

## <<Maya 7 导论>>

### 图书基本信息

书名：<<Maya 7 导论>>

13位ISBN编号：9780470051351

10位ISBN编号：0470051353

出版时间：2006-10

出版时间：John Wiley & Sons Inc

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页数：461

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## 内容概要

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**

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### 作者简介

Dariusz Derakhshani is a Digital Effects Supervisor, writer, and educator in Los Angeles, California. Previously using Autodesk's AutoCAD software in his architecture days, Dariusz 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, Dariusz 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. Dariusz 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. Dariusz also serves as Editor in Chief of HDRI3d, a professional CG magazine from DMG Publishing.

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