1. Record Nr. UNINA9910461291003321

Autore	Watkins Adam
Titolo	Getting started in 3D with Maya : create a project from start to finish--model, texture, rig, animate, and render in Maya / / Adam Watkins
Pubbl/distr/stampa	Waltham, MA : , : Focal Press, , 2012
ISBN	1-136-14709-8 1-136-14710-1 1-280-58187-5 9786613611659 0-240-82045-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (436 p.)
Disciplina	006.6/96 006.696
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	Cover; Title Page; Copyright Page; Table of Contents; Acknowledgments; Introduction; Chapter 1: Animation Workflow; High-Rez 3D; Low-Rez 3D; Workflow; An Idea, a Sketch, Lots of Research, and New Inspiration; Research; Modeling; UV Layout; Texture; Rigging and Skinning; Animation; Lighting and Rendering; Flexibility in the Process; Conclusion; Chapter 2: Maya Philosophy; A Bit of History; So What Is It?; What You Need to Run It; Processor; Memory; Video Processor; Monitor; Three Button Mouse; Conclusion; How Maya "Thinks"; Interface; View Panel; Tool Box; Tutorial 2.1 Tool Box Exploration The Move ToolThe Rotate Tool; The Scale Tool; Power of Maya's Selection System; Lasso Tool; Adjusting Selections; Objects versus Components; Paint Selection Tool; Soft Modification Tool; Universal Manipulator; Show Manipulator Tool and Last Tool Used; Keyboard Shortcuts; Channel Box; Outliner; Modes; Interface Wrap Up; Projects; Tutorial 2.2 Setting Projects for "Escaping the Madness"; Conclusion;

Chapter 3: Architectural Modeling; The Polygon; Parts; Traits of Polygon; Polycounts; Modeling Modes; Escaping the Madness; Gathering Research
Tutorial 3.1 Architectural Polygonal Game Modeling: Escaping the MadnessSetting the Project; Saving a New Scene; Laying the Foundation; Roughing Out the Scene; Scaling and Positioning the Walls with Snapping; Duplicating; Boolean; Component Level Editing; Extruding Polygons; Conclusion; Tutorial 3.2 Prop Polygonal Game Modeling: Escaping the Madness; Creating an End Table; Constructing the Frame; Insert Edge Loop Tool; Cut Faces Tool; Bridge; Bevel; Conclusion; Tutorial 3.3 NURBS Modeling in Architecture; Curves (Splines); Surfaces; Smooth; NURBS for Trim; Import; Conclusion; Homework
Chapter 4: Organic ModelingTutorial 4.1 Game Character Modeling; Some Notes; Getting Started; Image Planes and Setting Up to Work; Display Layers; Create Polygon Tool; Merge to Center; Creating Dynamic Mirrored Geometry; Sculpt Geometry Tool; Soft Modification Tool; Append to Polygon Tool; Interactive Split Tool; Mirror Geometry; Conclusion; Homework; Chapter 5: UVs and UV Layout; UVs; UV Texture Editor; Maneuvering with UV Space; UV Texture Editor Interface; Selecting Components; Shells; UV Maps, Snapshots, and the Purpose for It All; Projections; Getting to It
Tutorial 5.1 UV Layout for Architecture and Level DesignDummy Material; Automatic Mapping; Planar Mapping; Sewing and Moving and Sewing UV Edges; UV Snapshots; Cut UV Edges; Saving Out UV Snapshot; Wrapping Up; Conclusion; Tutorial 5.2 Organic Form UV Layouts; The Head; Cylindrical Mapping; Smooth UVs; Refining the Face Region; Half the Work, Twice the Results; Armor Pieces; The Belt and More Cylindrical Mapping; Cylindrical Mapping Revisited; The Boot; Chests, Backs, and Planar Mapping; Hands; Misc. Cleanup; Mirroring; Scale and Organize; Conclusion; What's Next; Homework
Chapter 6: Material Creation and Texture Painting

Sommario/riassunto

Deliver professional-level 3D content in no time with this comprehensive guide to 3D animation with Maya. With over 12 years of training experience, plus several award winning students under his belt, author Adam Watkins is the ideal mentor to get you up to speed with 3D in Maya. Using a structured and pragmatic approach Getting Started in 3D with Maya begins with basic theory of fundamental techniques, then builds on this knowledge using practical examples and projects to put your new skills to the test. Prepared so that you can learn in an organic fashion, each chapter builds on th