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	ISBN	1-119-05985-2 1-119-05970-4
	Descrizione fisica	1 online resource (867 p.)
	Disciplina	006.696
	Soggetti	Computer animation Computer graphics Three-dimensional display systems
	Lingua di pubblicazione	Inglese
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	Livello bibliografico	Monografia
	Note generali	Includes index. "Autodesk Official Press"--Cover.
	Nota di contenuto	Working in Autodesk Maya --Introduction to Animation-- Hard surface modeling -- Organic Modeling -- Rigging and Muscle Systems -- Animation techniques -- Lighting with mental ray -- Mental ray shading techniques -- Texture mapping -- Paint effects --Rendering for compositing -- Introducing nParticles -- Dynamic effects -- Hair and clothing -- Maya fluids -- Scene management and virtual filmmaking -- Bottom line -- Autodesk Maya 2016 certification.
	Sommario/riassunto	Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certificatio