

Advanced Maya Texturing And Lighting

Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept. The author will get you up and rigging with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. Rig it Right! will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Key Features Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!). Read "Tina's 10 Rules of Rigging" and build the foundational knowledge needed to successfully rig your characters. Visit the companion website and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book. Companion data filled with example files at http://routledgetextbooks.com/textbooks/_author/ohailey/ AR(Augmented Reality) enabled images throughout the book! Coffee is not required – but encouraged.

The key word here is art: the dynamic 3D art that defines the world of computer games. This book teaches you everything you need to know about the planning, modeling, texturing, lighting, effects creation, and interface design that go into creating today's most advanced and stunning video games. You'll be learning from a master-veteran 3D artist and instructor Matthew Omernick-as you progress through the carefully chosen, software-agnostic tutorials that make up this beautiful, full-color volume. The end result will be skills you can apply to whatever 3D tool you choose and whatever wildly imaginative game you can think up. Through a unique combination of explanation, tutorials, and real world documentation-including discussions of the creative process entailed in some of today's most popular games augmented by screen captures and descriptions--you'll quickly come to understand the workflow, tools, and techniques required to be a successful game artist. In addition to learning the ropes of game art, you'll also find in depth tutorials and techniques that apply to all aspects of 3D graphics. Whether you are using Photoshop, 3ds max, Maya, or any other computer graphics software, you'll find a wealth of information that you can continue to come back to time and time again.

Well-known Maya professional, Michael Ingrassia, takes readers through his unique style of modeling: "Image Based Modeling" where efficient, realistic models can be created very quickly. Ingrassia's techniques allow modelers to create exact replicas of their concept characters or objects. The techniques presented are very efficient and allow game m

When grace Hooper retired as a rear admiral from the U.S. Navy in 1986, she was the first woman restricted line officer to reach flag rank and, at the age of seventy-nine, the oldest serving officer in the Navy. A mathematician by training who became a computer scientist, the eccentric and outspoken Hoper helped propel the Navy into the computer age. She also was a superb publicist for the Navy, appearing frequently on radio and television and quoted regularly in newspapers and magazines. Yet in

spite of all the attention she received, until now "Amazing Grace," as she was called, has never been the subject of a full biography. Kathleen Broome Williams looks at Hooper's entire naval career, from the time she joined the Waves and was sent in 1943 to work on the Mark 1 computer at Harvard, where she became one of the country's first computer programmers. Thanks to this early Navy introduction to computing, the author explains, Hooper had a distinguished civilian career in commercial computing after the war, gaining fame for her part in the creation of COBOL. The admiral's Navy days were far from over, however, and Williams tells how Hopper--already past retirement age--was recalled to active duty at the Pentagon in 1967 to standardize computer-programming languages for Navy computers. Her temporary appointment lasted for nineteen years while she standardized COBOL for the entire department of defense. Based on extensive interviews with colleague and family and on archival material never before examined, this biography not only illuminates Hopper's pioneering accomplishments in a field that came to be dominated by men, but provides a fascinating overview of computing from its beginnings in World War II to the late 1980s.

The book includes a series of step-by-step illustrated tutorials supported by a detailed explanation for each aspect of the 3D rendering procedure. Some of the procedures or steps may be omitted if they have been previously explained in an exercise or chapter. "Keyshot 3D Rendering" is ideal for beginners and professionals who are involved with product development, entertainment, and industrial design. It is recommended for readers who already have some level of experience with 3D modelling, texturing, and rendering applications.

Examines 3D lighting techniques in relation to computer graphics, photography and cinematography.

