

Autodesk Maya 2014 Tutorials

Prof. Sham Tickoo



Autodesk Maya 2014 Tutorials:

Autodesk Maya 2014 Essentials Paul Naas,2013-06-05 The premiere book on getting started with Maya 2014 Whether you re just beginning or migrating from another 3D application this step by step guide is what you need to get a good working knowledge of Autodesk Maya 2014 Beautifully illustrated with full color examples and screenshots Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling texturing animating setting a scene and creating visual effects You ll absorb important concepts and techniques and learn how to confidently use Maya tools the way professionals do Each chapter includes fun and challenging hands on projects which you can do as you go using the downloadable files from the book s website They include starting and ending files so you can compare your results to how professionals do the projects This information packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step by step tutorials hands on exercises with downloadable files and four color examples and screenshots Covers modeling texturing animating visual effects lighting compositing setting a scene and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry leading 3D animation and effects software used in movies games cartoons short films commercials and other animation Get firsthand experience with Maya 2014 as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam with Autodesk Maya 2014 Essentials

Mastering Autodesk Maya 2014 Todd Palamar,2013-06-12 Hands on intermediate to advanced coverage of the leading 3D software Autodesk Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres If you already know the basics of Maya and are ready to elevate your skills then this book is for you Nearly 1 000 pages are packed with organized professional and valuable insight on the leading 3D application on the market enabling you to unlock the software s more complex features Ideal as both a tutorial and study guide for the Autodesk Maya exam this Autodesk Official Press book gets you up to speed on Maya s latest features and expands your skills with advanced instruction on cloth fur and fluids Features challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features including updates to dynamics Maya muscle stereo cameras assets rendering with mental ray and more Helps you gain proficiency in high level techniques for film television game development and more If you ve been looking for a complete professional quality Maya resource to turn to again and again look no further than Mastering Autodesk Maya 2104

Learning Maya 2014 Todd Palamar,2013 In this Autodesk Maya 2014 training course expert trainer Todd Palamar introduces you to the core features of Maya This course is designed for the absolute beginner and even if you have never worked in Maya before you will quickly understand and become familiar with the basics of creating 3D models in Maya In this video tutorial you will learn the basic concepts of modeling animation and rendering in

Maya 2014 Todd not only shows you how to access the tools in the Maya interface but also how to apply them You will create projects throughout this Maya 2014 tutorial that will reinforce how to apply the modeling tools You will learn how to create models using different tools and techniques how to texture or shade your models how to rig them and how to animate your models Finally Todd shows you how to render your finished product using Mental Ray Once you have completed this Autodesk Maya 2014 video tutorial you will be familiar with the core Maya 2014 concepts including modeling shading animating and rendering your projects You will be capable of creating your own models in Maya applying the knowledge that Todd has taught you in this training course Working files are included allowing you to follow along with the author throughout the lessons

[Introducing Autodesk Maya 2015](#) Dariush Derakhshani,2014-06-16 This is a newly updated step by step guide to the most popular and complex 3D application on the market Autodesk Maya This book includes straightforward lessons real world examples detailed tutorials and downloadable project files that get you modeling and animating your own digital models and scenes right away The book starts you with the latest CG concepts and production workflows and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya From there the books helps you to Learn the Maya user interface including menus and plug ins Build simple animations and 3D images right away Explore polygons modeling and NEX tools Get started with HDRI lighting rendering dynamics simulations and effects Whether you re new to 3D or migrating from another 3D application this book will kick start your creativity and get you up and running with Maya

Exploring AutoCAD Civil 3D 2019, 9th Edition Prof. Sham Tickoo,2018 Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling BIM solution AutoCAD Civil 3D The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model This data model can then be used to design and analyze a civil engineering project for its optimum and cost effective performance This book has been written considering the needs of the professionals such as engineers surveyors watershed and storm water analysts land developers and CAD technicians who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains This book consists of 13 chapters covering Points Creations Surface Creations Surface Analysis Corridor Modeling Pipe Networks Pressure Networks and Parcels and so on The chapters are organized in a pedagogical sequence to help users understand the concepts easily Each chapter begins with a command section that provides a detailed explanation of the commands and tools in AutoCAD Civil 3D The chapters in this book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks Salient Features Consists of 13 chapters that are arranged in pedagogical sequence Contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations Real world engineering projects used in tutorials exercises and explaining various tools and concepts Table of Contents Chapter 1 Introduction to AutoCAD Civil 3D 2019 Chapter 2 Working with Points Chapter 3 Working with Surfaces Chapter 4 Surface

