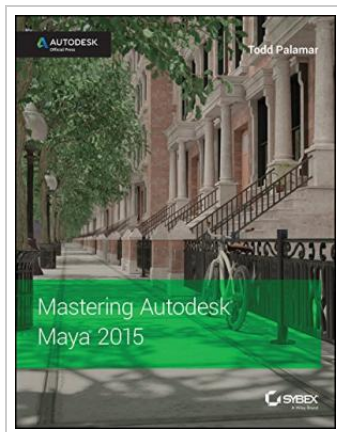




Mastering Autodesk Maya 2015

By Todd Palamar

Wiley India Pvt. Ltd, 2014. Softcover. Condition: New. If you already know the basics of Maya, now you can elevate your skills with the advanced coverage in this authoritative 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. This fully updated book brings you up to speed on Maya's latest 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. Introduction Chapter 1 Working in Autodesk Maya Chapter 2 Introduction to Animation Chapter 3 Hard-Surface Modeling Chapter 4 Organic Modeling Chapter 5 Rigging and Muscle Systems Chapter 6 Animation Techniques Chapter 7 Lighting with mental ray Chapter 8 mental ray Shading Techniques Chapter 9 Texture Mapping Chapter 10 Paint Effects Chapter 11 Rendering for Compositing Chapter 12 Introducing nParticles Chapter 13 Dynamic Effects Chapter 14 Hair and Clothing Chapter 15 Maya Fluids Chapter 16 Scene Management and...



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