

Kelly L. Murdock

Autodesk Maya 2015

Basics Guide



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Autodesk Maya 2015 Official Training Guide

Dariush Derakhshani



Autodesk Maya 2015 Official Training Guide:

Introducing Autodesk Maya Dariush Derakhshani, 2024-07-15 This book is your perfect hands on guide to start animating quickly Using approachable real world exercises you ll master the fundamentals of this animation software by following full color screenshots step by step Each chapter opens with a quick discussion of concepts and learning objectives and then launches into hands on tutorials that give you firsthand experience and a good start You ll learn the basics of modeling texturing animating and visual effects Whether you re a complete beginner or migrating from another 3D application this task based book provides the solid grounding you need in Autodesk Maya Key Features Model with polygons meshes and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render scenes with great lighting and camera placement

Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition Prof. Sham Tickoo, 2019 Pixologic ZBrush 2018 A Comprehensive Guide covers all features of ZBrush 2018 which is a powerful modeling and sculpting software developed by Pixologic Inc and is used for developing highly detailed characters for movies games and digital design projects The book provides in depth details of the concepts and explains the usage and functions of the most commonly used tools of ZBrush In this edition new feature such as ZModeler NanoMesh and KeyShot renderer have been also been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Exploring AutoCAD Map 3D 2018, 8th Edition Prof. Sham Tickoo, 2017-07-31 Exploring AutoCAD Map 3D 2018 book introduces the users to AutoCAD Map 3D 2018 software This book is a gateway to power skill and competence in the field of GIS and spatial analysis This book is specially meant for professionals and students of GIS Urban Planning Civil Engineering Cartography and CAD professionals who are associated with planning designing and data management Special emphasis has been laid to explain new concepts procedures and methods in GIS by using sufficient text and graphical examples The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in AutoCAD Map 3D The author has

emphasized on the tools options functions and interoperability of AutoCAD Map 3D that allow the users to create analyze and save complex geospatial data easily and effectively Furthermore the chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software A real world project is given for the students to reinforce the concepts learned in the chapters Salient Features A comprehensive coverage of all concepts and tools of AutoCAD Map 3D 2018 Consists of 11 chapters arranged in pedagogical sequence and a project Contains 528 pages with hundreds of illustrations Real world projects and examples focusing on industry experience Step by step examples that guide the users through the learning process Includes changes and enhancements specific to AutoCAD Map 3D 2018 Effectively communicates the utility of AutoCAD Map 3D Table of Contents Chapter 1 Introduction to AutoCAD Map 3D 2018 Chapter 2 Getting Started with AutoCAD Map 3D 2018 Chapter 3 Working with Basic Tools and Coordinate Systems Chapter 4 Working with Feature Data Chapter 5 Styling and Querying Feature Data Chapter 6 Creating Object Data and Attaching External Database and Query Chapter 7 Classifying Objects and Working with Classified Objects Chapter 8 Removing Digitization Errors and Working with Topologies Chapter 9 Data Analysis Chapter 10 Working with Different Types of Data Chapter 11 Editing a Map and Creating a Map Book Project Site Suitability Study Index **MAXON CINEMA 4D S24: A Tutorial Approach, 8th Edition** Prof. Sham Tickoo,2021-10-29 MAXON CINEMA 4D S24 A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D S24 Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques In this book three projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset Browser and the new placement tools in depth Salient Features Consists of 13 Chapters and 3 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D S24 Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Project 3 Creating an Exterior Scene Index MAXON CINEMA 4D R19 Studio: A Tutorial Approach, 6th Edition

