1.	Record Nr.	UNINA9910457604003321
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	Titolo	Introducing Maya 6 [[electronic resource]] : 3d for beginners / / Dariush Derakhshani
	Pubbl/distr/stampa	San Francisco, : Maya Press, : Sybex, c2004
	ISBN	1-280-64978-X
		9786610649785
		0-470-11323-5
	Descrizione fisica	1 online resource (390 p.)
	Disciplina	006.6/96
	Soggetti	Computer animation
		Three-dimensional display systems
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Introducing Maya 6: 3D for Beginners; Acknowledgments; About the Author; Foreword; 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 Book's CD; Contact the Author; Chapter 1: Introduction to Computer Graphics and 3D; Embrace the Art; CG; The Stages of Production; The CG Production Workflow; Core Concepts; Basic Film 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 Objects; 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 Polygons; Summary; 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; UVs, Polygons, and Images: Color My Pear; Summary; Chapter 8: Introduction to Animation; Keyframe Animation-Bouncing a Ball; Throwing an Axe; Object Replacement

Animating the Catapult Summary; Chapter 9: Further Animation Practices; Skeletons and Kinematics; Skeletons: The Hand; Inverse Kinematics; Basic Relationships: Constraints; Basic Relationships: Set Driven Keys; Summary; 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; Emitting Particles; Animating a Particle Effect: Steam; Introduction to Paint Effects; Summary; Where Do You Go from Here?; Index; Beginners' Gallery

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