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# Read Online Autodesk Maya 2013 Essentials

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Provides hands-on intermediate-to-advanced coverage of the leading 3D software Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more. Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more Offers challenging tutorials and real-world sce-

narios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them. Downloadable before-and-after project files let you to compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams. Helps beginners and those migrating from other 3D

animation and effects programs get up and running on Autodesk 3ds Max 2014. Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration. Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more. Written by Autodesk Authorized Authors and is an Autodesk Official Press book. Get firsthand experience with 3ds Max, as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam, with Autodesk 3ds Max 2014 Essentials.

Level up your skills with powerful texturing and lighting techniques. Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design. Understand shadows, shading components, and texture mapping. Work with

node networks, raytracing, and global illumination. Try new approaches to rendering using Maya Software and mental ray. If you're ready to take a big step forward and fine-tune your style, Advanced Maya Texturing and Lighting, Third Edition is the practical, hands-on guide you need.

Many animators and designers would like to supplement their Maya learning with a less-technical, more helpful book. This self-study manual is both a general guide for understanding 3-D computer graphics and a specific guide for learning the fundamentals of Maya: workspace, modeling, animation, shading, lighting, and rendering. Understanding 3-D Animation Using Maya covers these fundamentals in each chapter so that readers gain increasingly detailed knowledge. After an initial 'concepts' section launches each chapter, hands-on tutorials are provided, as well as a chapter project that progressively adds newly learned material and culminates in the final animated short. This is the first book on Maya that teaches the subject using a sensible, proven methodology for both novices and intermediate users. Topics and features:

- Proven method that emphasizes preliminaries to every chapter
- Integrates the "why" concepts of 3-D simultaneously with the "how-to" techniques
- Skills reinforced with tutorials and chapter projects
- Real-world experience distilled into helpful hints and step-by-step guides for common tasks

All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to

get you up to speed quickly. From menus to modeling, lipsync to lighting, *How to Cheat in Maya 2013* covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, "How to Cheat in Maya" is an essential guide for amateur and professional 3D animators alike. Fully updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

Learn crucial AutoCAD tools and techniques with this Autodesk Official Press Book. Quickly become productive using AutoCAD 2014 and AutoCAD LT 2014 with this full color Autodesk Official Press guide. This unique learning resource features concise, straightforward explanations and real-world, hands-on exercises and tutorials. Following a quick discussion of concepts and goals, each chapter moves on to an approachable hands-on exercise designed to reinforce real-world tactics and techniques. Compelling, full-color screenshots illustrate tutorial steps, and chapters conclude with related and more open-ended projects to further reinforce the chapter's lessons. Starting and ending files for the exercises are also available for download, so you can compare your results with those of professionals. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with splines and polylines, using layers and objects, creating and editing

text, dimensioning, modeling in 3D, and much more. Hands-on exercises and their downloadable tutorial files are based on the real-world task of drawing a house. Covers crucial features and techniques, including 2D drawing working with layers, organizing objects with groups and blocks, using hatch patterns and gradients, using constraints and layouts, importing data, 3D modeling, and Includes content to help prepare you for Autodesk's AutoCAD certification program AutoCAD 2014 and AutoCAD LT 2014. Essentials is the Autodesk Official Press guide that helps you quickly and confidently learn the newest version of AutoCAD and AutoCAD LT.

While some rigging books focus too much on the theory of rigging and provide little instruction, others do the exact opposite and offer no reasoning behind the button-pushing. An Essential Introduction to Maya Character Rigging, 2nd Edition, however, offers a perfect balance. Cheryl Briggs' text is built for the classroom, with step-by-step tutorials that guide the reader through the rigging process. With vibrant screenshots and a plethora of helpful tips, this book provides a strong foundation in character rigging for anyone who wants to pursue 3D animation or more advanced rigging topics. Features Provides readers with fundamental techniques to give them a firm grasp on Maya character rigging. Thorough step-by-step tutorials, which provides instruction on how to create biped, quadruped, and prop rigs. Continuous updates and further support can be located at [www.cherylcreates.com](http://www.cherylcreates.com) Cheryl Briggs (formerly Cabrera) is an award-winning animated short film director. She has advised and guided aspiring animators, game artists, and visual effects artists for 20 years. Since 2009, Cheryl has taught all aspects of production in the Character Ani-

