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Collana	Serious skills Mastering Autodesk Maya 2011
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Nota di contenuto	Mastering Autodesk Maya 2011; Acknowledgments; About the Authors; Contents; Foreword; Introduction; Who Should Buy This Book; What's Inside; How to Contact the Author; Chapter 1: Working in Maya; Creating and Editing Maya Nodes; Creating Maya Projects; Organizing Complex Node Structures with Assets; File References; The Bottom Line; Chapter 2: Virtual Filmmaking with Maya Cameras; Determining the Image Size and Film Speed of the Camera; Creating and Animating Cameras; Creating Custom Camera Rigs; Applying Depth of Field and Motion Blur; Using Orthographic and Stereo Cameras; The Bottom Line Chapter 3: NURBS Modeling in Maya Understanding NURBS; Employing Image Planes; Modeling NURBS Surfaces; Creating Realism; NURBS Tessellation; The Bottom Line; Chapter 4: Polygon Modeling; Understanding Polygon Geometry; Working with Smooth Polygons; Editing Polygon Components; Adding Components; Modeling with Deformers; Combining Meshes; Using Bevel Plus and Bevel Edges; Polygon Modeling with Paint Effects; Convert NURBS Surfaces to Polygons; Boolean Operations; Sculpting Polygons Using Artisan; Advanced Polygon Editing Tools; Using Subdivision Surfaces; The

Bottom Line

Chapter 5: Animation Techniques Using Joints and Constraints; Inverse Kinematics; Keyframe Animation; The Graph Editor; Playblast and FCheck; Driven Keys; Animation Using Expressions; Motion Path Animation; Animating Constraints; Animation Layers; The Bottom Line; Chapter 6: Animating with Deformers; Animating Facial Expressions Using Blend Shapes; Animating Blend Shapes Sequentially; Animating with Lattices; Animating Object Components with Clusters; Animating a Scene Using Nonlinear Deformers; Creating a Jiggle Effect; Optimizing Animations with the Geometry Cache; The Bottom Line
Chapter 7: Rigging and Muscle Systems Understanding Rigging; Creating and Organizing Joint Hierarchies; Rigging the Giraffe; Full Body Inverse Kinematics; Skinning Geometry; The Maya Muscle System; The Bottom Line; Chapter 8: Paint Effects and Toon Shading; Using the Paint Effects Canvas; Painting on 3D Objects; Understanding Strokes; Designing Brushes; Create Complexity by Adding Strokes to a Curve; Shaping Strokes with Behavior Controls; Animating Strokes; Rendering Paint Effects; Using Toon Shading; The Bottom Line; Chapter 9: Lighting with mental ray; Shadow-Casting Lights
Indirect Lighting: Global Illumination Indirect Illumination: Final Gathering; Image-Based Lighting; Physical Sun and Sky; mental ray Area Lights; Light Shaders; The Bottom Line; Chapter 10: mental ray Shading Techniques; Shading Concepts; Creating Blurred Reflections and Refractions Using Standard Maya Shaders; Basic mental ray Shaders; Car Paint Materials; The MIA Material; Controlling Exposure with Tone Mapping; Rendering Contours; The Bottom Line; Chapter 11: Texture Mapping; UV Texture Layout; Bump and Normal Mapping; Displacement Mapping; Subsurface Scattering; The Bottom Line
Chapter 12: Rendering for Compositing

Sommario/riassunto

A beautifully-packaged, advanced reference on the very latest version of Maya. If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the