Prof. Sham Tickoo, 2018-01-25 MAXON CINEMA 4D R19 Studio A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers animators and motion graphic designers The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19 Keeping in view the varied requirements of users the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph XPresso and 3D Compositing Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Technical support by contacting techsupport cadcim com Additional learning resources available at cinema4dexperts blogspot com Table of Contents Chapter 1 Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mpping Chapter 10 Compositing in 3D Objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index **Autodesk Maya 2015 Basics Guide** Kelly L. Murdock, 2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by accompanying video instruction that s included with each book Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or

upgrading from a previous version of Maya will also benefit greatly from this text *Autodesk Maya 2015* Prof Sham Tickoo Purdue Univ, CAD/CIM Technologies, Sham Tickoo, 2014-07-17 *Autodesk Maya 2015 A Comprehensive Guide* textbook introduces the readers to Maya 2015 one of the world's leading 3D animation and modeling packages. The textbook caters to the needs of both the novice and the advanced users of Maya. As it is a comprehensive textbook, it aims to harness the power of Autodesk Maya 2015 for creating animation and visual effects. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of Maya 2015 and then gradually progresses to cover the advanced 3D models and animations. Each concept has been thoroughly explained through text, practical examples, tutorials, and exercises. The book will help you unleash your creativity, thus helping you create visual representations of the world around you on your computer screen, much in the same way that a brush enables a painter to transform the blank canvas into a vibrant statement of human imagination. This textbook will make a painter out of you, with the mouse as your brush and Maya's interface as your palette. This textbook takes the users across a wide spectrum of animation, VFX, through progressive examples, numerous illustrations, and relevant exercises. Written with the tutorial point of view and the learn-by-doing theme, the textbook is ideally suited for learning at your convenience and at your pace. Following are the additional features of this book: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, paint effects, rendering, nHair, fur, fluids, particles, nParticles, and Bullet Physics in Autodesk Maya 2015. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2015 concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the textbook in the form of tips and notes. Self-Evaluation Test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. For more information, navigate to the following link: www.cadcim.com **Mastering Autodesk Maya 2015** Todd Palamar, 2014-07-15. Expand your skills with complete Maya mastery. *Mastering Autodesk Maya* is the ultimate guide to the popular 3D animation software. Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level. Written for those who already know the basics of this enormous program, the book covers advanced topics and professional techniques for modeling, animation, texturing, and visual effects. Fully updated to reflect Maya's latest features, the book takes a hands-on approach to instruction, providing readers with a diverse set of tutorials designed by real-world professionals to showcase 3D animation and visual techniques used in industry settings. Complete and comprehensive, the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification. The unique combination of challenging material and practical instruction makes this one-of-a-kind guide the ultimate Maya handbook. Topics include: Animation using inverse kinematics, keyframes, and deformers; Hard surface and

organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program Mastering Autodesk Maya is an excellent investment in the future of your career [Introducing Autodesk Maya 2016](#) Dariush Derakhshani,2015-07-07 Start modeling right away with this hands on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market Building from the ground up this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes The tutorials offer realistic challenges and clear explanations laid out in fun step by step lessons that help you gain confidence and learn by doing You'll delve into CG and 3D core concepts and production workflows then get right to work designing an animation of the solar system as you learn the interface and basic tools As your modeling skills grow you'll build a steam locomotive a starfish a table lamp and much more as you learn to rig your model for animation create fabric motion with nCloth and add the lighting and effects that bring your scenes to life The companion website features downloadable project files that help you see how the pros do it and the book includes real world examples from talented users who were beginners just like you Master the Maya 2016 interface menus and plug ins Begin building simple animations right away Explore modeling rendering animation and cloth motion Add lighting rendering dynamics simulations and effects If you want to work like the pros Introducing Autodesk Maya 2016 is the perfect primer for getting started [*Learning Autodesk Maya 2009 Foundation*](#) Autodesk Maya Press,2008-11-17 Learning Autodesk Maya Foundation is a full color book that offers students a hands on approach for learning how to use Maya the industry leading 3D animation and effects software You will work with real movie footage interactive tutorials and step by step lessons to understand the basics of modeling texturing animating and visual effects The companion DVD which includes instructor led tutorial videos and other resources for extended learning will further reinforce the topics covered in the book so that you can become better acquainted with the Maya User Interface [Learning Autodesk Maya 2009 The Modeling & Animation Handbook](#) Autodesk Maya Press,2008-10-20 Develop out of this world modeling and animation skills with this official guide to Autodesk Maya 2009 With this expert guidance from the makers of Maya software you'll discover how to make sound decisions from the start of your projects and save yourself valuable time by avoiding unnecessary challenges further down the pipeline You'll get hands on instruction to production quality modeling and animation using artwork from the animated short Theme Planet and learn to Model with polygons and NURBS Work with skeletons joint orientation and inverse kinematics Set up a leg arm and spine and create constraints Skin your characters and work with blend shapes Create a run cycle and keyframed animation Enhance your skills with bonus DVD content including