mation specialization in the School of Visual Arts and Design at the University of Central Florida. She also taught as Professor of Animation at the Savannah College of Art and Design from 2001 to 2009. Cheryl is currently on the Board of Directors for the Animation Hall of Fame. She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), the International Animated Film Society (ASIFA-Hollywood), Women in Animation, Women in Film and Television, and the Society for Animation Studies. Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya. She is the author of *An Essential Introduction to Maya Character Rigging* (Focal Press, 2008), *Reel Success: Creating Demo Reels and Animation Portfolios* (Focal Press, 2013), and *Animating Short Stories: Narrative Techniques and Visual Design* (Bloomsbury Academic, 2019). Cheryl holds a B.A. and M.Ed. in Education and an M.F.A. in Computer Art with a specialization in 3D Animation. She is a digital artist and animator that blends the lines between digital imagery and the traditional painting medium. She has participated in numerous group and solo exhibitions in the United States and her work is featured in several private collections. Her award-winning students have been featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

A comprehensive approach to learning Maya 2013 This book-and-video package is a great way to quickly start using the powerful Maya software. Eight hours of step-by-step video instruction on Maya 2013 quickly teaches you how to use the software's core features and functions. The complementary book walks you through the basics of Maya modeling, texturing, animating, and

lighting to familiarize you with the program as a whole. The hands-on projects offer realistic, job-related, professional challenges for those new to 3D, and to those coming from another 3D application. Begins each book and video chapter with a quick overview of the lesson and then immediately moves into an approachable hands-on exercise that you can follow to gain confidence using the software Allows you to download starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals Features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with related and more open-ended projects to further reinforce the chapter's lessons This book-and-DVD package helps you quickly understand and use the popular 3D animation and effects program's core features and functions.

Recommended text for those preparing for the Maya Associate exam Maya, the industry-leading 3D animation and effects software used in movies, games, cartoons, and commercials, is challenging to learn. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that allow new users to quickly become productive with the program and familiar with its workflow in a professional environment. You'll learn the basics of modeling, texturing, animating, and lighting; explore different parts of the production pipeline; and practice on some real-world projects. Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners essential training in Maya basics This book is an Autodesk Official Training Guide, recommended for students planning to take the Maya Associate exam Provides

task-based tutorials and hands-on exercises to get you up to speed and introduce you to production workflows Teaches the basics of modeling, texturing, animating, and lighting Helps you create simple animations, model with polygons, and add detail with blend shapes and surfaces Starting and ending files for the exercises and additional learning tutorials are available online Autodesk Maya Essentials provides beginners with a solid foundation in Maya 3D software.

This installment of Maya Essentials covers the basics of rendering and lighting tools in Autodesk Maya. Author George Maestri goes over the standard renderers and lighting types, and then goes into features such as render layers and advanced lighting. In particular, the course shows how to manipulate lights, add depth of field, and create bokeh effects and reflections-giving your scene just the atmosphere and drama you want.

All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy-saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to get you up to speed quickly. From menus to modeling, lipsync to lighting, How to Cheat in Maya 2014 covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, How to Cheat in Maya 2014 is an essential guide for amateur and professional 3D animators alike. Fully updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand

new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

"Ed Hooks' indispensable acting guidebook for animators returns. Ed uses basic acting theory to explain everything from character movement and facial expressions to interaction and scene construction. Just as acting on film and on stage are very different disciplines, so is the use of acting theory in creating an animated character, scene or story. New to this Routledge edition:- illustrated, scene-by-scene analyses of six films, including Up, Coraline and Kung Fu Panda- an expanded chapter on video game animation- all-new illustrations- a history of acting in 500 words"--

The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field. Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation - from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight: Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator's perspective.

- Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice.
- Free Animation Rig: Free "AZRI" maya rig, tutorials and other resources on the accompanying website: [www.gameanim.com/book](http://www.gameanim.com/book)

About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual characters to life professionally since 2000, leading teams on large projects such as the Assassin's Creed and Mass Effect series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series Uncharted and The Last of Us. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation.

