| | | |
|---|---|---|
| 1. | Record Nr. | UNINA9910463825603321 |
| | Autore | Lanier Lee <1966-> |
| | Titolo | Advanced Maya texturing and lighting [[electronic resource] /] / Lee Lanier |
| | Pubbl/distr/stampa | Hoboken, NJ, : Wiley Technology Pub., 2008 |
| | ISBN | 1-118-98354-8 |
| | | 9786611752231 |
| | | 1-118-05967-0 |
| | | 0-470-38857-9 |
| | | 1-281-75223-1 |
| | | 0-470-29273-3 |
| | Edizione | [2nd ed.] |
| | Descrizione fisica | 1 online resource (xix, 475 p.) : ill |
| | Disciplina | 006.6/96 |
| | Soggetti | Computer animation |
| | | Electronic books. |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Includes index. |
| | Nota di contenuto | Understanding lighting, color, and composition -- Applying the correct Maya light type -- Creating high-quality shadows -- Applying the correct material and 2D texture -- Applying 3D textures and projections -- Creating custom connections and applying color utilities -- Automating a scene with sampler nodes -- Harnessing the power of math utilities -- Improving textures through custom UVs, maps, and sliders -- Prepping for successful renders -- Raytracing with Maya software and mental ray -- Working with global illumination, final gather, and mental ray shaders -- Texturing and lighting with advanced techniques. |
| | Sommario/riassunto | "If you already understand the basics of Maya, the industry-leading 3D animation and effects software, you'll be ready to move on to the sophisticated topics in this updated edition of Advanced Maya Texturing and Lighting. Detailed, easy-to-follow instructions will teach you the real-world production secrets that professional animators use to achieve amazing results. In the second edition, you will find extensive and updated coverage of the latest theories and trends"-- |