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Collana	Autodesk official training guide Serious skills
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Altri autori (Persone)	KellerEric <1969-> HonnAnthony LanierLee JanzenBeau
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Soggetti	Computer animation Computer graphics Three-dimensional display systems
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Note generali	Includes index.
Nota di contenuto	Mastering Autodesk® Maya® 2012; Introduction; Who Should Buy This Book; What's Inside; How to Contact the Author; Working in Autodesk Maya; Creating and Editing Maya Nodes; Using the Hypergraph; Connecting Nodes with the Connection Editor; Creating Node Hierarchies in the Outliner; Displaying Options in the Outliner; The Channel Box; The Attribute Editor; Working with Shader Nodes in the Hypershade; Creating Maya Projects; Creating a New Project; Editing and Changing Projects; Organizing Complex Node Structures with Assets; Creating an Asset; Publishing Asset Attributes Using the Asset EditorFile References; Referencing a File; Using

Reference Proxies; The Bottom Line; Virtual Filmmaking with Autodesk Maya Cameras; Determining the Image Size and Film Speed of the Camera; Setting the Size and Resolution of the Image; Setting the Film Speed; Creating and Animating Cameras; Creating a Camera; Setting Camera Attributes; Limiting the Range of Renderable Objects with Clipping Planes; Composing the Shot Using the Film Back Settings; Creating a Camera Shake Effect; Using an Expression to Control Alpha Offset; Creating Custom Camera Rigs; Swivel Camera Rig
Swivel Camera Rig AssetApplying Depth of Field and Motion Blur; Rendering Using Depth of Field; Creating a Rack Focus Rig; Adding Motion Blur to an Animation; Using Orthographic and Stereo Cameras; Orthographic Cameras; Stereo Cameras; Using the Camera Sequencer; The Bottom Line; Modeling I; Understanding Polygon Geometry; Polygon Vertices; Polygon Edges; Polygon Faces; Working with Smooth Polygons; Using Subdivision Surfaces; Understanding NURBS; Understanding Curves; Understanding NURBS Surfaces; Surface Seams; NURBS Display Controls; Employing Image Planes; Modeling NURBS Surfaces
Lofting SurfacesIntersecting Surfaces; Trim Surfaces; Working with Trim Edges; Fillet Surfaces; Creating Rail Surfaces; Lofting Across Multiple Curves; Live Surfaces; NURBS Tessellation; Modeling with Polygons; Shaping Using Smooth Mesh Polygon Geometry; Insert Edge Loops; Extruding Polygons; Edge Creasing; Mirror Cut; The Bottom Line; Modeling II; Modeling with Deformers; Using a Lattice; Soft Modification Tool; Combining Meshes; Using Bevel Plus and Bevel Edges; Creating the Curves; Projecting the Curve; Bevel Edges; Using Curves; Create an Extrusion Curve; Extrude Along a Curve
Drawing Curves on a Live SurfaceConvert NURBS Surfaces to Polygons; Employing Revolved Surfaces; NURBS Extrusions; Boolean Operations; Using Booleans; Cutting Polygons; Sculpting Polygons Using Artisan; Advanced Polygon Editing Tools; Append a Polygon; Interactive Split Tool; Spin a Polygon Edge; Bridge Polygons; Working with SubDs; Modeling with SubDs; SubD Levels; The Bottom Line; Animation Techniques; Using Joints and Constraints; Joint Basics; Point Constraints; Aim Constraints; Inverse Kinematics; IK Handle Tool; Create a Master Control; Keyframe Animation; Creating Keyframes Auto Keyframe

Sommario/riassunto

"The exclusive, official guide to the very latest version of MayaGet extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need"--