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2013 Essentials

Autodesk Maya 2013 Essentials

Hands-on inter-
mediate-to-
advanced
coverage of the
leading 3D

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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

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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

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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

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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

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challenging
tutorials and
real-world
scenarios from
some of the
leading
professionals in
the industry
Provides you
with valuable
insight into the
entire CG

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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

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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

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quality Maya
resource to turn
to again and
again, look no
further than
Mastering
Autodesk Maya
2104.

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Official

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PressJohn Wiley
& Sons

Many animators
and designers
would like to
supplement
their Maya
learning with a
less-technical,
more helpful
book. This self-
study manual is

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both a general
guide for
understanding
3-D computer
graphics and a
specific guide
for learning the
fundamentals of
Maya:

workspace,
modeling,
animation,

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shading,
lighting, and
rendering.
Understanding
3-D Animation
Using Maya
covers these
fundamentals in
each chapter so
that readers
gain
increasingly

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detailed
knowledge.
After an initial
'concepts'
section launches
each chapter,
hands-on
tutorials are
provided, as
well as a
chapter project
that

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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

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both novices
and
intermediate
users. Topics
and features: -
Proven method
that emphasizes
preliminaries to
every chapter -
Integrates the
"why" concepts
of 3-D

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simultaneously
with the "how-
to" techniques -
Skills reinforced
with tutorials
and chapter
projects - Real-
world
experience
distilled into
helpful hints
and step-by-step

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guides for
common tasks
Learn Autodesk
Maya from an
award-winning
insider Best-
selling author,
visual effects
supervisor, and
technical
educator
Dariush

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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

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2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital

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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

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2013 Essentials

acquainted with
the basic tool
set in Maya.

From there, the
books helps you:

Learn the Maya
user interface,
including menus
and plug-ins

Build simple
animations and
3D images right

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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

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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

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movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.

Create a Project
from Start to

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Finish--model,
Texture, Rig,
Animate, and
Render in Maya
Tools and
Techniques for
Character
Animation
3D Art

Essentials

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Learning Kit

BIM Handbook

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.

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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

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2013 Essentials

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

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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

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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

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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

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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

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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

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a fantastic online resource which includes video tutorials, scripts, and Maya source files. Learn cutting-edge 3D animation techniques Create breathtaking content for film, TV, games, print media, and the Web using Autodesk Maya and the detailed information

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contained in this comprehensive resource. Maya experts and special effects gurus Tom Meade and Shinsaku Arima cover every step in the Maya production workflow using easy-to-follow tutorials, real-world examples, and insider tips and tricks. Maya 8: The

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Complete Reference shows you how to use the latest version of Maya to its full potential. You'll learn to integrate motion, create complex effects, manipulate lighting, render your final animation, and prepare for postproduction. Build 3D models using polygons, NURBS,

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and subdivision
surfaces Use
displacement maps
to enhance geometry
Create and skin
skeletons Connect
the attributes of any
nodes together Build
a control rig to
manipulate skeletons
Create your own tools
using MEL scripts
Master the
Hypershade to

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control textures,
cameras, and lights
Work with the Artisan
tools, Paint Effects
tools, and 3D Paint
tools Render your
animation for
postproduction Ready-
to-use sample files on
DVD

Start modeling right
away with this hands-
on guide to learning
Autodesk Maya 2016

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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

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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,

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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

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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

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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

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Maya 2016 is the perfect primer for getting started. "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

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2013 Essentials

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-

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an expanded chapter
on video game
animation- all-new
illustrations- a history
of acting in 500
words"--

CAD Fundamentals
for Architecture

AutoCAD Platform
Customization

Autodesk Official
Press

Autodesk Maya 2020
Basics Guide

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How to Cheat in Maya
2012

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

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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

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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

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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,

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Quicktime movies of full projects, and video tutorials.

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

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2013 Essentials

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

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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

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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

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techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

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

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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. Provides hands-on intermediate-to-

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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

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2013 Essentials

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

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2013 Essentials

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

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intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG

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2013 Essentials

production pipeline
Mastering Autodesk
Maya gives the
serious Maya student
a head start toward a
successful career in
3D animation.

