

Learning Maya 6 Character Rigging And Animation

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Newest Blender Techniques for Creating Amazing 3D Characters: From Design and Modeling to Video Compositing Now fully updated for Blender 2.78b and beyond, Learning Blender, Second Edition, walks you through every step of creating an outstanding 3D animated character with Blender, and then compositing it in a real video using a professional workflow. This edition covers the powerful new selection and modeling tools, as well as high-efficiency improvements related to other parts of the project such as texture painting, shading, rigging, rendering, and compositing. Still the only Blender tutorial to take you from preproduction to final result, this guide is perfect for both novices and those moving from other software to Blender (open source and free software). Author Oliver Villar provides full-color, hands-on chapters that cover every aspect of character creation: design, modeling, unwrapping, texturing, shading, rigging, animation, and rendering. He also walks you through integrating your animated character into a real-world video, using professional camera tracking, lighting, and compositing techniques. The rich companion website (blendtuts.com/learning-blender-files) will help you quickly master even the most complex techniques with bonus contents like video tutorials. By the time you're done, you'll be ready to create outstanding characters for all media—and you'll have up-to-date skills for any 3D project, whether it involves characters or not. Learn Blender's updated user interface, navigation, and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient, step-by-step pipeline to streamline workflow in any project Master modeling, unwrapping, and texturing Bring your character to life with materials and shading Create your character's skeleton and make it walk Use Camera Tracking to mix 3D objects into a real-world video Transform a raw rendered scene into the final result using Blender's compositing nodes Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

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.

"No other book to date presents facial animation concepts, theory, and practical application with the authority that Stop Staring does." —TIEM Design Crafting believable facial animation is one of the most challenging, yet rewarding aspects of 3D graphics. Done right, this art breathes life into otherwise deadpan faces. In this extraordinary book, professional animator Jason Osipa teaches you how to achieve realistic facial modeling and animation. Using detailed practical examples complemented with high-quality images and a touch of humor, Osipa leads you from design and modeling to rigging and animation. The CD and full-color insert demonstrate techniques you can use to fine-tune your facial animations. Reviewed and approved by Alias|Wavefront, Stop Staring: Facial Modeling and Animation Done Right, uses the Academy Award(r) winning Maya(r) 3D animation and effects software as the focus for its examples, yet the principles and techniques are described in ways that will be helpful to anyone working on facial modeling and animation. Mastering the Face Start out by getting familiar with the range of possible facial expressions, then focus on animating and modeling the mouth, eyes and brows. When you're ready to bring it all together, you can generate a scene from concept to completion. Topics covered include: Understanding how the whole face affects expression Learning visemes and lip sync techniques Constructing a mouth and mouth keys Building emotion through the eyes and brows Building interfaces to easily connect and control your models Skeletal setup, weighting, and rigging Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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

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.

Provides instructions on creating models using Maya 6, covering such topics as polygon modeling, NURBS modeling, and subdivision surface modeling.

Artist imaginations continue to grow and stretch the boundaries of traditional animation. Successful animators adept and highly skilled in traditional animation mediums are branching out beyond traditional animation workflows and will often use multiple forms of animation in a single project. With the knowledge of 3D and 2D assets and the integration of multiple animation mediums into a

single project, animators have a wealth of creative resources available for a project that is not limited to a specific animation medium, software package or workflow process. Enhance a poignant scene by choosing to animate the scenic background in 2D while the main character is brought to life with 3D techniques. Balance the budget demands of a project by choosing to integrate a 2D or 3D asset to save time and expense. Choose which medium Hybrid Animation, learn the systematic development of the 2D and 3D assets and the issues surrounding choices made during the creative process.

"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...

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

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

DVD-ROM includes over 9 hours of video lectures.

