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Introducing Maya 2008; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; What You Will Learn from This Book; Who Should Read This Book; How to Use This Book; How This Book Is Organized; Hardware and Software Considerations; The Next Step; Chapter 1: Introduction to Computer Graphics and 3D; Embrace the Art; Computer Graphics; The Stages of Production; The CG Production Workflow; Core Concepts; Basic Film Concepts; Summary; Chapter 2: The Maya 2008 Interface; Navigating in Maya; A Screen Roadmap; Panels and Frequently Used Windows; Maya Object Structure; Summary  
Chapter 3: Your First Maya Animation Project Overview: The Solar System; The Preproduction Process: Planning; Creating a Project; The Production Process: Creating and Animating the Objects; Using the Outliner; Summary; Chapter 4: Modeling with Polygons; 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 Complex Objects: The Classic Steam Locomotive; Suggestions for Modeling Polygons; Summary; Chapter 5: Modeling with NURBS; Ways to Make NURBS; NURBS Modeling: Creating the Red Rocket Editing NURBS Surfaces Using NURBS Surfacing to Create Polygons; Converting NURBS to Polygons; Patch Modeling: A Locomotive Detail; Using Artisan to Sculpt NURBS; Summary; Chapter 6: Further Modeling Topics: Deformers and Subdivision Surfaces; Modeling with Simple Deformers; The Lattice Deformer; Animating Through a Lattice; Subdivision Surfaces; Creating a Starfish; Building a Teakettle; Summary; Chapter 7: Maya Shading and Texturing; Maya Shading; Shader Types; Shader Attributes; Texturing the Axe; Textures and Surfaces; Texturing the Red Rocket; UVs, Polygons, and Images: Color My Pear  
Summary Chapter 8: Introduction to Animation; Keyframe Animation- Bouncing a Ball; Throwing an Axe; Replacing an Object; Animating Flying Text; Rigging the Locomotive, Part One; Animating a Catapult; Summary; Chapter 9: Further Animation Practices; Skeletons and Kinematics; Skeletons: The Hand; Inverse Kinematics; Basic Relationships: Constraints; Basic Relationships: Set Driven Keys; Application: Rigging the Locomotive; Summary; Chapter 10: Maya Lighting; Basic Lighting Concepts; Maya Lights; Light Linking; Adding Shadows; Soft Shadow Maps with mental ray; mental ray Lighting Global Illumination with mental ray Lighting Effects; Lighting the Red Rocket; Further Practice; Tips for Using and Animating Lights; Summary; Chapter 11: Maya Rendering; The Rendering Setup; Previewing Your Render: The Render View Window; Reflections and Refractions; Using Cameras; Motion Blur; Batch Rendering; Rendering the Wine Bottle; mental ray for Maya; Render Layers; Ambient Occlusion; Final Gather; Rendering the Red Rocket; Summary; Chapter 12: Maya Dynamics; An Overview of Dynamics; Rigid and Soft Dynamic Bodies; Animating with Dynamics: The Pool Table; Particle Dynamics Emitting Particles

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Sommario/riassunto

The new edition of this perennial bestseller is the ideal initiation to 3D and Maya. Starting with the basics, it builds from the ground up, combining straightforward text with practical examples that make it fun and easy to learn Maya's core tools while introducing the latest Maya 2008 features. Follow clear-cut, step-by-step lessons while you learn by doing using a wealth of hands-on files provided on the CD. You'll also find compelling examples in the full-color insert.

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