Parametric Building
Design Using
Autodesk Maya

Maya 2013 Essential
Training: 6 Lights and
Rendering

Introducing Autodesk

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2013 Essentials

Maya 2014

Getting Started in 3D
with Maya

Autodesk 3ds Max
2014 Essentials

*Great guide to
the*

fundamentals

of Autodesk

3ds Max 2014

This Autodesk

Official Press

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*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*

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*alarm clock,
animating a
thrown knife,
or lighting a
scene, you'll
learn the
essentials of
modeling,
rigging,
animating, and
rendering
using the*

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popular

*Autodesk 3ds
Max 3D*

*animation and
effects*

*software. It's
a practical,
hands-on*

approach

*allowing you
to constantly
reinforcing*

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*skills as you
learn them.*

*Downloadable b
efore-and-*

*after project
files let you*

to compare

your work to

that of 3ds

Max

professionals.

Even if you

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2013 Essentials

*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*

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2013 Essentials
*the Autodesk
3ds Max 2014
certification
exams. Helps
beginners and
those
migrating from
other 3D
animation and
effects
programs get
up and running*

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2013 Essentials
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*

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2013 Essentials

*backed with
ample
instruction,
explanation,
and
illustration*

Covers

*modeling,
rigging,
animating,
rendering,
skinning,*

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2013 Essentials
*architectural
visualization,
and more*
Written by
Autodesk
Authorized
Authors and is
an Autodesk
Official Press
book Get
firsthand
experience

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2013 Essentials
*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.*

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*A complete
update to the
popular
Autodesk
Official
Training Guide
for Maya Maya
is the industr
y-leading 3D
animation and
effects
software used*

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*in movies,
visual
effects,
games,
cartoons, and
other
animation.*

*This
bestselling,
official guide
is a must for
3D beginners*

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*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*

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*the basics of
modeling,
texturing,
animating,
dynamics,
visualization,
and visual
effects. Fun
and
challenging
tutorials lead
you through*

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*the nuances of
the software
and offer
plenty of
chances to
practice what
you've
learned. The
Autodesk
Official
Training Guide
for Maya,*

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2013 Essentials
*endorsed and
promoted by
Autodesk to
its 2,500
Authorized
Training
Centers
worldwide Maya
is the 3D
animation and
effects
software used*

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*in the film,
game, and
advertising
industries;
it's a complex
program and
this book
gives
beginners the
knowledge and
confidence
they need*

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*Shows how to
master the
interface and
the basics of
modeling,
texturing,
animating, and
visual effects
Step-by-step
tutorials
offer
realistic,*

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*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*

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with their

students

Introducing

Autodesk Maya

is the perfect

guide to get

you up and

running on the

world's most

popular

professional

3D

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application.

*Go from
'beginner' to
'expert' with
this
professional,
tutorial-based
guide to Maya
2016 Mastering
Autodesk Maya
2016 is your
professional*

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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*

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2013 Essentials

2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and

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*effects to
high-level
techniques for
film,
television,
games, and
more, this
book expands
your skill
set, and helps
you prepare
for the*

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2013 Essentials

**Autodesk Maya
certification
exam. Filled
with
challenging
tutorials and
real-world
scenarios this
book provides
valuable
insight into
the entire CG**

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*production
timeline. Take
your Maya
skills to the
next level
with step-by-
step
instruction
and insight
from the
industry
professionals.*

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Learn

*professional
techniques
used in real-
world visual
effects Master
Dynamics, Maya
Muscle, Stereo
Cameras,
mental ray,
and more*

Expand your

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2013 Essentials

*skills with
advanced
techniques for
cloth, fur,
and fluids
Understand
everything you
need to know
for the Maya
certification
exam*

Animation

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*Tools is a
focused course
that covers
the basics of
animating in
Autodesk Maya,
including
setting
keyframes,
working with
animation
editors, and*

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2013 Essentials

*automating
animation with
constraints
and simple
rigs. Author
George Maestri
also shows how
to create
motion trails
and ghost
objects and
construct*

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animation

*cycles, an
alternative
way to loop
your animation
with the Graph
Editor and
Curves.*

*Video Game
Animation
Explained
Advanced Maya*

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2013 Essentials
*Texturing and
Lighting
How to Cheat
in Maya 2014
Mastering
Autodesk Maya
2012
Autodesk Maya
2013
Essentials*

The exclusive,
official guide to

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2013 Essentials

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

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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,

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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

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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

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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

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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

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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.
Teaches how to
use Maya to
create three-

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dimensional
animation
projects,
including focusing
on such topics as
lighting,
modeling, and
character
skinning.
Create high-
quality 3D
animations and

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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

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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

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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

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website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models. Recommended text for those preparing for the

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2013 Essentials

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

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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

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professional
environment.
You'll learn the
basics of
modeling,
texturing,
animating, and
lighting; explore
different parts of
the production
pipeline; and
practice on some

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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

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2013 Essentials

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

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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

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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

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provides

beginners with a
solid foundation
in Maya 3D
software.