Character rigging is the method with which you create a system for animating a character. A rig is represented by two primary mechanics: the skeleton, consisting of hierarchical rotations to drive the motions, and a skin, or method of deforming the geometry that makes up the character model. Essential Skills in Character Rigging is a beginner's guide to learning and understanding the essential aspects of character setup, evaluation, skeletal construction, and deformation. Borrowing from the author's extensive experience in the field, it presents the primary theories, constructs, and objectives for constructing a basic rig from the ground up, just as it would be done in a professional studio. The book explains the basic elements of hierarchies, skeletons, kinematics, deformation, skinning, and creating relationships between nodes. It gives hands-on experience with taking a completed character model and setting it up with a skeleton with kinematics and soft-skin deformation. It also gives specific instructions on using inverse kinematics systems, and how to set up the essential mechanics of a human rig with these systems. All of these lessons are conducted using a simplistic, conversational style that keeps technical and mathematical jargon to a minimum. The book also includes video tutorials corresponding to specific modules. Essential Skills in Character Rigging takes aspiring character artists through the vital components in the process of taking a 3D character model and turning it into an animatable rig that is ready for production in film or games. It identifies the universal fundamentals at work behind character rigging, and the practical complexities of the process are broken down into simple steps that are easy to comprehend and execute.

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

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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.

"...the best book out there for learning how to do MAYA rigging and animation." --Ian Cairns, Editor, MAYA Association Learning Maya 5: Character Rigging and Animation will teach you everything you need to achieve effective character set-up and animation in Maya. Learn what you need to become a true puppet master! New for Maya 5! Updated from the popular Learning Maya: Character Rigging and Animation, the book's latest edition will allow you to explore powerful new features in Maya 5 such as IK/FK Blending and Parent Constraints. We've also updated Melvin to a polygonal model from a NURBS path model to make him easier to manipulate. In addition, you'll take advantage of updated graphical selectors and controls that will make your rigs more customizable and easier for artists to work with. Features: This book will allow you to explore character rigging that is based on a human character - walking you through the process as you rig arms, legs, a face, and more. Learn the fundamentals of properly setting up a character to avoid pitfalls as you animate. Starting from an introductory level, this book covers advanced concepts in a comfortable format. Each topics is explored in both theory and practice so that 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 format on DVD-ROM. Offered by one of the book's authors, Bill Dwelly, an Alias|Wavefront(TM) Certified Instructor, these helpful movies will allow you to gain additional insight as you work through the book. With this book you will: * Create Skeleton Chains and edit Joint Orientation. * Render particles with hardware graphics and software techniques. * Set up Single Chain, Rotation Plane, and Spline IK Solvers. * Use Set Driven Key to create powerful control systems. * Use of both Forward and Inverse Kinematics. * Simulated the deformation of clothing using Wire Deformers and Set Drivin Key. * Drive Joint Rotation with a Blendshapte Slider to help consolidate you control windows. * Understand the difference between Smooth and Rigid Binding. * Use Pole Vector constraints as a fast and easy way of achieving realistic motion in arms and legs. * Create a complex and subtle character deformations.

This volume is the proceedings of the 3rd IEEE International Conference on Knowledge Innovation and Invention 2020 (IEEE ICKII 2020). The conference was organized by the IEEE Tainan Section Sensors Council (IEEE TSSC), the International Institute of Knowledge Innovation and Invention (IIKII), and the National University of Kaohsiung, Taiwan, and held on August 21-23, 2020 in Kaohsiung. This volume of Knowledge Innovation on Design and Culture selected 95 excellent papers from the IEEE ICKII 2020 conference in the topics of Innovative Design and Cultural Research and Knowledge Innovation and Invention. This proceedings presents the research results based on the interdisciplinary collaboration of social sciences and engineering technologies by international networking in the academic and industrial fields.

Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 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 2019 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 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 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.

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

A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3, and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation:

Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Explains how to use Maya to create a variety of believable 3D characters, presenting a series of concepts, programming techniques, and Maya tools, as well as hands-on exercises.

Whether you're a professional Character TD or just like to create 3D characters, this detailed guide reveals the techniques you need to create sophisticated 3D character rigs that range from basic to breathtaking. Packed with step-by-step instructions and full-color illustrations, Body Language walks you through rigging techniques for all the body parts to help you create realistic and believable movements in every character you design. You'll learn advanced rigging concepts that involve MEL scripting and advanced deformation techniques and even how to set up a character pipeline.

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.

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2020 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 2020 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 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 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.

