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Maya® Visual Effects The Innovator's Guide

Second Edition

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Mastering Autodesk Maya 2011 Eric Keller, Todd Palamar, Anthony Honn, 2010-08-06 A beautifully packaged advanced reference on the very latest version of Maya If you already know the basics of Maya the latest version of this authoritative book takes you to the next level From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level Maya instruction With pages of scenarios and examples from some of the leading professionals in the industry this book will help you master the entire CG production pipeline Provides professional level instruction on Maya the industry leading 3D animation and effects software Covers the very latest Maya tools and features including Dynamics Maya Muscle Stereo Cameras rendering with mental ray and more Offers complete coverage of advanced topics such as cloth fur and fluids Showcases the techniques of professionals through numerous examples and real world scenarios showing you how to set up and manage 3D animation and visual effects pipelines Includes a CD with all support files from the book along with movies to illustrate concepts If you re looking for an in depth professional Maya resource to turn to again and again **Mastering Maya** is the book you need Note CD ROM DVD and other supplementary materials are not included as part of eBook file For Instructors Teaching supplements are available for this title

Mastering Maya 2009 Eric Keller, 2011-01-13 The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial From

modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level instruction on Maya Complete and Maya Unlimited This fully updated book brings you up to speed on Maya 2009 s new features and expands your skills with advanced instruction on cloth fur and fluids You ll learn Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Filled with challenging tutorials and real world scenarios from some of the leading professionals in the industry this one of a kind guide gives you valuable insight into the entire CG production pipeline If you ve been looking for a complete professional quality Maya resource to turn to again and again this is the book for you Note CD ROM DVD and other supplementary materials are not included as part of eBook file

Creating Visual Effects in Maya Lee Lanier,2014-02-03 Produce mind blowing visual effects with Autodesk Maya Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work including fire water smoke explosions and destruction as well as their integration with real world film and video In *Creating Visual Effects in Maya* Maya master Lee Lanier has combined the latest studio techniques with multi chapter hands on projects and professionally vetted workflows to bolster your CG toolkit Engaging full color tutorials cover Creating foliage fire and smoke with Paint Effects Growing Maya Fur and nHair on clothing characters and sets Replicating water smoke sparks swarms bubbles and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL Python and PyMEL scripting Adding dust fog smoke rippling water and fireballs with Fluid Effects containers Creating damage with Effects presets deformers and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies nParticles nCloth and Fluid Effects Setting up rendering and compositing mental ray render passes with Autodesk Composite Adobe After Effects and The Foundry Nuke The companion website www.focalpress.com/cw/lanier features a treasure trove of Maya MatchMover After Effects and Nuke project files image sequences texture bitmaps and MEL Python and PyMEL scripts allowing you to immediately apply the techniques taught in the book

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Prof. Sham Tickoo,2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are

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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 2022: A Comprehensive Guide, 13th Edition](#) Prof. Sham Tickoo,2021-07-28 Autodesk Maya 2022 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2022 have made the job of design visualization specialists a lot easier Autodesk Maya 2022 A Comprehensive Guide book covers all features of Autodesk Maya 2022 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers It caters to the needs of both the novice and advanced users of Maya 2022 and is ideally suited for learning at your convenience and at your pace Our latest edition covers new tools and enhancements in modeling animation rigging and much more The performance improvements in tools such as Bifrost XGen and Arnold renderer are covered in depth The author has also explained the newly introduced tool Sweep Mesh with the help of suitable examples and tutorials Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles and Bullet Physics Motion Graphics and MASH in Autodesk Maya 2022 The first page of every chapter summarizes the topics that are covered in it Consists of

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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

The Maya to Houdini Transition Guide Kevin Mannens,2013-11-01 Visual effects artists can bolster their skillset and get the job done with this project based guide for those looking to make the leap from Maya to Houdini This frustration free roadmap offers solutions for integrating the two apps allowing artists to take their creativity to the next level Written by a seasoned visual effects veteran this book is laced with practical projects and examples straight from the front lines of visual effects production Author Kevin Mannens himself had to switch from Maya to Houdini so he knows the pain points and demonstrates how to avoid them

Autodesk Maya 2018: A Comprehensive Guide, 10th Edition Prof. Sham Tickoo,2017-08-29 Welcome to the world of Autodesk Maya 2018 Autodesk Maya 2018 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2018 have made the job of design visualization specialists a lot easier Autodesk Maya 2018 A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple lucid and comprehensive manner It aims at

harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists and designers This book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2018 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 2018 concepts and commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book 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 Additional learning resources at mayaexperts.blogspot.com Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Maya Fur Chapter 17 Bullet Physics Index

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition Prof. Sham Tickoo, 2020-04-08 Autodesk Maya 2020 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier Autodesk Maya 2020 A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple lucid and comprehensive manner It will unleash your creativity thus helping you create realistic 3D models animation and visual effects In this edition new tools and enhancements in modeling animation rigging as well as performance improvements in bifrost are covered Additionally the newly introduced Mash module which is used for creating motion graphics is also covered in the book Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2020 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 2020 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at

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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 Maya 5 Dariush Derakhshani,2006-12-26 Alias Wavefront s Maya is the premier tool for 3D modeling animation and rendering It is used by such film houses as Industrial Light Magic Pixar and Disney for creating 3D animation and special effects This Maya Press title a cooperative publication between Sybex and Alias Wavefront is the perfect introduction to 3D and Maya Note CD ROM DVD and other supplementary materials are not included as part of eBook file

Beginning VFX with Autodesk Maya Dr Abhishek Kumar,2021 This book also presents strategies for creating a vortex rain hair fluids and other soft body simulations and also demonstrates nature element simulations for computer generated production Mastering Autodesk Maya 2016 Todd Palamar,2015-08-10 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

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rendering for special effects and compositing explore hardware and vector rendering create caustics and global illumination effects and much more Check out the companion DVD for instructor led overviews artist interviews and scene files to get your creative juices flowing and get you started developing amazing visual effects

Autodesk Maya 2025 Basics Guide

Kelly Murdock, Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes extensive video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2025 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 enriched by an extensive collection of video tutorials Each chapter has a series of corresponding videos that parallel the tutorials in the textbook They introduce you to the topics and allow you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2025 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 primitives 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 use various deformers to manipulate objects animations and special effects 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

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