<<Maya 7   >>

<<Maya 7   >>

13   ISBN   9780470051351

10   ISBN   0470051353

        2006-10

        John Wiley & Sons Inc

    Dariush Derakhshani

    461

                PDF

            http://www.tushu007.com

<<Maya 7   >>

If you're just beginning to dive into the world of 3D, this is the book for you." —Animation Magazine The Academy Award® winning Maya® 3D animation and effects software is the first choice of film and video artists, game developers, and 3D design professionals. Discover how to build, render, and animate your own digital models and scenes, and begin to develop professional-level Maya skills with Introducing Maya 8: 3D for Beginners.   The latest edition of this popular bestseller is the ideal initiation to 3D and Maya. Starting with the basics, it builds from the ground up, combining straightforward text with practical examples that make it fun and easy to learn Maya's core features while introducing new Maya 8 elements such as improved polygon tools and enhanced rendering with mental ray. Clear-cut, engaging lessons let you experiment using the wealth of files provided on the CD. You'll also find an abundance of instructional and inspirational Maya creations in the full-color insert.   The enclosed CD features images, movies, and scene files that let you view material from the book right on your own computer. Tackle all-new rendering and dynamics tutorials and much more. The CD includes Maya Personal Learning Edition software.   Enter a New Dimension   Get a solid grasp of core 3D and Computer Graphics concepts   Learn to navigate the Maya 8 interface   Experiment with modeling by creating a hand, an axe, and a locomotive   Explore the basics of NURBS, polygons, and subdivision surfaces   Discover the nuances of shading and texturing   Rig a locomotive model for automated animation   Create more natural lighting with mental ray soft shadow maps   Use Maya's Render Layers and an Ambient Occlusion pass for greater reality

<<Maya 7   >>

Dariush Derakhshani is a Digital Effects Supervisor, writer, and educator in Los Angeles, California. Previously using Autdoesk's AutoCAD software in his architecture days, Dariush migrated to using 3D programs when his firm's principal architects needed to show their clients design work on the computer. Starting with Alias PowerAnimator version 6 when he enrolled in USC Film School's Animation program, Dariush has been using Alias animation software for the past 11 years. From USC Film School, he received an M.F.A. in Film, Video, and Computer Animation in 1997. Dariush also holds a B.A. in Architecture and Theatre from Lehigh University in Pennsylvania and worked at a New Jersey architecture firm before moving to L.A. for film school. He has worked on feature films, music videos, and countless commercials as a 3D animator, CG supervisor, and sometimes compositor. Dariush also serves as Editor in Chief of HDRI3d, a professional CG magazine from DMG Publishing.

<<Maya 7   >>

IntroductionChapter 1: Introduction to Computer Graphics and 3DChapter 2: The Maya InterfaceChapter 3: Your First Maya AnimationChapter 4: Modeling with PolygonsChapter 5: Modeling with NURBSChapter 6: Further Modeling Topics: Deformers and Subdivision SurfacesChapter 7: Maya Shading and TexturingChapter 8: Introduction to AnimationChapter 9: Further Animation PracticesChapter 10: Maya LightingChapter 11: Maya RenderingChapter 12: Maya DynamicsGlossaryIndex

<<Maya 7   >>

PDF

:http://www.tushu007.com