

<<Maya 游戏动画指南>>

图书基本信息

书名：<<Maya 游戏动画指南>>

13位ISBN编号：9780470038574

10位ISBN编号：0470038578

出版时间：2006-6

出版时间：John Wiley & Sons Inc

作者：McKinley, Michael

页数：243

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<Maya 游戏动画指南>>

内容概要

Game animation is a demanding art. Not only do you have to deliver realistic, beautiful animations, but you have to do so under strict real-time, video-game constraints. The Game Animator's Guide to Maya is your focused resource for using Maya to create professional-level game animations for console and PC games. Written by a game industry veteran and featuring interviews with professional animators and artists from around the country, this focused book features specific, detailed, real-world game animation techniques. It's the perfect reference and tutorial for those looking to develop or refine their game animation skills. The enclosed CD features more than \$3000 worth of exclusive content, including models, high-resolution textures, animations, concept art, and animation reference videos. It also includes the Maya Personal Learning Edition and project files so you can complete the hands-on tutorials. The Game Animator's Guide to Maya gives you an insider's view of the animation business and teaches the skills necessary to animate everything from characters to vehicles to lip-synching audio. First, you'll get an introduction to the industry and typical game development pipelines, then learn rigging and animation basics before moving on to advanced techniques and the detailed tutorials. Inside, you'll find:

- * Game Career Guide: Industry information, demo reel advice, job descriptions, game asset pipeline overview
- * Animation Techniques: detailed explanation of animation terms, techniques, tools, concepts, and editors
- * Rigging and Animation Setup: IK and FK, joint hierarchies, skeleton controls, constraints, selection handles, and more
- * True Game Animation: real-world assignments that mimic the day-to-day jobs of professional game animators--walk cycles, run cycles, idle cycles, action sequences, lip-synching to audio, and more

书籍目录

Introduction Chapter 1 Careers in the Game Industry Developers and Publishers Artist Jobs in the Industry Junior Artist 3D Artist Concept Artist Character/Environment Artist FX Artist Technical Artist Senior Artist Lead Artist Art Director Demo Reels Art Tests The Game Development Pipeline Chapter 2 Animation Animation Concepts Timing Emphasis Secondary Motion Anticipation Follow-Through Overlapping Action Arcing Motion Squash and Stretch Settling and Resting Straight-Ahead Animation Pose-to-Pose Animation 3D Animation Terminology Keyframes Interpolation Rigging Binding Articulation Forward and Inverse Kinematics Vertex Animation Blend Shapes Animation Cycles Set Driven Key Rigging Tools and Commands Joint Tool IK Handle Tool IK Spline Handle Tool Paint Skin Weights Tool Clusters Mirror Joint Smooth Bind Detach Skin Go to Bind Pose Animation Tools and Commands Setting Keyframes Set Driven Key Blend Shapes Graph Editor Dope Sheet Trax Editor Animation User Interface Time Slider Range Slider Playback Controls Upcoming Lessons Chapter 3 Project: Calamity Jane Assignment Breakdown Tutorial: Blend Shapes Creating Blend Shape Targets Assigning Blend Shapes Setting Up Set Driven Key Tutorial: Rigging Calamity Jane Creating Leg and Feet Joints Setting Up the Arm Skeleton Mirroring Joints Creating Specialized Joints Setting Animation Controls Binding the Skeleton Painting Skin Weights Tutorial: Walk Cycle Establishing Arm Movement Ensuring Smooth Cycling Incorporating Secondary Animation Tutorial: Action Sequence Setting Pistol Constraints Continuing the Animation Chapter 4 Project: Dire Wolf Assignment Breakdown Tutorial: Rigging the Dire Wolf Hind Legs Front Legs Remaining Joints Animation Controls Binding to the Skeleton Painting Skin Weights Tutorial: Run Cycle Spine Legs Finishing Touches Secondary Animation Chapter 5 Project: Giant Kraken Chapter 6 Project: Storm Tank Chapter 7 Lip-Synching Chapter 8 Other Animation Projects Index

<<Maya 游戏动画指南>>

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>