Mastering Autodesk Maya 2016. Autodesk Official Press

Description: Your Guide to Building Professional Maya Skills

This comprehensive guide will help you develop and expand your Maya skills and help prepare you for the Autodesk Maya certification exam. Covering all the newest features of this professional-level 3D animation software, it provides diverse tutorials and real-world scenarios from leading animation and visual effects professionals.

In addition to honing your skills in modeling, texturing, and animation, you will learn high-level techniques for film, television, games, and more. You'll master Dynamics, Maya Muscle, Stereo Cameras, Assets, and rendering with mental ray and expand your skills with advanced instruction on cloth, fur, and fluids.

Coverage includes:

- Modeling, texturing, and animation
- Creating realistic effects for cloth, fur, and fluids
- Rendering with mental ray
- Applying techniques used in film, TV, and games
- Using Dynamics, Maya Muscle, Stereo Cameras, and Assets
- Maximizing the newest features in Maya 2016
- Modeling hard-surface objects
- Using mental ray shading techniques
- Creating and animating hair and clothing
- Becoming a virtual cinematographer

Master Tools and Methods Used in Professional Animation
Understand the Entire CG Production Timeline
Employ Image Planes and Model with NURBS Surfaces
Render Contours and Apply Reflection and Refraction Blur
Prepare for the Maya Certification Exam

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