: Creating and Animating the Objects; Hierarchy and Maya Object Structure; The Solar System Resumed; Outputting Your Work: Playblasting; Summary Chapter 3: The Autodesk Maya 2013 InterfaceNavigating in Maya; Exploring the Maya Layout; Building a Decorative Box; Mapping the Box's Reference Planes with Hypershade; Organizing Workflow with Layer Editor; Modeling the Decorative Box; Editing the Decorative Box Model Using the Shelf; Continuing the Decorative Box Model; Finishing the Decorative Box Model; Summary; Chapter 4: Beginning Polygonal Modeling; Planning Your Model; Polygon Basics; Poly Editing Tools; Putting the Tools to Use: Making a Simple Hand; Creating Areas of

Detail on a Poly Mesh; Modeling a Catapult
Suggestions for Modeling PolygonsSummary; Chapter 5: Modeling with NURBS, Subdivisions, and Deformers; NURBS! NURBS!; Using NURBS Surfacing to Create Polygons; Converting a NURBS Model to Polygons; Editing NURBS Surfaces; Patch Modeling: A Locomotive Detail; Using Artisan to Sculpt NURBS; Modeling with Simple Deformers; The Lattice Deformer; Animating Through a Lattice; Subdivision Surfaces; Creating a Starfish; Building a Teakettle; Summary; Chapter 6: Practical Experience; Evaluating the Table Lamp; Modeling the Base; Creating the Lamp Stem; Modeling the Lampshade; Making the Toy Airplane Using ReferencesFinishing the Toy Airplane; Updating the Reference; Summary; Chapter 7: Autodesk Maya Shading and Texturing; Maya Shading; Shader Types; Shader Attributes; Texturing the Table Lamp; Textures and Surfaces; Textures and UVs for the Red Wagon; Photo-real Mapping: The Decorative Box; For Further Study; Summary; Chapter 8: Introduction to Animation; Keyframe Animation-Bouncing a Ball; Throwing an Axe; Replacing an Object; Animating Flying Text; Rigging the Locomotive, Part 1; Animating the Catapult; Summary; Chapter 9: More Animation!; Skeletons and Kinematics; Skeletons: The Hand Inverse KinematicsBasic Relationships: Constraints; Basic Relationships: Set-Driven Keys; Application: Rigging the Locomotive; Summary; Chapter 10: Autodesk Maya Lighting; Basic Lighting Concepts; Maya Lights; Light Linking; Adding Shadows; Raytracing Soft Shadows; mental ray Lighting; mental ray Physical Sun and Sky; Lighting Effects; Lighting the Table Lamp and Decorative Box; Further Lighting Practice; Tips for Using and Animating Lights; Summary; Chapter 11: Autodesk Maya Rendering; Rendering Setup; Previewing Your Render: The Render View Window; Reflections and Refractions; Using Cameras
Motion Blur

Sommario/riassunto

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