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Autore	McKinley Michael (Michael T.)
Titolo	The game artist's guide to Maya [[electronic resource] /] / Michael McKinley
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Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	The Game Artist's Guide to Maya; Front matter; Acknowledgments; Contents; Introduction; 1: The Game Industry; Developers and Publishers; Artist Jobs; Getting the Job; Art Tests; Crunch Time; The Game Development Pipeline; 2: Polygonal Modeling; Game Art Limitations; Game Modeling Common Tools and Commands; Game Modeling Pointers; Efficiency; Edge Flow; Articulation; Cleanup; Reference Usage; Symmetry; Scale and Orientation; Tutorial: Creating the Weapon; Creating the Blade; Creating the Hilt and Grip; Tutorial: Creating the Character Model; Creating Silenus's Head; Creating Silenus's Body Creating Silenus's Armor3: Texturing; Texturing in the Gaming World; Mapping UVs; UV Projection Commands; The UV Texture Editor; Texture Resolutions and Formats; Alpha Channel and Pixel Shader Effects; UV Mapping the Sword; UV Mapping the Body; UV Mapping the Torso; UV Mapping the Leg; UV Mapping the Arm; UV Mapping the Armor; UV Mapping the Head; The Hypershade; Applying a Material to a Model; Applying a Texture to a Material; Optional Procedures; The 3D

Paint Tool; Vertex Coloring; Baking Normal Maps; Texture Painting Tips; The Finished Model; 4: Rigging; Skeletons and Joints Creating a SkeletonThe Pelvis and Legs; The Spine; The Arms; The Hands; Extra Joints; Setting the Local Rotation Axis; Forward and Inverse Kinematics; Leg IK; Displaying Selection Handles; Armor Parenting; Binding to the Skeleton; Painting Weights; Joint Rotation Limits; Eye Controls; Rigging the Face; Blend Shapes; Binding the Head; Set Driven Key; Facial Skeletons; Creating SDK Controls; Sword Constraints; 5: Animation; Creating a Character Set; Editing the Character Set; Creating a Subcharacter Set; Creating a Quality Animation; Animation Reference; Making an Attack Animation Creating EmphasisModify Timing in the Trax Editor; Secondary Motion; Idle Animation; Forward Movement; Blending Between Clips; The End?; 6: Particle Effects; Sprites; Creating a Sprite Effect; Adjusting the Effect; Creating a Second Effect; Continuing the Dust Effect; Geometry Effects; Creating Impact Effects; Additional Helpful CD Files; Final Thoughts; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; Q; R; S; T; U; V; W; X

Sommario/riassunto

The Definitive Resource for Up-and-Coming 3D Game Artists Alias' award-winning Maya 3D animation and effects software continues to lead the industry in technological innovation and is being adopted by more and more console and computer game developers. The Game Artist's Guide to Maya is an official introduction to creating 3D game art and animations with Maya, brought to you by Maya Press, a publishing partnership between Alias and Sybex. Written by a production artist at a prominent game company, this detailed book focuses on the skills real game artists use daily to create st

2. Record Nr.	UNISALENTO991001454629707536
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Pubbl/distr/stampa	Torino : Einaudi, [1975]
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