Use Maya to create realistic environments and props for digital games Weapons, vehicles, tools, buildings, trees, plants, walls, ceilings, and floors-these items may seem secondary to the game environment, but they are integral parts of the game and they all need to be created. Maya Studio Projects: Game Environments and Props is a step-by-step project guide to creating some of the most popular game art. Author Michael McKinley shares techniques for getting the most out of Maya to create realistic, vivid, and compelling worlds and otherworldly props. Along the way, he provides notes and FYIs that give readers depth and breadth for bringing both reality and creativity to their game art. A bonus DVD features step-by-step videos to help drive home concepts. The Studio Projects series offers projects that start from nothing, just as they do in the studio; these books provide you with a step-

by-step guide to software attributes and tools that encompass multiple disciplines so that you can create a finished, renderable object Many games have only a few characters, and multiple levels and environments, and hundreds of props-this book focuses on projects and techniques for creating everything but the character Maya is the top 3D app for creating console and computer games such as: Rock Band, Gears of War, James Bond: Quantum of Solace, Fallout 3, and Far Cry 2 Learn effective Maya studio techniques with this handy, step-by-step, full-color book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Ani-

mation concepts and the industry.

The premiere book on getting started with Maya 2014 Whether you're just beginning, or migrating from another 3D application, this step-by-step guide is what you need to get a good working knowledge of Autodesk Maya 2014. Beautifully illustrated with full-color examples and screenshots, Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling, texturing, animating, setting a scene, and creating visual effects. You'll absorb important concepts and techniques, and learn how to confidently use Maya tools the way professionals do. Each chapter includes fun and challenging hands-on projects, which you can do as you go using the downloadable files from the book's website. They include starting and ending files, so you can compare your results to how professionals do the projects. This information-packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step-by-step tutorials, hands-on exercises with downloadable files, and four-color examples and screenshots Covers modeling, texturing, animating, visual effects, lighting, compositing, setting a scene, and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry-leading 3D animation and effects software used in movies, games, cartoons, short films, commercials, and other animation Get firsthand experience with Maya 2014, as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam, with Autodesk Maya 2014 Essentials.

Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use

Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts, and Maya source files.

The Maya guide for animators, *How to Cheat in Maya 2012* presents everything you need to know about character animation in Maya. Fully updated for the latest revision of Maya, this book provides you with complete, step-by-step walkthroughs of essential animation techniques to increase your efficiency and speed. This is an animator's workflow in book form, written by professional animators-not a software book with a few animation pointers thrown in. In addition to all the gold-mine coverage and interviews with expert animators from the previous edition, *How to Cheat in Maya 2012* also features a new in-depth chapter on the principles of animation, updated information on camera settings and animation using Maya's new Camera Sequencer tool, the ins and outs of the brand new Editable Motion Trails tool, new techniques for

working with characters in multi-shot animation tests and short films, a new cycles chapter covering actions like flying and walks, time-saving scripts, and advanced tricks with the new Graph Editor. The proven "How to Cheat" series gets you up to speed quickly, and in a way that's fun.

Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than *Mastering Autodesk Maya 2104*.

Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 *Introducing Autodesk Maya 2016* is the official

guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

Animation Tools is a focused course that covers the basics of animating in Autodesk Maya, including setting keyframes, working with animation editors, and automating animation with constraints and simple rigs. Author George Maestri also shows how to create motion trails and ghost objects and construct animation cycles, an alternative way to loop your animation with the Graph Editor and Curves.

Create high-quality 3D animations and models by using the basic

concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

A practical, step-by-step guide to Maya 2011 Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples, while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand and a decorative box—among other projects—and master all essential tools. Provides a thorough, step-by-step introduction to Maya 2011 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Provides project files on CD and walks you through the creation of several projects; the CD also includes images, movies, and scene files Includes a color insert with pages of striking examples from talented Maya beginners Build your Maya and animation skills from the ground up with this practical, thorough guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supple-

ments are available for this title.

Write your own MAXScript functions and utilities to automate repetitive tasks and create custom tools and UI elements. Beginning with an introduction to essential programming concepts, you learn the MAXScript basics that include cloning objects, MAX commands, toolbar access, picking scene nodes, picking points, and using the mousetrack command and painter interface. Real-world tutorial examples are provided throughout the book to demonstrate how to use the MAXScript techniques in your own production environment.