Volumes and Analysis Chapter 5 Alignments Chapter 6 Working with Profiles Chapter 7 Working with Assemblies and Subassemblies Chapter 8 Working with Corridors and Parcels Chapter 9 Sample Lines Sections and Quantity Takeoffs Chapter 10 Feature Lines and Grading Chapter 11 Pipe Networks Chapter 12 Pressure Networks Chapter 13 Working with Plan Production Tools and Data Shortcuts Index

Siemens NX 2019 for Designers, 12th Edition Prof. Sham Tickoo, 2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

Salient Features Comprehensive coverage of NX concepts and techniques Tutorial approach to explain the concepts and tools of NX Detailed explanation of all commands and tools Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 35 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge

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MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Prof. Sham Tickoo, 2019 MAXON CINEMA 4D R20 Studio A Tutorial Approach is a tutorial based book and aims at harnessing the power

of MAXON CINEMA 4D R20 Studio software for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity and transform your imagination into reality with ease

Salient Features
Consists of 13 Chapters and 2 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 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 Table of Contents Chapter 1 Exploring CINEMA 4D R20 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 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 Index

Introduction to Java Programming, 2nd Edition Prof. Sham Tickoo, 2017-03-20 Introduction to Java Programming is a book for software developers to familiarize them with the concept of object oriented programming OOP The book enables the reader to understand the basic features of Java The line by line explanation of the source code a unique feature of the book enables the students to gain a thorough and practical understanding of Java The chapters in this book are structured in a pedagogical sequence which makes this book very effective in learning the features and capabilities of the software

Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding This book introduces the key ideas of object oriented programming in an innovative way The concepts are illustrated through best programs covering the basic aspects of Java Additional information is provided to the users in the form of notes There is an extensive use of examples schematic representation screen captures tables and programming exercises Table of Contents Chapter 1 Introduction to Java Chapter 2 Fundamental Elements in Java Chapter 3 Control Statements and Arrays Chapter 4 Classes and Objects Chapter 5 Inheritance Chapter 6 Packages Interfaces and Inner Classes Chapter 7 Exception Handling Chapter 8 Multithreading Chapter 9 String Handling Chapter 10 Introduction to Applets and Event Handling Chapter 11 Abstract Window Toolkit Chapter 12 The Java I O System Index

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Prof. Sham Tickoo, 2020-05-04 Pixologic ZBrush 2020 A Comprehensive Guide covers all features of ZBrush 2020 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer This book will unleash your creativity and

transform your imagination into reality thus helping you create realistic 3D models In this edition the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight Moreover new sculpting brushes like XTractor and HistoryRecall have been covered Additionally the concepts like Array ZPlugin and FiberMesh are explained with the help of step by step instructions 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 *Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition* Prof. Sham Tickoo,2018 Pixologic ZBrush 4R8 A Comprehensive Guide book covers all features of ZBrush 4R8 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and functions of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer In this edition new features such as Gizmo 3D and the Live Boolean mode which is used to generate boolean results have 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 4R8 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters and 1 project 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 will be 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 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 [Blender 2.79 for Digital Artists](#) Prof. Sham Tickoo,2018 Blender 2 79 for Digital Artists book covers major features of Blender 2 79 in a simple lucid and comprehensive manner Keeping in view the varied requirements of the users the book introduces the basic features of Blender 2 79 and then gradually progresses to cover the advanced features This book will help you unleash your creativity

thus helping you create stunning 3D models The book will help the learners transform their imagination into reality with ease Also it takes the users through progressive tutorials numerous illustrations and ample exercises Salient Features Consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rigging animation rigid body dynamics and particle system 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 Table of Contents Chapter 1 Introduction to Blender Interface Chapter 2 Working with Mesh Primitives Chapter 3 Working with Curve Primitives Chapter 4 Working with Modifiers Chapter 5 Digital Sculpting Techniques Chapter 6 Working with Materials I Chapter 7 Working with Materials II Chapter 8 Lights and Cameras Chapter 9 Basics of Rigging and Animation Chapter 10 Rigid Body Dynamics Chapter 11 Working with Particles Index

Creo Parametric 5.0 for Designers, 5th Edition Prof. Sham Tickoo,2018 Creo Parametric 5 0 for Designers book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric approach of Creo Parametric 5 0 effectively This book provides a detailed description of the tools that are commonly used in modeling assembly sheetmetal as well as in mold design This book also covers the latest surfacing techniques like Freestyle and Style with the help of relevant examples and illustrations The Creo Parametric 5 0 for Designers book further elaborates on the procedure of generating the drawings of a model or assembly which are used for documentation of a model or assembly Also it includes the concepts of geometric dimensioning and tolerancing The examples and tutorials used in this book ensure that the users can relate the knowledge gained through this book with the actual mechanical industry designs Every chapter begins with a tool section that provides a brief information of the Creo Parametric tools This approach allows the user to use this book initially as a learning tool and then as a reference material Salient Features Consists of 17 chapters that are organized in a pedagogical sequence Comprehensive coverage of Creo Parametric 5 0 concepts and techniques Tutorial approach to explain the concepts of Creo Parametric 5 0 Detailed explanation of all commands and tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 40 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge Additional learning resources at <http://allaboutcadcam.blogspot.com> Table of Contents Chapter 1 Introduction to Creo Parametric 5 0 Chapter 2 Creating Sketches in the Sketch Mode I Chapter 3 Creating Sketches in the Sketch Mode II Chapter 4 Creating Base Features Chapter 5 Datums Chapter 6 Options Aiding Construction of Parts I Chapter 7 Options

