Autodesk Maya Document Guide

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Introducing Autodesk Maya 2016
CADCIM Technologies
Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2023 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 complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2023 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 Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Mastering Autodesk Maya 2015 SDC Publications
Welcome to the world of Autodesk Maya 2016. Autodesk Maya 2016 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 2016 have made the job of design visualization specialists a lot easier. Autodesk Maya 2016: A Comprehensive Guide textbook covers all features of Autodesk Maya 2016 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2016 for 3D and visual effects artists, and designers. This textbook 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 2016 and is ideally suited for learning at your convenience and at your pace.

Autodesk Maya 2018: A Comprehensive Guide, 10th Edition
CADCIM Technologies
Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya. What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow, and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software, used to develop interactive 3D applications and games with

stupendous visual effects. The Maya Programming with Python Cookbook is all about creating fast, powerful automation systems with minimum coding using Maya Python. With the help of insightful and essential recipes, this book will help you improve your modelling skills. Expand your development options and overcome scripting problems encountered whilst developing code in Maya. Right from the beginning, get solutions to complex development concerns faced when implementing as parts of build. Style and approach This book is comprised of a set of practical recipes, grouped under specific topics, which can be referred to independently or in sequence. These recipes provide quick solutions to common problems, and cover most of the real-world scenarios that developers are likely to face when working with Maya.

Mastering Autodesk Maya 2016 CADCIM Technologies
Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software. Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level. Written for those who already know the basics of this enormous program, the book covers advanced topics and professional techniques for modeling, animation, texturing, and visual effects. Fully updated to reflect Maya's latest features, the book takes a hands-on approach to instruction, providing readers with a diverse set of tutorials designed by real-world professionals to showcase 3D animation and visual techniques used in industry settings. Complete and comprehensive, the book makes an excellent desk reference for the working animator, and is an ideal resource for those seeking Maya certification. The unique combination of challenging material and practical instruction make this one-of-a-kind guide the ultimate Maya handbook. Topics include: Animation using inverse kinematics, keyframes, and deformers Hard surface and organic modeling Proper rigging techniques, and working with Maya Muscle Xgen, Paint Effects, and rendering with mental ray Texture mapping, compositing, nParticles, and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied, so the book emphasizes the practical, day-to-day uses of each skill, and

discusses which solutions best fit which scenario. For the computer animation professional seeking a more in-depth mastery of this popular animation program, Mastering Autodesk Maya is an excellent investment in the future of your career.
Maya Visual Effects The Innovator's Guide Sybex
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

Learning Autodesk Maya 8 Pearson Education India
Introducing Autodesk Maya is your perfect hands-on guide to start animating quickly. Using approachable, real-world exercises, you'll master the fundamentals of this animation software by following full-color screen shots step by step. Each chapter opens with a quick discussion of concepts and learning objectives, and then launches into hands-on tutorials that give you firsthand experience and a good start on preparing for the 3ds Max certification exam. You'll learn the basics of modeling, texturing, animating, and visual effects. Whether you're a complete beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max. Key Features Model your character with polygons, meshes, and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render interior scenes with great lighting and camera placement
Autodesk Maya 2011: A Comprehensive guide CADCIM Technologies
Designed for busy Maya users like you, this guide offers dozens of how-tos, workarounds, and shortcuts culled from

years of experience in a fast-paced, deadline-driven production pipeline. You'll discover tricks and timesavers on texturing particles, customizing Paint Effects brushes, modeling polygon faces, creating facial rigs with wire deformers, and much more—and helpful full-color illustrations reinforce the concepts. From modeling, animating, and rigging to texturing and lighting, this book will help you streamline workflow and improve your skills.

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition
John Wiley & Sons
Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2018 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 complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2018 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.

Autodesk Maya 2023 Basics Guide
Sybex
Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition
Packt Publishing Ltd
Alias|Wavefront's Maya 3D animation software is an integrated collection of tools for creating computer generated images, used in nearly every blockbuster special effects film that has been released in the last few years. The first choice for digital content creators, Maya combines animation, dynamics, modelling and rendering tools, enabling you to create digital characters and visual effects for live action films or stand-alone animation.