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Training: 5

Animation Tools

Autodesk Revit

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Architecture 2016

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Understanding 3D

Animation Using

Maya

Mastering

AutoCAD 2021

and AutoCAD LT

2021

Offers step-by-step

tutorials and

exercises covering

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2013 Essentials

such Maya topics
as modeling,
texturing, rigging,
rendering, and
setting a scene.

Customize and
personalize
programs built on
the AutoCAD
platform AutoLISP
is the key to
unlocking the

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secrets of a more
streamlined
experience using
industry leading
software programs
like AutoCAD,
Civil 3D, Plant 3D,
and more.

AutoCAD Platform
Customization:

AutoLISP provides
real-world

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examples that show you how to do everything from modifying graphical objects and reading and setting system variables to communicating with external programs. It also features a resources

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appendix and
downloadable
datasets and
customization
examples—tools that
ensure swift and
easy adoption. Find
out how to remove
unused buttons
from the ribbon to
gain screen space
Discover how to

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create macros for frequently performed actions, or add your company's logo to the bottom of every drawing Learn to perform more involved customizations, like communicating with a database to

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validate and update

information

entered in drawing

layers Ideal for

CAD

administrators,

senior drafters,

savvy users, and

other professionals

and students

Through detailed

discussions and

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tutorials that include real-world examples, this book gives you the power to enhance your program's experience and output.

A practical, step-by-step guide to Maya 2012 This book is the ideal primer to

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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,

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texturing,
animating, and
visual effects.

Professional visual
effects artist and
instructor Dariush
Derakhshani
explains the
nuances of the
complex software,
while creative
tutorials offer

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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

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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

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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

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with this practical,
thorough guide.

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

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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,

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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

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dazzling examples from talented beginners, so you can see what's possible. Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users

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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

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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

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application,

Introducing

Autodesk Maya

will kickstart your

creativity and get

you up and running

on Maya.

3D Animation

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AutoCAD 2014

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Introducing

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Autodesk Maya
2016

How to Cheat in
Maya 2013

Mastering
Autodesk Maya
2011

Level up your
skills with
powerful
texturing and lig
htingtechniques

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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

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with the latest
Maya texturing,
lighting, and
rendering
features,
including an
exploration of
the Node Editor,
new Maya utility
nodes
and expanded
coverage of

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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

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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

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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

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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

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animation

from good to

great. Learn the

theory behind

expert lighting

design

Understand

shadows,

shading

components,

and

texture mapping

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Work with node networks, raytracing, and global illumination Try new approaches to rendering using Maya Software and mentalray If you're ready to take a big step forward and fine-

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tune yourstyle,
Advanced Maya
Texturing and
Lighting, Third
Edition is the
practical, hands-
on guide you
need.

Computer-aided
design (CAD) is
the dominant
design and

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drawing tool
used in
architecture,
and all students
need to acquire
basic skills in
using it. This
book explains
the key CAD
skills required to
create plans, 3D
models and

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perspectives.

Detailed text and hundreds of screengrabs and visuals are used to demonstrate the various techniques and processes. 2D skills are shown using AutoCAD, SketchUp and

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Vectorworks,
while 3D
modelling and
presentation
techniques also
include 3ds Max,
Maya, Form·Z
and Photoshop.
The reader will
learn how to
simplify the
software

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interface and tools in order to focus on the most common and useful tasks. This is an invaluable guide for all students of architecture. Written by renowned author and 3D

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artist Kelly L.
Murdock,
Autodesk Maya
2020 Basics
Guide is
designed to give
new users a
solid
understanding
of the
fundamental
skills needed to

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create beautiful
3D models and
stunning
animations with
Autodesk Maya.
Using clear and
easy to follow
instructions this
book will guide
you through
learning all the
major features

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of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and

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learn how
functions are
performed in a
way that a text
alone cannot do.
Autodesk Maya
2020 Basics
Guide makes no
assumptions
about your
previous
experience with

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Autodesk Maya.
It begins by
helping you get
comfortable with
the user
interface and
navigating
scenes before
moving into
modeling,
texturing,
lighting,

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animating,
rendering and
more.

Additionally,
more advanced
features such as
character
rigging,
skinning,
animating with
dynamics and
MEL scripting

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are also

introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth

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with the

objective of your
task as you
study examples
and learn the
steps necessary
to complete it.

