



Introducing Autodesk Maya 2013

By Dariush Derakhshani

Wiley India Pvt. Ltd, 2012. Softcover. Book Condition: New. The ideal primer to getting started with Maya. Learn the Maya interface and the basics of modeling, texturing, animating, and visual effects. The expository text is reinforced with fun and challenging step-by-step tutorials. Professional visual effects artist and instructor Dariush Derakhshani leads readers through the nuances of the complex software without over-explaining or over-simplifying. The tutorials offer realistic, professional challenges for those new to 3D, and to those coming from another 3D application. Introducing Autodesk Maya is the perfect guide to get you up and running in the world`s most popular professional 3D software application. Introduction Chapter 1 Introduction to Computer Graphics and 3D Art? Computer Graphics The Stages of Production The CG Production Workflow Core Concepts Basic Film Concepts Summary Chapter 2 Jumping in Headfirst, with Both Feet You Put the U in UI Project Overview: The Solar System The Preproduction Process: Planning Creating a Project The Production Process: Creating and Animating the Objects Hierarchy and Maya Object Structure The Solar System Resumed Outputting Your Work: Playblasting Summary Chapter 3 The Autodesk Maya 2013 Interface Navigating in Maya Exploring the Maya Layout Building a Decorative Box Mapping the Box`s Reference...



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