

# Complete Maya Programming An Extensive Guide To Mel And C Api The Morgan Kaufmann Series In Computer Graphics

**Julie Dorsey,Holly Rushmeier,François Sillion**

**Complete Maya Programming** David Gould,2003 David Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and the C++ API, and is written to be informative for both novice and expert programmers. Highly recommended! -Larry Gritz, Exluna/NVIDIA, co-author of Advanced RenderMan: Creating CGI for Motion Pictures This book should be required reading for all Maya programmers, novice and expert alike. For the novice, it provides a thorough and wonderfully well thought-out hands-on tutorial and introduction to Maya. The book's greatest contribution, however, is that in it David shares his deep understanding of Maya's fundamental concepts and architecture, so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces. -Philip J. Schneider, Disney Feature Animation, co-author of Geometric Tools for Computer Graphics Having provided a technical review of David Gould's Complete Maya Programming, I must say that this book is the definitive text for scripting and plug-in development for Maya. Never before has there been such a concise and clearly written guide to programming for Maya. Any user smart enough to pick up this book would be better off for it. -Chris Rock, a Technical Director at a Large Animation Studio in Northern California If you ever wanted to open the Maya toolbox, this is your guide. With clear step-by-step instructions, you will soon be able to customize and improve the application, as well as create your own extensions, either through the MEL scripting language or the full C++ API. -Christophe Hery, Industrial Light & Magic Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to

new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. FEATURES: \*Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more \*Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need \*Explains when to use MEL, when to use the C++ API, and how to use them together \*Provides a multitude of real-world examples illustrating applications of Maya programming \*Ideal for technical directors, developers, or anyone wishing to master Maya \*Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at [www.davidgould.com](http://www.davidgould.com)

**Complete Maya Programming** David Gould, 2003 Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. \* Provides a multitude of real-world examples illustrating applications of Maya programming. \* Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more \* Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need \* Explains when to use MEL, when to use the C++ API, and how to use them together \* Ideal for technical directors, developers, or anyone wishing to master Maya \* Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at [www.davidgould.com](http://www.davidgould.com).

*Complete Maya Programming Volume II* David Gould, 2005-08-05 David Gould's acclaimed first book, Complete Maya Programming: An Extensive Guide to MEL and the C++ API, provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming. In his new book David offers a gentle, intuitive introduction to the core ideas of computer graphics. Each concept is explained progressively and is fully implemented in both MEL and C++ so that an artist or programmer can use the source code directly in their own programs. Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features. David Gould's first volume is widely regarded as the most authoritative reference on Maya

programming. Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks. - Covers a spectrum of topics in computer graphics including points and vectors, rotations, transformations, curves and surfaces (polygonal, NURBS, subdivision), and modeling - Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions - Discusses problem solving with MEL (Maya's scripting language) and the more powerful and versatile C++ API, with plenty of code examples for each

**Complete Maya Programming** David Gould,2003-01-07 Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. \* Provides a multitude of real-world examples illustrating applications of Maya programming.\* Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more\* Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need\* Explains when to use MEL, when to use the C++ API, and how to use them together\* Ideal for technical directors, developers, or anyone wishing to to master Maya\* Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at [www.davidgould.com](http://www.davidgould.com)

*MEL Scripting for Maya Animators* Mark R. Wilkins,Chris Kazmier,2005-08-23 Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. - Fully updated with several new chapters - Profusely illustrated and includes a companion Web site with numerous code examples and scene files - The authors bring their extensive experience in professional production studios to provide expert

guidance

**Maya Python for Games and Film** Adam Mechtley,Ryan Trowbridge,2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for

*Maya Ebook Collection* David Gould,Mark R. Wilkins,Jason Patnode,2008-08-08 Maya ebook Collection contains 4 of our best-selling titles, providing the ultimate reference for every computer graphics professional's library. Get access to over 2400 pages of reference material, at a fraction of the price of the hard-copy books. This CD contains the complete ebooks of the following 4 titles: Gould, Complete Maya Programming Vol.I, 9781558608351 Gould, Complete Maya Programming Vol.II, 9780120884827 Wilkins, MEL Scripting for Maya Animators, 9780120887934 Patnode, Character Modeling with Maya and ZBrush: Professional polygonal modeling techniques, 9780240520346 \*Four fully searchable titles on one CD providing instant access to the ULTIMATE library of materials for computer graphics professionals \*2400 pages of practical and theoretical Maya information in one portable package. \*Incredible value at a fraction of the cost of the print books

Real-Time Shader Programming Ron Fosner,2003-01-14 Beginning with the mathematical basics of vertex and pixel shaders, and building to detailed accounts of programmable shader operations, this title provides the foundation and techniques necessary for replicating popular cinema-style 3D graphics as well as creating your own real-time procedural shaders.

Digital Character Development Rob O'Neill,2015-10-07 Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created. This book presents the theory and practice behind the creation of digital characters for film and games using software-agnostic descriptions that apply to any animation application. It provides insight from a real production environment and the requirements that such an environment imposes. With rich illustrations and visual code examples throughout, this book provides a comprehensive roadmap to character development for both professionals and students.