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Whether you're creating animation for television, advertising, games, or multimedia, [digital] Character Animation 3 can help you bring your imagination to life. In this updated classic, both newcomers to digital animation and old hands looking to hone existing

skills will find essential techniques for creating lively, professional-quality animation that are applicable to any software application. Combining the fundamentals of modeling, rigging, and animation with advanced-level information on characterization, directing, and production management, author George Maestri has created an essential resource for digital animators. [digital] Character Animation 3 is packed with beautiful new artwork and Maestri's invaluable expert tips. Along with clear instruction on the theory and practice of foundation techniques such as rigging, walk-cycles, and lip-synch—the tutorials and exercises in this book let you practice what you've learned. Maestri also offers in-depth information on creating nuanced characters that feel “alive” and win audience empathy and attention. The book's final chapter guides you through the entire filmmaking process, from story development through voice casting and animation directing.

Teaches how to use Maya to create three-dimensional animation projects, including focusing on such topics as lighting, modeling, and character skinning.

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- How to create models using curves, NURBS, Polygons and more
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character rigging, skinning, and inverse kinematics to animate realistic movements
How to add 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 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 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 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.

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. *Creating Games with Unity and Maya* gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:[Download Figures](#).
Reviews
Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008
Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch,

November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

If you already understand the basics of Maya, the industry-leading 3D animation and effects software, you'll be ready to move on to the sophisticated topics in this updated edition of *Advanced Maya Texturing and Lighting* . Detailed, easy-to-follow instructions will teach you the real-world production secrets that professional animators use to achieve amazing results. In the second edition, you will find extensive and updated coverage of the latest theories and trends in addition to an enclosed CD with exclusive content to help you sharpen your skills.

Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. 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

Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry

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.

Whether for big budget films and game productions or lower budget TV and Internet content, creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life. As the leading software used for cutting-edge animation, Maya has an established rigging toolset for creating realistic character controls. Traditionally, however, the process of manually building custom rigs in the software

interface has been time-consuming and expensive for those who want to produce high-quality 3D characters. Now for the first time and from the author of the best-seller, *Maya Character Creation*, comes an in-depth guide on how the pros are using MEL (Maya Embedded Language) scripting to streamline and automate the rigging process. With *MEL Scripting a Character Rig in Maya*, you'll learn how you can build custom character rigs in a matter of seconds, as opposed to days or weeks. In this detailed guide, you'll learn:

- The techniques used to build a complex character rig in the software interface, followed by instructions for writing the equivalent MEL code for scripting the entire process.
- Fundamental concepts of creating animation controls in Maya, from the basics of creating, editing, and binding skeletons, to more complex rigs with controls that employ spline IK and channel connections.
- Important coding techniques such as using conditional statements, loops, variables, and procedures.
- How to create a character animation GUI (Graphical User Interface) that makes animating the character easy and fast.
- Important skills for building rigs using numerous hands-on exercises, all code examples and Maya files available on the companion Web site.

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.

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 innovative 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*.

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 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 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 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 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 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 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 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
- 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 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 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 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 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.

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Annotation 'Illuminated Pixels' teaches digital artists how to apply the foundational principles of lighting to digital lighting and design. The book explores the why, what, and how of lighting, integrating classic concepts with modern techniques, explaining the importance and the application of them.

Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on:

- Creating mood and storytelling through lighting
- Using light to create visual shaping
- Directing the viewer's eye with light and color
- Gathering and utilizing reference images
- Successfully lighting and rendering workflows
- Render layers and how they can be used most effectively
- Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence
- Material properties and their work with lighting
- Compositing techniques essential for a lighter
- A guide on how to start your career and achieve success as a lighting artist

This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

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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.

Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2016 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 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 topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2016 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you 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 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 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.

Autodesk Maya 2020 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. The intuitive user

interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier. Autodesk Maya 2020: A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple, lucid, and comprehensive manner. It will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. In this edition, new tools and enhancements in modeling, animation, rigging as well as performance improvements in bifrost are covered. Additionally, the newly introduced Mash module, which is used for creating motion graphics, is also covered in the book. Salient Features: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2020. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2020 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index Provides information on a variety of texturing and lighting techniques with Maya, covering such topics as working with custom shaders, rendering, and texture mapping.

