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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

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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