Autodesk Maya 2018 Basics Guide
SDC Publications
Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 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 complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2019 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 learnHow to create models using curves, NURBS, Polygons and moreHow to assign materials and textures to make realistic-looking modelsHow to use Paint Effects to paint on and quickly create complex 3D ModelsHow to use lights, cameras, and depth of field to render captivating scenesHow to use keyframes, motion paths and the Graph Editor to create animationsHow to use character rigging, skinning, and inverse kinematics to animate realistic movementsHow to add influence objects, skin weights and hair to a character for a more realistic lookHow to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effectsHow to enable raytracing, motion blur, and fog effects for increased realismHow to render stills and animations using Maya Vector and Mental Ray for different looksHow to use the Command Line and MEL Scripting to work fasterAbout Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product

visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Understanding 3D Animation Using Maya
John Wiley & Sons
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 2017 have made the job of design visualization specialists a lot easier. A Comprehensive Guide of Autodesk Maya covers all features of Autodesk Maya in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya for 3D and visual effects artists, and designers. This textbook 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 and is ideally suited for learning at your convenience and at your pace.

A Comprehensive Guide of Autodesk Maya John Wiley & Sons
Learning Autodesk Maya: Foundation is a full-color book that offers students a hands-on approach for learning how to use Maya, the industry-leading 3D animation and effects software. You will work with real movie footage, interactive tutorials and step-by-step lessons to understand the basics of modeling, texturing, animating, and visual effects. The companion DVD, which includes instructor-led tutorial videos and other resources for extended learning, will further reinforce the topics covered in the book so that you can become better acquainted with the Maya User Interface.

Autodesk Maya 2017 Basics Guide
SDC Publications
Many animators and designers would like to supplement their Maya learning with a less-technical, more helpful book. This self-study manual is both a general guide for understanding 3-D computer graphics and a specific guide for learning the fundamentals of Maya: workspace, modeling, animation, shading, lighting, and rendering. Understanding 3-D Animation Using Maya covers these fundamentals in each chapter so that readers gain increasingly detailed knowledge. After an initial 'concepts' section launches each chapter, hands-on tutorials are provided, as well as a chapter project that progressively adds newly learned material and culminates in the final animated short. This is the first book on

Maya that teaches the subject using a sensible, proven methodology for both novices and intermediate users. Topics and features: - Proven method that emphasizes preliminaries to every chapter - Integrates the "why" concepts of 3-D simultaneously with the "how-to" techniques - Skills reinforced with tutorials and chapter projects - Real-world experience distilled into helpful hints and step-by-step guides for common tasks

Introducing Autodesk Maya John Wiley & Sons
This exceptional, full-colour Autodesk Maya Press title - produced by Autodesk, the software's creators - uses Sony's full-length animated "Open Season" for the book's all-new hands-on tutorials for Maya 8. By following the step-by-step tutorials, readers will learn the Maya interface and the basics of modeling, texturing, animating, and visual effects using real-world production files from a full-length feature film. The DVD provides further reinforcement with instructor-led tutorial videos and other resources for extended learning. With this book readers will: Become familiar with the Maya User Interface Work in 3D space Model with NURBS (Spline) Model with Polygons Set Keyframes and Motion Paths Learn to use Trax Non-linear animation Apply Forward and Inverse Kinematics Deform surfaces Set cameras and lights Create Shaders and Textures Discover rendering techniques Explore particles and Dynamics Begin to use MEL (Maya Embedded Language)

Learning Autodesk Maya 2009 Foundation John Wiley & Sons
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Autodesk Maya 2016 John Wiley & Sons
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Autodesk Maya 2019 Basics Guide John Wiley & Sons
Autodesk Maya 2023 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 2023 have made the job of design visualization specialists a lot easier. Autodesk Maya 2023: A Comprehensive Guide book covers all features of Autodesk Maya 2023 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2023 for 3D and visual effects artists and designers. 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, Bullet Physics, Motion Graphics, and MASH in Autodesk Maya 2023. - The first page of every chapter summarizes the topics that are covered in it. - Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2023 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 tests, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge.

Autodesk Maya 2014 Essentials SDC Publications
Autodesk Maya 2024 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 2024 have made the job of design visualization specialists a lot easier. Autodesk Maya 2024: A Comprehensive Guide book covers all features of Autodesk Maya 2024 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2024 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, motion graphics, and visual effects. Our latest edition covers new tools and enhancements in modeling, animation, Bifrost and much more. The performance improvements in tools such as Selection, Retopology, Graph Editor, and Animation are covered in depth. The author has also explained the Bifrost Graph Editor, an enhanced concept, with the help of suitable examples. 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, rigging, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles, Bullet Physics, Motion Graphics, Bifrost, and MASH in Autodesk Maya 2024. 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 2024 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 the end of each chapter so that the users can assess their knowledge.

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Comprehensive Guide, 13th Edition
Routledge
Maya Python for Games and Film is
the first book to focus exclusively on
how to implement Python with Maya.
Written by trusted authorities in the
field, this in-depth guide will help you
master Maya Python, whether you're
a seasoned technical artist looking to
make the transition from MEL to
Python or an aspiring artist not
wanting to scramble for information.