A practical, step-by-step guide to Maya 2012 This book is the ideal primer to getting started with Maya, the premier 3D animation and effects software used in movies, visual effects, games, cartoons, short films, and commercials. You'll learn the Maya interface and the basics of modeling, texturing, animating, and visual effects. Professional visual effects artist and instructor Dariush Derakhshani explains the nuances of the complex software, while creative tutorials offer realistic, professional challenges for those new to 3D. You'll be up and running in no time with the world's most popular professional 3D software application. Provides a thorough, step-by-step introduction to Maya 2012 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Concepts are reinforced with tutorials that offer realistic challenges and clear explanations Color insert provides real-world examples from talented beginning Maya users Build your Maya and animation skills from the ground up with this practical, thorough guide.

Discover BIM: A better way to build better buildings Building Infor-

mation Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, cartoons, and other animation. This bestselling, official guide is a must for 3D beginners who want a thorough grounding in this dynamic

and complex software. Fully updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics, visualization, and visual effects. Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you've learned. The Autodesk Official Training Guide for Maya, endorsed and promoted by Autodesk to its 2,500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling, texturing, animating, and visual effects Step-by-step tutorials offer realistic, professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students Introducing Autodesk Maya is the perfect guide to get you up and running on the world's most popular professional 3D application.

What you need to get up and running on Autodesk Maya 2014 Autodesk Maya is the industry-leading 3D animation and effects software, and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran. Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling, texturing, animating and visual effects for new users, while leading you through fun and challenging lessons that give you plenty of hands-on practice. The book includes a color insert featuring dazzling examples from talented beginners, so you can see what's possible. Gets begin-

ers and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling, texturing, animating, and visual effects Provides practical and fun, step-by-step tutorials that illustrate realistic, professional challenges Includes a full-color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya will kickstart your creativity and get you up and running on Maya.

Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

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 book 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.

Create innovative CG solutions with Maya and this creative guide Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, *Maya Visual Effects: The Innovator's Guide, Second Edition* is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce in-

novative CG assets from scratch, using Maya, on a deadline. Shows intermediate to advanced Maya users new solutions, workarounds, and shortcuts for creating Maya visual effects on deadline Gives readers plenty of hands-on projects, so they come up with solutions that they can add to their Maya toolsets Offers workable ideas that can be applied, no matter which version of Maya software is being used Presents projects in an engaging style, with pages of full-color imagery to illustrate concepts Create amazing effects with the creative insights and fresh advice in this new edition of *Maya Visual Effects: The Innovator's Guide*.

A guide to using the 3D animation and effects software Autodesk Maya 2013, covering modeling, texturing, animating and visual effects.

The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and

manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

A beautifully-packaged, advanced reference on the very latest version of Maya If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more Offers complete coverage of advanced topics such as cloth, fur, and fluids Showcases the techniques of professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines Includes a CD with all support files from the book, along with movies to illustrate concepts If you're looking for an in-depth, professional Maya resource to turn to again and again, Mastering Maya is the book you need. Note: CD-ROM/DVD and other supple-

mentary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

Maya is the industry-leading 3D animation and effects software used in movies, special effects, games, cartoons, short films, commercials, etc. Complex and difficult to learn, the new Maya 2010 features updates to modeling, animation, dynamics, and rendering modules. This invaluable book offers hands-on introduction to the tools and techniques of this fascinating software. This extraordinary, full-color book presents you with clear step-by-step instructions to projects that enhance your understanding of the modeling and animation stages of production using files from the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo. You'll learn how to build models with a variety of surface types and then make them move with a range of animation techniques. Instructor-led tutorials are featured on the DVD that will help you grasp best practices from the beginning with the intent of avoiding unnecessary challenges further along in the process. Serves as the next step after you have gained a solid understanding of Maya and you're ready for 3D modeling and animation Explains polygon and NURBS basics and walks you through modeling a body and head Demonstrates how to work with inverse kinematics, blend shapes, and apply and animate constraints Addresses animating a complete scene, working with lip syncing, and using full body IK DVD includes clips from Roadside Romeo, artist interviews, and instructor-led videos This book-and-DVD combo is essential for 3D modeling and animation.