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	Autore	Oretti, Marcello
	Titolo	Marcello Oretti e il patrimonio artistico privato bolognese : Bologna, Biblioteca comunale, ms. B. 104 / indice a cura di Emilia Calbi e Daniela Scaglietti Kelescian
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2.	Record Nr.	UNINA9910790467103321
	Autore	Watkins Adam
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Cover; Title Page; Copyright Page; Table of Contents; Acknowledgments; Introduction; Chapter 1: Animation Workflow; High-Res 3D; Low-Res 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  
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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  
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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