free 3D models from TurboSquid instructor led videos and reference guides For Instructors Teaching supplements are available for this title **Learning Autodesk Maya 2009 The Special Effects Handbook** Autodesk Maya Press,2008-11-03 Learn how to produce desired design techniques with the how to detailed instructions in Learning Autodesk Maya The Special Effects Handbook Official Autodesk Training Guide includes DVD This book uses actual production files from an animated short film in tutorials that will get you familiar with Maya s tools options and capabilities Follow the clear step by step instructions to understand the rendering and dynamic stages of productions You can explore lighting texturing and visual effects and become familiar with the latest features through the book s new tutorials and art

Autodesk Maya 2013 Essentials Naas,2013-04-05 *Learning Autodesk Maya 2010: Foundation* Marc-Andr e Guindon,Autodesk Maya Press Staff,2009 **Introducing Autodesk Maya 2013** Dariush Derakhshani,2012-05-03 A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry leading 3D animation and effects software used in movies visual effects games cartoons and other animation This bestselling official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software Fully updated for the newest version of Maya the book explains the interface and the basics of modeling texturing animating dynamics visualization and visual effects Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you ve learned The Autodesk Official Training Guide for Maya endorsed and promoted by Autodesk to its 2 500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film game and advertising industries it s a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling texturing animating and visual effects Step by step tutorials offer realistic professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students **Introducing Autodesk Maya** is the perfect guide to get you up and running on the world s most popular professional 3D application **INTRODUCING AUTODESK MAYA 2012: AUTODESK OFFICIAL TRAINING GUIDE** Dariush Derakhshani,2011-07-01 Market_Desc Targets those new to 3D generally and beginning Maya users specifically Traditional artists students 2D artists educators and hobbyists will also seek out this book for its exceptionally accessible coverage of Maya basics Students teachers there are instructor materials available and hobbyists alike will benefit from thorough techniques and tutorials Special Features NEW MATERIAL Covers the latest features and includes new tutorials and art BEST SELLING Previous editions have been the best selling Maya book on the market and received consistently great reviews INSPIRATIONAL Color insert provides real world examples from talented beginning Maya users to attract readers who aspire to learn the software COMPLEX MADE DOABLE Maya pro Dariush Derakhshani gives beginners just what they need to understand the intricacies of 3D and Maya The tutorials offer realistic challenges for those new to 3D with clear explanations along the way About The Book The ideal primer to getting

started with Maya Learn the Maya interface and the basics of modeling texturing animating and visual effects The expository text is reinforced with fun and challenging step by step tutorials Professional visual effects artist and instructor Dariush Derakhshani leads readers through the nuances of the complex software without over explaining or over simplifying The tutorials offer realistic professional challenges for those new to 3D and to those coming from another 3D application

Introducing Maya is the perfect guide to get you up and running in the world s most popular professional 3D software application

Mastering Autodesk Maya 2016 Todd Palamar,2015-08-03 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 certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam

Autodesk Maya 2018 Basics Guide Kelly Murdock,2017-11 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2018 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2018 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya

Learning Autodesk Maya 2009 The Modeling & Animation Handbook Autodesk Maya Press,2008-10-20 Develop out of this world modeling and animation skills with this official guide to Autodesk Maya 2009 With this expert guidance from the makers of Maya software you ll discover how to make sound decisions from the start of your projects and save yourself

valuable time by avoiding unnecessary challenges further down the pipeline You ll get hands on instruction to production quality modeling and animation using artwork from the animated short Theme Planet and learn to Model with polygons and NURBS Work with skeletons joint orientation and inverse kinematics Set up a leg arm and spine and create constraints Skin your characters and work with blend shapes Create a run cycle and keyframed animation Enhance your skills with bonus DVD content including free 3D models from TurboSquid instructor led videos and reference guides For Instructors Teaching supplements are available for this title *Learning Autodesk Maya 2010 ,2009*

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