

|                         |  |
|-------------------------|--|
| 1. Record Nr.           | UNINA9910827597403321  |
| Autore                  | Gray Daniel <1961->  |
| Titolo                  | Creating striking graphics with Maya and Photoshop // Daniel Gray  |
| Pubbl/distr/stampa      | San Francisco, Calif. ; ; London, : SYBEX, c2004   |
| ISBN                    | 1-282-36530-4<br>9786612365300<br>0-470-11315-4  |
| Edizione                | [1st ed.]  |
| Descrizione fisica      | 1 online resource (226 p.)   |
| Disciplina              | 006.686  |
| Soggetti                | Computer drawing<br>Computer graphics  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Description based upon print version of record.  |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Nota di contenuto       | Creating Striking Graphics with Maya and Photoshop;<br>Acknowledgments; Letter from the Publisher; Foreword; About the Authors; Contents; Introduction; Hardware and Software Considerations; Part I: Maya and Photoshop: A Beautiful Friendship; Chapter 1: Drawing a New Course in a 3D World; Let's Work Together; Maya and Photoshop Walk into a Bar...; The Learning Curve; Looking Forward; Chapter 2: The Maya-Photoshop Connection; Beyond 2D; Learning Essential 3D Concepts; Maya's Interface; Maya Geometry; Maya and Photoshop Interaction; Next Step<br>Chapter 3: Introduction to Maya: Texturing with Photoshop<br>Mapping Exercise: Simple Image Maps; Wine Bottle Part Deux; Further Practice; Part II: Striking Graphics for Various Markets; Chapter 4: Dazzling Illustration; Meats's Road to 3D; The Evolution of Mother Nature; On Learning Maya; Chapter 5: Classic Cartoon Sensibility in a 3D World; The 2D/3D Connection; The TELETOON Bumpers; Chapter 6: Comic Strips in 3D; When I Grow Up, I Want to Be a Cartoonist; Creating "Syntax Errors"; On Learning Maya; ""Syntax Errors"" Gallery; Chapter 7: Creating Realistic Animals: Bringing Dinosaurs to Life<br>Creating the Orodromeus for Dinosaur Planet<br>On Photoshop and Maya; Chapter 8: The New Tradition-Adding 3D to Graphic Illustrations; Classical Beginnings; The Alanis Morissette Project; The Time DNA |

Cover; Little Blue Pills; Giants of Media; Maya in Perspective; Chapter 9: Re-creating Egyptian Antiquities; A Worldwide Effort; Modeling the Giza Plateau; Reconstructing King Tutankhamun's Tomb; The Temple of Luxor; On Photoshop; On Learning Maya; Chapter 10: Digitizing Dream Rides; Building the Digital Garage; Digitizing Cars; The EleMENTAL Woodie; Meshwerks Game Ventures  
Chapter 11: Mirko Ilic: A Body of Work in 3DA Time-Tested Methodology; On Producing with Maya; Index

---

Sommario/riassunto

Add Another Dimension to Your Portfolio-And Move to the Top of Your Craft Professional artists who strive to bring a new look to their illustrations are using Alias' premier 3D software in tandem with Adobe's prominent digital imaging program to create cutting-edge graphics. Now, with Maya 6, this remarkable combo is even better integrated than before. Creating Striking Graphics with Maya and Photoshop-brought to you from Maya Press, a publishing partnership between Sybex and Alias-is a dazzling introduction to the vibrant world of 3D and Maya. Graphics wiz Daniel Gray

---