Working your
way through the
comprehensive,
step-by-step
lessons, you'll

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develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no

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prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book

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is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this

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text. What you'll
learn • How to
create models
using curves,
NURBS,
Polygons and
more • How to
assign materials
and textures to
make realistic-
looking models •
How to use Paint

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Effects to paint
on and quickly
create complex
3D Models •

How to use
lights, cameras,
and depth of
field to render
captivating
scenes • How to
use keyframes,
motion paths

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and the Graph
Editor to create
animations •

How to use
character
rigging,
skinning, and
inverse
kinematics to
animate realistic
movements •

How to add

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influence

objects, skin

weights and hair

to a character

for a more

realistic look •

How to use

dynamics to

create fire,

smoke,

lightning,

explosions, cloth

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and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and

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Mental Ray for
different looks •
How to use the
Command Line
and MEL
Scripting to
work faster
About Autodesk
Maya Maya is a
program,
created by
Autodesk, used

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to model,
animate, and
render 3D
scenes. 3D
scenes created
with Maya have
appeared in
movies,
television,
advertisements,
games, product
visualizations,

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and on the Web.

With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

The essential fundamentals of 3D animation for

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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

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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

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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

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the language of
3D and
computer
graphics (CG)
Covers 3D
animation
basics: pre-
production,
modeling,
animation,
rendering, and
post-production

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Dissects core 3D
concepts
including
design, film,
video, and
games

Examines what
artistic and
technical skills
are needed to
succeed in the
industry Offers

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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

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simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and

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the industry.

Introducing
Autodesk Maya
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A Guide to
Building
Information
Modeling for
Owners,
Designers,
Engineers,
Contractors, and

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2013 Essentials
Facility
Managers
The Age of
Wonder
Introducing
Autodesk Maya
2015

The Maya guide for
animators, How to
Cheat in Maya 2012
presents everything
you need to know

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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

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in book form, written by professional animators-not a software book with a few animation pointers thrown in. In addition to all the goldmine coverage and interviews with expert animators from the previous edition, How to Cheat in Maya 2012 also features a

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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

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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

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fun.

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,

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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

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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

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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 Cheryl Briggs (formerly Cabrera) is an award-winning animated short film

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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 Animation specialization in the School of Visual Arts and Design at the

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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

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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

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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),

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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

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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-

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winning students have been featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and

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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

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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

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- 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

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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,

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tutorials and other resources on the accompanying website: 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

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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

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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.

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Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with

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Autodesk Maya.

Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction.

Each chapter has a corresponding video tutorial that introduces you to the

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topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you

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get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL

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scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete

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it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users

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with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or

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upgrading from a previous version of Maya will also benefit greatly from this text.

- What you'll learn •
- How to create models using primitives, curves, NURBS, Polygons and more •
 - How to assign materials and textures to make realistic-looking models •

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How to use Paint

Effects to paint on and
quickly create

complex 3D Models

- How to use lights,
cameras, and depth of
field to render

captivating scenes •

How to use keyframes,
motion paths and the

Graph Editor to

create animations •

How to use character

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rigging, skinning, and inverse kinematics to animate realistic movements • How to use various deformers to manipulate objects, animations and special effects • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to

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create fire, smoke,
lightning, explosions,
cloth and ocean effects

- How to enable raytracing, motion blur, and fog effects for increased realism
- How to render stills and animations using Maya Vector and Mental Ray for different looks
- How to use the Command

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Line and MEL

Scripting to work
faster About Autodesk
Maya Maya is a
program, created by
Autodesk, used to
model, animate, and
render 3D scenes. 3D
scenes created with
Maya have appeared
in movies, television,
advertisements,
games, product

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visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Mastering Autodesk
Maya 2014

Maya 8: The
Complete Reference
Introducing Autodesk

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Maya 2012

Acting for Animators

An Essential

Introduction to Maya

Character Rigging

Learn crucial AutoCAD

tools and techniques

with this Autodesk

Official Press Book

Quickly become

productive using

AutoCAD 2014 and

AutoCAD LT 2014 with

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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

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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

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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

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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

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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

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AutoCAD LT.

