

1. Record Nr.	UNINA9910973607903321
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Titolo	Maya visual effects : the innovator's guide / / Eric Keller with Max Dayan
Pubbl/distr/stampa	Hoboken, N.J., : Wiley, 2013
ISBN	9781299475885 1299475884 9781118654552 1118654552
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (xvii, 382 pages) : illustrations
Altri autori (Persone)	DayanMax
Disciplina	006.696
Soggetti	Maya (Computer file) Computer animation Computer graphics Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record. Includes index.
Nota di contenuto	Maya Visual Effects: The Innovator's Guide; Contents; Introduction; Chapter 1: Texture Effects; Create Animated Effects with a Ramp Texture; Use Ambient Occlusion for Holographic Effects; Generate Creative Text Effects; Chapter 2: Particle Effects; Orchestrate a Flowering Tree with nParticles; Create a Beard of Bees Using a Force Field; Choreograph a School of Fish by Layering Particles; Chapter 3: Joint Rigging for Effects; Animate a Growing Bacterial Colony Using Joints; Use Joints to Jiggle Geometry; Animate a Magic Curling Brick Road Using Joints Chapter 4: Creative Blend Shape TechniquesCreate an Interactive Blend Shape Rig; Combine Blend Shapes and Other Deformers to Create Swimming Plankton; Automate Blend Shape Sequences Using MEL; Chapter 5: Paint Effects; Create Bursts of Electric Energy; Animate a Blood Vessel Growing on an Eyeball; Use Paint Effects Modifiers to Deform Geometry; Chapter 6: nCloth Techniques; Use nCloth to Melt a Complex Gun Model; Trap 3D Text in a Spider Web with nConstraints;

Use nCloth to Animate a Drop of Water; Chapter 7: Fluid Effects; Create Shockwaves for a Futuristic Spaceship
Propel a Rocket Using FluidsUse a Fluid Mesh to Build a Head; Chapter 8: nHair and Fur Effects; Create an Animated Jellyfish with nHair; Create a Dynamic Rig for Medusa's Snakes; Animate Crop Circles Using Fur;
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Sommario/riassunto

Create innovative CG solutions with Maya and this creative guide
Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, Maya Visual Effects: The Innovator's Guide, Second Edition is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce innovativ