Have you ever wanted to try your hand at cartoony computer animation? Then look no further... Cartoon Character Animation with Maya will help you create just that, guiding you through every step of the process including how to incorporate multiple limbs, smears, motion lines and staggers seamlessly into your animation. From planning to posing to polish, you'll learn how to make the most of breakdowns, take the terror out of tangent types and overcome the oft-feared graph editor. Each chapter includes insight and advice from world-leading character animators, and the companion website, www.bloomsbury.com/Osborn-Cartoon-Animation, includes a short animation featuring the star of the book, Mr. Buttons. There's also a specially created rig of Mr. Buttons for you to animate with, as well as walk-through videos demonstrating key techniques. Everything you need to help you animate your own cartoony creations! Includes interviews with: Ken Duncan, Beauty and the Beast, Aladdin, 9; Jason Figliozzi, Wreck it Ralph, Frozen, Big Hero 6; T. Dan Hofstedt, Pocahontas, Mulan, Planes; Ricardo Jost, The Nut Job, The Snow Queen 2; Pepe Sánchez, Pocoyo, Jelly Jamm; Matt Williames, Looney Tunes: Back in Action, The Princess and the Frog Learning Maya 6: Dynamics is your solution to creating stunning effects in Maya. Get hands-on experience with the innovative tools and powerful techniques available in the Maya Dynamics engine as you learn to create smoke, fire, dust, water and more. If your animations don't follow the laws of physics, Learning Maya 6: Dynamics is the tool you've been looking for. Learn to master the Maya Dynamics engine as you work with both rigid and soft body dynamics, particle animation and rendering, emitters and much more. Get the theory you need to understand what's happening in Maya and then work your way through helpful step-by-step exercises as you build smoke, dust, fire, and water. Learning Maya 6: Dynamics will allow you to add realism to your animations and create realistic effects without having to go back to school so you can prove that you don't need to be a rocket scientist to make one fly! Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying DVD-ROM featuring chapter-by-chapter overviews offered by Alias Certified Instructors. Gain additional insight and assistance from these valuable bonus discussions. You'll also take advantage of Maya Beginner's Guide: Dynamics to help you get started right away! With this book you will: * Create and Animate Rigid Body Objects * Create and Animate Particles Using Fields, Goals, Ramps and Expressions * Render Particles with Hardware Graphics and Software Techniques * Dynamically Animate NURBS and Polygonal Surfaces Using Soft Bodies * Utilize Artisan Functionality in Conjunction with Maya Dynamics Tools * Instance Geometry with Particle Motion * Use Dynamic Constraints Including Rigid Body Constraints and Soft Body Springs * Optimize and

Troubleshoot Dynamics Scenes What you need to use this book Maya Complete 6, Maya Unlimited 6, or Maya Personal Learning Edition. A DVD-ROM drive or set top player.

Create believable CG character models with this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, textures and video on the companion DVD to offer a crash course to this vital skill. Jason Patnode takes you from low to high-resolution modeling - helping you span the gap between game and film industry skills. Based on Maya 2008 and ZBrush 3.0. You'll learn: Pipeline and modeling guidelines . Overview of Maya . Introduction to ZBrush modeling . Concept art . Anatomy . Creating a video game character . Creating a hyper-real character . Creating a photo-real character . UVs and texturing . How to create a demo reel

Learning Maya 6 Character Rigging and Animation ebook on DVDSybex
Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game Tin, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project. You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for! Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics Keep up with all the action with behind-the-scenes images and code scripts Refine your rigging skills with tutorials and project files available on the companion website

The Visual Key to Maya One look and you'll see that this Maya book is different from all the others. It presents the core Maya features visually, using pages packed with striking graphics and loaded with concise explanations of the Maya interface. This expanded edition includes more tutorials; updated material on modeling, animation, rendering and dynamics; and new coverage of Toon Shaders, along with other exciting Maya tools. Engaging step-by-step lessons provide hands-on reinforcement as you learn. Start your adventures in Maya with this full-colour, visual guide—the perfect introduction to Maya 8. Use Paint Effects to create images from scratch or add painterly qualities to existing images. Learn how Maya's MEL scripts can help with tasks, such as connecting a curve's CVs to joints to pre-visualize a skeleton. The enclosed CD includes the Maya Personal Learning Edition and all the files you need to complete the tutorials.

Pull Enhance your 2D skillset to the benefit of your own 3D animations to develop characters that are technically and artistically dynamic and engaging. With side by side comparisons of 2D and 3D character design, improve your character animation and master traditional principles and processes including weight and balance, timing and walks. Includes practical, hands-on examples, now fully updated to include 3ds Max, Maya and Blender tutorials. Master the fundamental techniques with the companion website which includes short demonstrations, 2D and 3D exercises and 20 fully rigged character models.

