Autodesk Maya 2014 Essentials. Autodesk Official Press

Description: Learn Maya Quickly and Easily

Featuring step-by-step tutorials, full-color illustrations, and hands-on exercises, this practical guide gets you up to speed on core Maya topics such as modeling, texturing, animating, rigging, lighting, rendering, and setting a scene. You'll develop real-world skills, get comfortable with Maya workflows, and increase your productivity, whether you're new to Maya or migrating from another 3D application. And, not only does this book thoroughly cover the fundamentals of Autodesk Maya, it also gives you a good start in preparing for the Autodesk Maya 2014 Certified Professional exam.

Learn these Autodesk Maya essentials and more:

- The Maya 2014 interface, menus, and tools
- Simple animation set keyframes, adjust tangents, and create playblasts
- Modeling with polygons bodies, faces, and cleanup before rigging
- Adding character with blend shapes and surfaces
- Building bone structure, adding joints, and weighting joints
- Rigging, animating, and lighting basics
- How to render and composite an animation
- Setting the camera and setting up your scene

Model, rig, and animate a character

Build a set, apply surfaces, and light the scene

This striking Essentials book features:

- Chapter-opening learning objectives
- Step-by-step tutorials
- Full-color screenshots and illustrations
- Essentials and Beyond summaries and additional suggested exercises
- Downloadable exercise files

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