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Nota di contenuto	Introducing Maya 5: 3D for Beginners; Acknowledgments; About the Author; Foreword; Contents at a Glance; Contents; Chapter 1: Introduction to Computer Graphics and 3D; Embrace the Art; What Is CG?; The Stages of Production; The CG Production Workflow; Core Concepts; Summary; Chapter 2: The Maya 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 ObjectsUsing the Outliner; Correcting Hierarchy Problems using the Outliner; Summary; Chapter 4: Modeling with NURBS; Planning Your Model; Modeling with NURBS; Creating an Axe Using NURBS; Editing NURBS Surfaces; Using Artisan to Sculpt NURBS; Modeling Suggestions; Summary; Chapter 5: Modeling with Polygons; Polygon Basics; Converting NURBS to Polygons; Poly Editing Tools; Putting the Tools to Use: Making a Simple Hand; Creating Areas of Detail on a Poly Mesh (Surface); The Sculpt Polygons Tool; Modeling Complex Objects: The Polygon Catapult Suggestions for Modeling PolygonsSummary; Chapter 6: Further

Modeling Topics; Modeling with Deformers: The Lattice; Subdivision Surfaces; Creating a Starfish; Building a Teakettle; Summary; Chapter 7: Maya Shading and Texturing; Shader Types; Shader Attributes; Texturing the Axe; Textures and Surfaces; Summary; Chapter 8: Introduction to Animation; Keyframe Animation-Bouncing a Ball; Throwing an Axe; Object Replacement; Animating the Catapult; Summary; Chapter 9: Further Animation Topics; Skeletons and Kinematics; Skeletons: The Hand; Inverse Kinematics; Basic Relationships: Constraints
Basic Relationships: Set Driven KeysSummary; Chapter 10: Maya Lighting; Basic Lighting Concepts; Maya Lights; Adding Shadows; Lighting Effects; 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; Summary; Chapter 12: Maya Dynamics; An Overview of Dynamics; Rigid and Soft Dynamic Bodies; Animating with Dynamics: The Pool Table; Particle Dynamics; Creating Particles; Animating a Particle Effect: Steam Introduction to Paint EffectsSummary; Where Do You Go from Here?; Index; Gallery

Sommario/riassunto

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.