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation.

The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya, now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level instruction on Maya Complete and Maya Unlimited. This fully updated book brings you up to speed on Maya 2009's new features and expands your skills with advanced instruction on cloth, fur, and fluids. You'll learn Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more. Filled with challenging tutorials and real-world scenarios from some of the leading professionals in the industry, this one-of-a-kind guide gives you valuable insight into the entire CG production pipeline. If you've been looking for a complete, professional-quality Maya resource to turn to again and again, this is the book for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

"The Rendering book does something every book should do--certainly every excellent book--it offers you content unavailable anywhere else." --3DNY.org Learning Maya 5: Rendering is your solution to creating stunning images in Maya. New for Maya 5! Updated from the popular Learning Maya: Rendering, this book will teach you what you need to know when using the Maya rendering engine and mental ray for Maya. You'll learn to take advantage of options new in Maya 5, such as Hardware and Vector Rendering. Get the information you need to master Caustics and Global

Illumination, Final Gather and HDRI. Learning Maya 5: Rendering includes an inspiring photo gallery of images rendered in Maya and mental ray(r) for Maya so you can see the types of results you'll learn to achieve. Features: This book will allow you to explore lighting, cameras, shading networks, and other rendering issues from an introductory level and will also allow you to explore advanced concepts in a comfortable format. Each topic is explored in both theory and practice so that you'll not only understand the concepts presented, you'll be able to complete easy-to-follow step-by-step tutorials. In addition, you'll take advantage of valuable chapter-by-chapter overviews provided in QuickTime(r) format on DVD-ROM. Offered by one of the book's contributors, Cathy McGinnis, an Alias|Wavefront(TM) Certified Instructor, these helpful movies will allow you to gain additional insight as you work through the book. With this books you will: * Create materials and textures. * Set up lights and cameras. * Work with shadows and raytracing. * Learn to control your renders. * Understand rendering for special effects and compositing. * Explore Hardware Rendering and vector Rendering. * Create Caustics and Global Illumination effects. * Understand Final Gather and HDRI techniques. * Create Maya and mental ray Shaders. And much more...

Accompanying CD includes exercise files and products to assist with working with the book.

Advanced Maya Texturing and Lighting John Wiley & Sons

If you already understand the basics of Maya, the industry-leading 3D animation and effects software, you'll be ready to move on to the sophisticated topics in this updated edition of Advanced Maya Texturing and Lighting. Detailed, easy-to-follow instructions will teach you the real-world production secrets that professional animators use to achieve amazing results. In the second edition, you will find extensive and updated coverage of the latest theories and trends in addition to an enclosed CD with exclusive content to help you sharpen your skills.

Take your JavaScript knowledge as far as it can go JavaScript has grown up, and it's a hot topic. Newer and faster JavaScript VMs and frameworks built upon them have increased the popularity of JavaScript for server-side web applications, and richJS applications are being developed for mobile devices. This book delivers a compelling tutorial, showing you how to build a real-world app from the ground up. Experienced developers who want to master the latest techniques and redefine their skills will find this deep dive into JavaScript's hidden functionalities gives them the tools to create truly amazing and complex applications. JavaScript has evolved into much more than simple client-side scripting; this book delves into advanced topics not generally found in other more intermediate JS development books Expert author delivers an in-depth tutorial showing how to build a real-world app that is loosely coupled, with each component built to exist separately Explores how to build a backbone app, the importance of JavaScript templates, Node.js and MongoDB, 3D Canvas using WebGL /Three.js, how to convert a desktop app into a dedicated mobile

app, and much more Ideal for experienced developers with a deep knowledge of JavaScript as well as online developers with strong graphic design skills who are experienced in HTML/CSS and want to develop their front-end skills JavaScript Programming: Pushing the Limits will arm you with the skills to create killer apps for the 21st Century.

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