Introducing Autodesk Maya 2015. Autodesk Official Press

Description: Learn Autodesk Maya from an award-winning insider

Best-selling author, visual effects supervisor, and technical educator Dariush Derakhshani brings you a newly-updated, step-by-step guide to the most popular and complex 3D application on the market, Autodesk Maya. Introducing Autodesk Maya 2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital models and scenes right away.

The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya. From there, the books helps you:

- Learn the Maya user interface, including menus and plug-ins
- Build simple animations and 3D images right away
- Explore polygons, modeling, and NEX tools
- Get started with HDRI lighting, rendering, dynamics, simulations, and effects

Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.

Contents:

   Introduction xvii

   Chapter 1 Introduction to Computer Graphics and 3D 1
      A Preview of the CG Process 2
      The CG Production Workflow 2
      Digital Images 4
      Summary 8

   Chapter 2 Jumping into Basic Animation Headfirst 9
      You Put the U in User Interface 10
      Project: The Solar System 14
      Creating a Project 15
      The Production Process: Creating and Animating the Objects 17
      Hierarchy and Maya Object Structure 28
      The Solar System, Resumed 30
      Outputting Your Work: Playblasting 37
      Summary 38

   Chapter 3 The Autodesk® Maya® 2015 Interface 39
      Navigating in Maya 40
Summary 391

Chapter 10 Autodesk® Maya® Lighting 393

Basic Lighting Concepts 394
Maya Lights 398
Light Linking 405
Adding Shadows 407
Raytracing Soft Shadows 411
mental ray Lighting 412
mental ray Physical Sun and Sky 414
Lighting Effects 418
Assembling and Lighting a Scene 422
Further Lighting Practice 430
Tips for Using and Animating Lights 430
Summary 432

Chapter 11 Autodesk® Maya® Rendering 433

Rendering Setup 434
Previewing Your Render: The Render View Window 443
Setting the Default Renderer 445
Reflections and Refractions 446
Using Cameras 448
Motion Blur 456
Batch Rendering 456
Rendering the Wine Bottle 458
mental ray for Maya 461
Render Layers 467
Final Gather 478
Ambient Occlusion 482
HDRI 490
Displacement Mapping the Decorative Box 493
Rendering the Scene with mental ray 504
Summary 516

Chapter 12 Autodesk® Maya® Dynamics and Effects 517
An Overview of Dynamics and Maya Nucleus 518
Rigid Bodies 518
Rigid Body Dynamics: Shoot the Catapult! 522
nParticle Dynamics 530
Emitting nParticles 530
Animating a Particle Effect: Locomotive Steam 538
Introduction to Paint Effects 547
Getting Started with nCloth 551
Customizing Maya 557
Summary 561
Where Do You Go from Here? 562
Index 563

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