1. Record Nr. UNINA9910463359203321

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Titolo	Introducing Autodesk Maya [[electronic resource] /] / Dariush Derakhshani
Pubbl/distr/stampa	Indianapolis, Ind., : John Wiley & Sons, 2013
ISBN	1-118-71841-0
Edizione	[1st edition]
Descrizione fisica	1 online resource (682 p.)
Disciplina	006.696
Soggetti	Computer animation Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Introducing Autodesk Maya 2014; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Introduction to Computer Graphics and 3D; Art?; Computer Graphics; The Stages of Production; The CG Production Workflow; Core Concepts; Basic Film Concepts; Summary; Chapter 2: Jumping in Headfirst, with Both Feet; You Put the U in UI; Project Overview: The Solar System; The Preproduction Process: Planning; Creating a Project; The Production Process: Creating and Animating the Objects; Hierarchy and Maya Object Structure; The Solar System, Resumed; Outputting Your Work: Playblasting; Summary Chapter 3: The Autodesk Maya 2014 InterfaceNavigating in Maya; Exploring the Maya Layout; Building a Decorative Box; Mapping the Box's Reference Planes with Hypershade; Organizing Workflow with the Layer Editor; Modeling the Decorative Box; Editing the Decorative Box Model Using the Shelf; Continuing the Decorative Box Model; Finishing the Decorative Box Model; Summary; Chapter 4: Beginning Polygonal Modeling; 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 a Catapult Suggestions for Modeling PolygonsSummary; Chapter 5: Modeling with NURBS Surfaces and Deformers; NURBS! NURBS!; Using NURBS Surfacing to Create Polygons; Converting a NURBS Model to Polygons; Editing NURBS Surfaces; Patch Modeling: A Locomotive Detail; Using Artisan to

Sculpt NURBS; Modeling with Simple Deformers; The Lattice Deformer; Animating Through a Lattice; Summary; Chapter 6: Practical Experience; Evaluating the Table Lamp; Modeling the Base; Creating the Lamp Stem; Modeling the Lampshade; Making the Toy Airplane; Using Maya File References; Finishing the Toy Airplane
Updating the File ReferenceSummary; Chapter 7: Autodesk Maya Shading and Texturing; Maya Shading; Shader Types; Shader Attributes; Shading and Texturing the Table Lamp; Textures and Surfaces; Textures and UVs for the Red Wagon; Photo-Real Mapping: The Decorative Box; For Further Study; Summary; Chapter 8: Introduction to Animation; Keyframe Animation: Bouncing a Ball; Throwing an Axe; Replacing an Object; Animating Flying Text; Rigging the Locomotive, Part 1; Animating the Catapult; Summary; Chapter 9: More Animation!; Skeletons and Kinematics; Skeletons: The Hand; Inverse Kinematics
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Reflections and Refractions

Sommario/riassunto

What you need to get up and running on Autodesk Maya 2014
Autodesk Maya is the industry-leading 3D animation and effects software, and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran. Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling, texturing, animating and visual effects for new users, while leading you through fun and challenging lessons that give you plenty of hands-on practice. The book includes a color insert featuring dazzling examples from talented b