Add Another Dimension to Your Portfolio—And Move to the Top of Your Craft Professional artists who strive to bring a new look to their illustrations are using Alias' premier 3D software in tandem with Adobe's prominent digital imaging program to create cutting-edge graphics. Now, with Maya 6, this remarkable combo is even better integrated than before. Creating Striking Graphics with Maya and Photoshop—brought to you from Maya Press, a publishing partnership between Sybex and Alias—is a dazzling introduction to the vibrant world of 3D and Maya. Graphics wiz Daniel Gray, with help from an elite group of pros, will inspire you to incorporate 3D into your graphics and think more artistically when approaching your creations. And if you're already familiar with Maya, you'll learn how Maya 6 makes it even easier to work between both applications. First you'll get the essential Photoshop user's introduction to Maya and learn how to make the leap from 2D to 3D. Then, you'll discover how high-profile artists use Maya and Photoshop together in real-world scenarios where 2D and 3D collide in a burst of creativity. Through a series of interviews that address a variety of 3D applications, you'll discover how: Maya Master Meats Meier depicts Mother Nature with otherworldly success Michael Elins combines photography and classical painting with the 3D world Damon Riesberg cranks out a daily comic strip by posing and rendering his cast of characters guru studios crafts beautiful 3D cartoons with a cool retro feel for TELETOON Meteor Studios brings ultra-realistic prehistoric creatures to life for the Discovery Channel's Dinosaur Planet IBM painstakingly re-creates ancient artifacts, such as the Sphinx, for the Egyptian Museum in Cairo Meshwerks digitizes automobiles for use in movies, advertising, and video games and creates the ultra-cool chopped and channeled Honda EleMENTAL Woodie! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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.

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

3D Character Development Workshop is designed to fast-track comprehension of the concepts, tools, and methods of character rigging so that you can get past the technical hurdles and on to animating. This comprehensive guide is simple enough for non-technical artists to follow, yet presented in a holistic, comprehensive, best-practices approach so professional and student animators and artists can begin designing and animating their own fully-functioning characters.

Features:

- Uses a holistic, end-to-end process that empowers the reader with an understanding of the entirety of the character development pipeline--from concept to completion
- Includes a fast-tracked learning by example method. Short, iterative lessons create familiarity of best practices through rote exercise
- Contains full color photos (throughout) and downloadable examples/starter files that allow out-of-sequence or selective learning

This exceptional, full-color Maya Press title -- produced by Alias, the software's creators -- offers a brand-new approach to teaching modeling and animation using the characters from the Academy Award-winning short film The ChubbChubbs. You'll find instructor-led tutorials, scene files, artist interviews, and Maya Personal Learning Edition on the enclosed DVD. This is not a book about Maya software with a few animation pointers thrown in here and there. This is a guide to Maya software written by professional animators. This book provides you with complete, set-by-step walkthroughs of essential animation techniques that increase your speed and efficiency while using Maya 2017 for character animation. From curves to constraints, this book covers all of the methods available in the latest version of Maya. Featuring gold-mine coverage this book teaches you new techniques for working with characters in animation tests and short films.

Accompanied by a companion site, this is the one and only guide to get you up to speed.

Provides information and techniques on computer animation using Maya to create cartoon characters.

A compilation of key chapters from the top Focal game art books available today - in the areas of Max, Maya, Photoshop, and ZBrush. The chapters provide the CG Artist with an excellent sampling of essential techniques that every 3D artist needs to create stunning game art. Game artists will be able to master the modeling, rendering, rigging, and texturing techniques they need - with advice from Focal's best and brightest authors. Artists can learn hundreds of tips, tricks and shortcuts in Max, Maya, Photoshop, ZBrush - all within the covers of one complete, inspiring reference.

3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book:

<https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities.

Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it-yourselfers. Roger "Buzz" King is a Professor Emeritus at the University of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern California, and an M.Div. from the Iliff School of Theology. Key Features Introduces critical aspects of the 3D animation process Presents clear and concise tutorials that link key concepts to practical techniques Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates Frees instructors from developing step-by-step examples to present Maya's complex interface and

basic Boasts an easy-to-follow, hands-on learning style ideal for individual study by aspiring animators and do-it-yourselfers

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

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

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