Discover BIM: A better way to build better buildings Building Information 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

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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

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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

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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

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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

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advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

A beautifully-packaged, advanced reference on the very latest version of Maya If you already know the basics of Maya, the latest version

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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

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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

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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

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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 supplementary materials are not included as part of

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instruction and concise explanations found within. The expert authors the newest edition continue that tradition of excellence in Mastering AutoCAD 2021 and AutoCAD LT 2021, the leading reference and tutorial offering a thorough treatment of AutoCAD tools, functions, and techniques. You'll learn

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the most straightforward ways to tackle design tasks with the accompanying real-world examples, downloadable project files, and step-by-step instructions. The book covers CAD interface basics, drafting tools, how to use hatches, fields, and tables, and advanced skills like attributes, dynamic

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blocks, drawing curves, and solid fills. It also helps you prepare for Autodesk AutoCAD certification. Coverage includes: Creating and developing AutoCAD drawings Drawing curves and applying solid fills Effectively using hatches, fields, and tables Manipulating dynamic blocks and attributes Applying 3D

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modeling and imaging
techniques Customizing
and integrating your
AutoCAD software
Mastering interface
basics and drafting tools
Organizing objects with
blocks and groups
Selecting objects and
editing with grips
Displaying object
properties Design a
Wide Variety of
Architectural Projects

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Effectively use Hatches,
Tables, and Fields Use
3D Modeling and
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Settings and Custom
Styles Prepare for the
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How the Romantic
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***Discover the
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techniques
required to rig***

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***engaging CG
character models
with Maya in this
unique book and
DVD package.
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color images
show just what
you can achieve,
and the detailed
step-by-step
tutorials show***

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***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***

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this vital skill.

With Cheryl

Cabrera you'll

learn about:

Designing your

first Biped

Character;

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first Biped

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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

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your Character
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with this real-
world focused
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Essentials helps***

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***you get
acquainted and
quickly become
productive with
the leading
Building
Information
Modeling
software. With a
real-world focus
and a tutorial-
based approach,***

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***this invaluable
guide features
concise,
straightforward
explanations and
hands-on
exercises that
walk you through
the entire design
process. Each
chapter opens
with a quick***

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***discussion of
concepts and
learning goals,
and then briskly
moves into step-
by-step
instruction
illustrated by
compelling full-
color screen
shots. This new
edition includes***

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***expanded
information on
rendering and
visualization, and
a new discussion
surrounding
effective work
sharing, details
and annotations,
drawing sets, and
professional
workflows. The***

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allow you to jump

in at any point

and compare

your work to the

pros. Revit

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sophisticated
BIM application
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for every design
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***entire design
process, and
shows you how
to get the most
out of Revit every
step of the way.
Design walls,
floors, roofs,
ceilings, stairs,
ramps, railings,
and more Work
with families,***

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***groups, and
phasing, and add
color fills and
rendering Create
compelling
drawing sets with
details and
annotations
Learn the tips
and tricks
experts use to
get the most out***

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of Revit Autodesk

Revit

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Essentials gets

you up to speed

quickly, so you

can win more

bids and expedite

the project

approval

process.

A comprehensive

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***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***

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***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,***

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***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 a
quick overview of
the lesson and
then immediately
moves into an***

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***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***

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***anywhere and
compare your
results with that
of the
professionals
Features
compelling full-
color
screenshots to
illustrate tutorial
steps, and
chapters***

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***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.

The Age of Wonder is a colorful and utterly absorbing history of the men and women whose discoveries and

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***inventions at the
end of the
eighteenth
century gave
birth to the
Romantic Age of
Science. When
young Joseph
Banks stepped
onto a Tahitian
beach in 1769, he
hoped to***

discover

Paradise.

***Inspired by the
scientific ferment
sweeping
through Britain,
the botanist had
sailed with
Captain Cook in
search of new
worlds. Other
voyages of disco***

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***very—astronomic
al, chemical,
poetical, philosop
hical—swiftly
follow in Richard
Holmes's thrilling
evocation of the
second scientific
revolution.***

***Through the lives
of William
Herschel and his***

***sister Caroline,
who forever
changed the
public
conception of the
solar system; of
Humphry Davy,
whose near-
suicidal gas
experiments
revolutionized
chemistry; and of***

***the great
Romantic writers,
from Mary
Shelley to
Coleridge and
Keats, who were
inspired by the
scientific
breakthroughs of
their day, Holmes
brings to life the
era in which we***

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***first realized both
the awe-inspiring
and the
frightening
possibilities of
science—an era
whose
consequences
are with us still.***

BONUS

***MATERIAL: This
ebook edition***

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***includes an
excerpt from
Richard Holmes's
Falling Upwards.
AutoLISP
Game Anim***