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Nota di contenuto	Contents; Introduction; Chapter 1: Understanding the Maya Interface; Exploring Interface Elements; Moving Views and Manipulating Objects; Using Maya Windows and Menus; Setting Preferences; Getting Help; Chapter 2: Creating Your First Animation; Using Good Scene-File Management; Creating and Animating a Bouncing Ball; Refining Movement in the Graph Editor; Using Animation Principles to Improve Your Work; Creating a Playblast of Your Animation; Chapter 3: Modeling with Polygons, Part 1; Understanding Polygons; Constructing a Good Model; Getting Started and Using the Main Modeling Tools Box Modeling and Building a CharacterChapter 4: Modeling with Polygons, Part 2; Creating Edge Loops; Adjusting Vertices, Polygons, and Edges, and Adding Details; Chapter 5: Modeling with Polygons, Part 3; Refining and Cleaning Up; Mirroring Your Model; Deleting History; Chapter 6: Surfacing Your Character; Creating a Surface; Laying Out UVs; Texture Mapping; Chapter 7: Getting Bent Out of Shape: Blend Shapes; Understanding Blend Shapes and How They Work; Creating Deformers for Your Character; Setting Up the Blend Shape Interface; Chapter 8: Dem Bones: Setting Up Your Joint System Understanding How Joints WorkBuilding Joint Chains; Putting It All Together; Putting It to Use: Connecting the Joints to Your Model; Chapter 9: Weighting Your Joints; Understanding Joint Weighting and Why It's Important; Adjusting Weights; Chapter 10: Rigging Your Character; Understanding Basic Rigging Concepts; Setting Up the Leg

Controls; Setting Up the Torso Control; Setting Up the Character Control; Creating a Custom Shelf; Chapter 11: Setting the Scene: Creating an Environment; Building a Room; Building Props; Chapter 12: Making It Move: Animating Your Character
Setting Up Maya for AnimationAnimating Your Character; Chapter 13: Let There Be Light: Lighting Your Shot; Understanding the Three-Point Lighting System; Using the Maya Lights; Lighting Your Scene; Performing Light Linking; Chapter 14: Rendering and Compositing Your Scene; Making 2D Images Out of 3D Scenes; Performing Compositing; APPENDIX A

Sommario/riassunto

The premiere book on getting started with Maya 2014 Whether you're just beginning, or migrating from another 3D application, this step-by-step guide is what you need to get a good working knowledge of Autodesk Maya 2014. Beautifully illustrated with full-color examples and screenshots, Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling, texturing, animating, setting a scene, and creating visual effects. You'll absorb important concepts and techniques, and learn how to confidently use Maya tools the way professionals do. Each chapter includes fun and challenging hand
