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| Autore                  | Palamar Todd  |
| Titolo                  | Mastering Autodesk Maya 2016 // Todd Palamar  |
| Pubbl/distr/stampa      | Indianapolis, Indiana : , : John Wiley & Sons, Inc., , 2015<br>©2015  |
| ISBN                    | 1-119-05985-2<br>1-119-05970-4  |
| Descrizione fisica      | 1 online resource (867 p.)  |
| Disciplina              | 006.696   |
| Soggetti                | Computer animation<br>Computer graphics<br>Three-dimensional display systems  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Includes index.<br>"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 composting -- 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 |