Aiding Construction of Parts II Chapter 8 Options Aiding Construction of Parts III Chapter 9 Advanced Modeling Tools Chapter 10 Assembly Modeling Chapter 11 Generating Editing and Modifying the Drawing Views Chapter 12 Dimensioning the Drawing Views Chapter 13 Other Drawing Options Chapter 14 Working with Sheetmetal Components Chapter 15 Surface Modeling For free download Chapter 16 Introduction to Mold Design For free download Chapter 17 Concepts of Geometric Dimensioning and Tolerancing For free download Index

Introducing Autodesk Maya 2014 Dariush Derakhshani, 2013-05-02 What you need to get up and running on Autodesk Maya 2014 Autodesk Maya is the industry leading 3D animation and effects software and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling texturing animating and visual effects for new users while leading you through fun and challenging lessons that give you plenty of hands on practice The book includes a color insert featuring dazzling examples from talented beginners so you can see what's possible Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling texturing animating and visual effects Provides practical and fun step by step tutorials that illustrate realistic professional challenges Includes a full color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you're new to 3D or migrating from another 3D application *Introducing Autodesk Maya* will kickstart your creativity and get you up and running on Maya

Autodesk Maya Digital Classroom Adam Crespi, 2013-09-30 Get started with Maya with this book and website package Written by an Autodesk Certified Instructor in Maya this complete training package introduces you to the increasingly popular software that makes visual effects for animation visualization and games Step by step instructions make it seem as though you have your own personal instructor guiding you through each lesson and helps make learning even more complicated tasks less intimidating The book includes 20 self paced lessons that let you discover essential skills and explore new features and capabilities of Autodesk Maya Each lesson includes step by step instructions lesson files along with online video tutorials for download that complement the topics covered in each lesson Includes exercise files and video lessons to enhance your learning experience Provides a project based workflow for both animation and game development Shows you how to optimize workflow for speed in a mixed package environment for animation visualization and games *Autodesk Maya 2014 Digital Classroom* combines an instructional book with online video training so that you can maximize your learning experience

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 2020 Basics Guide
Kelly Murdock,2020 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2020 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 2020 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 What you ll learn How to create models using curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and

the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences

[Autodesk Maya 2016 Basics Guide](#) Kelly Murdock,2015-09-18 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2016 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 2016 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

[How to Cheat in Maya 2014](#) Kenny Roy,2013-07-31 All professional animators know a handful of secrets that give them an edge in a production environment How to Cheat in Maya puts these secrets in your hands Learn time and energy saving techniques tested in real Hollywood productions in this book jam packed with screenshots and scene files designed to get you up to speed quickly From menus to modeling lipsync to lighting How to Cheat in Maya 2014 covers all of the methods available in the latest version of Maya Get up to speed quickly and produce stellar results with these insider workflows With new updated cheats for the latest version of Maya How to Cheat in Maya 2014 is an essential guide for amateur and professional 3D animators alike Fully updated with gold mine coverage including expanded sections on production workflow all new chapters covering rigging cheats and Maya s referencing tools and brand new project files demonstrating production proven techniques The companion website includes complete scene files for exercises and techniques extra rigs Quicktime movies of full projects and video tutorials

[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 8 Autodesk Maya Press,2006-08-28 This exceptional full colour Autodesk Maya Press title produced by Autodesk the software s creators uses Sony s full length animated Open Season for the book s all new hands on tutorials for Maya 8 By following the step by step tutorials readers will learn the Maya interface and the basics of modeling texturing animating and visual effects using real world production files from a full length feature film The DVD provides further reinforcement with instructor led tutorial videos and other resources for extended learning With this book readers will Become familiar with the Maya User Interface Work in 3D space Model with NURBS Spline Model with Polygons Set Keyframes and Motion Paths Learn to use Trax Non linear animation Apply Forward and Inverse Kinematics Deform surfaces Set cameras and lights Create Shaders and Textures Discover rendering techniques Explore particles and Dynamics Begin to use MEL Maya Embedded Language

Unveiling the Energy of Verbal Beauty: An Mental Sojourn through **Autodesk Maya 2014 Tutorials**

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