**Mathematical Optimization in Computer Graphics and Vision** Luiz Velho,Paulo Carvalho,Jonas Gomes,Luiz de Figueiredo,2011-08-09 Mathematical optimization is used in nearly all computer graphics applications, from computer vision to animation. This book teaches readers the core set of techniques that every computer graphics professional should understand in order to envision and expand the boundaries of what is possible in their work. Study of this authoritative reference will help readers develop a very powerful tool- the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today. - Distills down a vast and complex world of information on optimization into one short, self-contained volume especially for computer graphics -

Helps CG professionals identify the best technique for solving particular problems quickly, by categorizing the most effective algorithms by application - Keeps readers current by supplementing the focus on key, classic methods with special end-of-chapter sections on cutting-edge developments

**Visualization in Medicine** Bernhard Preim,Dirk Bartz,2007-06-21 Visualization in Medicine is the first book on visualization and its application to problems in medical diagnosis, education, and treatment. The book describes the algorithms, the applications and their validation (how reliable are the results?), and the clinical evaluation of the applications (are the techniques useful?). It discusses visualization techniques from research literature as well as the compromises required to solve practical clinical problems. The book covers image acquisition, image analysis, and interaction techniques designed to explore and analyze the data. The final chapter shows how visualization is used for planning liver surgery, one of the most demanding surgical disciplines. The book is based on several years of the authors' teaching and research experience. Both authors have initiated and lead a variety of interdisciplinary projects involving computer scientists and medical doctors, primarily radiologists and surgeons.\* A core field of visualization and graphics missing a dedicated book until now\* Written by pioneers in the field and illustrated in full color\* Covers theory as well as practice

Learning Processing Daniel Shiffman,2009-04-17 The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques.The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media.Previously announced as Pixels, Patterns, and Processing - A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics - Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve - Includes lessons on how to program live video, animated images and interactive sound

**Digital Modeling of Material Appearance** Julie Dorsey,Holly Rushmeier,François Sillion,2010-07-21 Computer graphics systems are capable of generating stunningly realistic images of objects that have never physically existed. In order for computers to create these accurately detailed images, digital models of appearance must include robust data to give viewers a credible visual impression of the depicted materials. In particular, digital models demonstrating the nuances of how materials interact with light are essential to this capability. Digital Modeling of Material Appearance is the first comprehensive work on the digital modeling of material appearance: it explains how models from physics and engineering

are combined with keen observation skills for use in computer graphics rendering. Written by the foremost experts in appearance modeling and rendering, this book is for practitioners who want a general framework for understanding material modeling tools, and also for researchers pursuing the development of new modeling techniques. The text is not a how to guide for a particular software system. Instead, it provides a thorough discussion of foundations and detailed coverage of key advances. Practitioners and researchers in applications such as architecture, theater, product development, cultural heritage documentation, visual simulation and training, as well as traditional digital application areas such as feature film, television, and computer games, will benefit from this much needed resource. ABOUT THE AUTHORS Julie Dorsey and Holly Rushmeier are professors in the Computer Science Department at Yale University and co-directors of the Yale Computer Graphics Group. François Sillion is a senior researcher with INRIA (Institut National de Recherche en Informatique et Automatique), and director of its Grenoble Rhône-Alpes research center. - First comprehensive treatment of the digital modeling of material appearance - Provides a foundation for modeling appearance, based on the physics of how light interacts with materials, how people perceive appearance, and the implications of rendering appearance on a digital computer - An invaluable, one-stop resource for practitioners and researchers in a variety of fields dealing with the digital modeling of material appearance

**In Silico** Jason Sharpe, Charles John Lumsden, Nicholas Woolridge, 2008-07-01 *In Silico* introduces Maya programming into one of the most fascinating application areas of 3D graphics: biological visualization. In five building-block tutorials, this book prepares animators to work with visualization problems in cell biology. The book assumes no deep knowledge of cell biology or 3D graphics programming. An accompanying DVD-ROM includes code derived from the tutorials, the working Maya computer files, and sample animated movies. - Teaches artists and scientists to create realistic digital images of humans and nature with the popular CG program, Maya - This self-contained study guide includes background, foundations, and practice - Step-by-step example programs and end-result demonstrations help readers develop their own portfolios - Gorgeous four-color screen shots throughout

*Advanced Graphics Programming Using OpenGL* Tom McReynolds, David Blythe, 2005-02-17 Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques—beyond those learned in introductory computer graphics texts—is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques—those that don't require esoteric hardware or custom graphics libraries—that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. - Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides

usable techniques for real world problems. - Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. - Sophisticated and novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting; texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others.

**Advanced RenderMan** Anthony A. Apodaca, Larry Gritz, 2000 From contributors to animated films such as Toy Story and A Bug's Life, comes this text to help animators create the sophisticated computer-generated special effects seen in such features as Jurassic Park.

**Maya Python for Games and Film** Adam Mechtley, Ryan Trowbridge, 2011-09-28 This book is among the first books to provide an in-depth look at how to implement Python with Maya,. It is an ideal resource for technical artists looking to boost productivity and enhance performance and interoperability. With this practical guide written by trusted authorities in the field, experienced technical artists will make the transition from the older MEL scripting language to Python and aspiring artists will save themselves time right from the beginning.

*Autodesk Maya 2019: A Comprehensive Guide, 11th Edition* Prof. Sham Tickoo, 2018 Autodesk Maya 2019 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. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier. Autodesk Maya 2019: A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists, and designers. This Autodesk Maya 2019 book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace. 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 2019. 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 2019 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 Index

*Autodesk Maya 2018: A Comprehensive Guide, 10th Edition* Prof. Sham Tickoo, 2017-08-29 Welcome to the world of Autodesk Maya 2018. Autodesk Maya 2018 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. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2018 have made the job of design visualization specialists a lot easier. Autodesk Maya 2018: A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists, and designers. This book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2018 and is ideally suited for learning at your convenience and at your pace. 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 2018. 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 2018 concepts and 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. Additional learning resources at '[mayaexperts.blogspot.com](http://mayaexperts.blogspot.com)'. 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: Maya Fur Chapter 17: Bullet Physics Index

Software Studies Matthew Fuller, 2008 This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.



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