
Description: A COMPLETE COURSE IN MAYA 2016

This official guide teaches you to create stunning characters and exciting visual effects with the most popular 3D application available. Maya® is used in films, TV shows, games, commercials, and wherever outstanding animation is required. If you aspire to professiona–quality Maya skills, this fully updated book is the place to start.

Straightforward text and practical examples guide you through Maya basics and enable you to quickly begin building your own models and scenes. The tutorials provide realistic challenges in fun, step–by–step lessons that make learning easy. You’ll master the interface and tools as you build a series of models and rig them for animation. Your confidence will bloom as you watch your creations develop.

- Master Maya 2016’s user interface, menus, and plug–ins
- Understand CG and 3D core concepts and create simple animations right away
- Create fabric motion with nCloth to make clothing drape or flags fly in the wind
- Explore different polygons and modeling workflows
- Add HDRI lighting, simulations, and effects that bring your scenes to life
- Become proficient at rendering, dynamics, and rigging for animation
- Learn how the pros do it, using downloadable project files on the companion website

Contents:

Introduction xiii

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 9

Chapter 2 Jumping into Basic Animation Headfirst 11

You Put the U in User Interface 12

Project: The Solar System 17

Creating a Project 17

The Production Process: Creating and

Animating the Objects 19

Hierarchy and Maya Object Structure 32

The Solar System, Resumed 34

Outputting Your Work: Playblasting 41

Summary 42

Chapter 3 The Autodesk® Maya® 2016 Interface 45
Navigating in Maya 46
Exploring the Maya Layout 46
Building a Decorative Box 58
Mapping the Box’s Reference Planes with Hypershade 61
Organizing Workflow with the Layer Editor 67
Modeling the Decorative Box 68
Editing the Decorative Box Model Using the Shelf 73
Continuing the Decorative Box Model 77
Finishing the Decorative Box Model 80
Summary 87
Contents
Chapter 4 Beginning Polygonal Modeling 89
Planning Your Model 90
Polygon Basics 92
Poly Editing Tools 94
Putting the Tools to Use: Making a Cartoon Hand 101
Creating Areas of Detail on a Poly Mesh 110
Modeling a Catapult 124
Summary 153
Chapter 5 Modeling with NURBS Surfaces and Deformers 155
NURBS for Organic Curves 156
Using NURBS Surfacing to Create Polygons 163
Converting a NURBS Model to Polygons 165
Using Artisan to Sculpt NURBS 167
Creating a Pair of Glass Candle Holders 167
Modeling with Simple Deformers 175
The Lattice Deformer 180
Animating Through a Lattice 185
Summary 188
Chapter 6 Practical Experience! 189
Evaluating the Toy Plane 190
Building the Landing Pontoons 192
Oh, What a Body! Modeling the Body of the Plane 208
The Rear Stabilizers 213
You Spin Me Right Round  The Engine and Propeller 217
The Plane’s Wings 221
Assembling the Plane 230
Summary 232
Chapter 7 Autodesk® Maya® Shading and Texturing 233
Maya Shading 234
Shader Types 234
Shader Attributes 238
Shading and Texturing the Toy Plane 242
Textures and Surfaces 247
Textures and UVs for the Red Wagon 256
Photo–Real Mapping: The Decorative Box 292
Toon Shading 309
For Further Study 312
Summary 312
Chapter 8 Introduction to Animation 315
Keyframe Animation: Bouncing a Ball 316
Throwing an Axe 327
Replacing an Object 338
Animating Flying Text 340
Animating the Catapult 344
Summary 349
Chapter 9 More Animation! 351
Skeletons and Kinematics 352
Skeletons: The Hand 368
Inverse Kinematics 383
Basic Relationships: Constraints 387
Basic Relationships: Set-Driven Keys 392
Rigging the Locomotive 396
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