

COMPLETE MAYA PROGRAMMING

An Extensive Guide to MEL and the C++ API

DAVID A. D. GOULD



Maya 2013 Api Guide

David Gould



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The Routledge Companion to Digital Humanities and Art History Kathryn Brown, 2020-04-15 The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting edge intersections between digital technologies and the study of art history museum practices and cultural heritage The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development This book offers a timely perspective on trans disciplinary developments that are reshaping art historical research conservation and teaching This book will be of interest to scholars in art history historical theory method and historiography and research methods in education

Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney, 2014-09-10 A Complete Toolbox of Theories and Techniques The second edition of a bestseller Handbook of Virtual Environments Design Implementation and Applications presents systematic and extensive coverage of the primary areas of research and development within VE technology It brings together a comprehensive set of contributed articles that address the

Springer Handbook of Petroleum Technology Chang Samuel Hsu, Paul R. Robinson, 2017-12-20 This handbook provides a comprehensive but concise reference resource for the vast field of petroleum technology Built on the successful book Practical Advances in Petroleum Processing published in 2006 it has been extensively revised and expanded to include upstream technologies The book is divided into four parts The first part on petroleum characterization offers an in depth review of the chemical composition and physical properties of petroleum which determine the possible uses and the quality of the products The second part provides a brief overview of petroleum geology and upstream practices The third part exhaustively discusses established and emerging refining technologies from a practical perspective while the final part describes the production of various refining products including fuels and lubricants as well as petrochemicals such as olefins and polymers It also covers process automation and real time refinery wide process optimization Two key chapters provide an integrated view of petroleum technology including environmental and safety issues Written by international experts from academia industry and research institutions including integrated oil companies catalyst suppliers licensors and consultants it is an invaluable resource for researchers and graduate students as well as practitioners and professionals

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

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 to master Maya Provides a storehouse of MEL scripts and C source code glossary and list of resources available at www.davidgould.com 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 **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 information

Mastering Autodesk Maya 2013 Todd Palamar,2012-05-31 Provides hands on intermediate to advanced coverage of the leading 3D software Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres For intermediate and advanced users who already know Maya basics this official Maya guide provides the detailed coverage you need to unlock the software s more complex features Elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya s latest features and expands your skills with advanced instruction on cloth fur and fluids Offers intermediate level projects on Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Offers challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation [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

Undisturbed REST Michael Stowe,2015-05-07 Believe it or not building an API is the easy part What is far more challenging is to put together a design that will stand the test of time while also meeting your developers needs After all no matter how well written your code may be without a strong foundation you will find your API quickly failing *Undisturbed REST* works to tackle this issue through the use of modern design techniques and technology showing how to carefully design your API with your users and longevity in mind taking advantage of a design first approach while incorporating best practices and hard lessons learned After reading *Undisturbed REST* you ll have a strong understanding of APIs best practices and available tooling for designing prototyping sharing documenting and generating tooling such as SDKs around your API More importantly you ll be equipped to design and build an API not just for today but one that can stand the test of time and lead your application into tomorrow

[Autodesk Maya 2018 Basics Guide](#) Kelly Murdock,2017-11 Written by renowned author and 3D artist Kelly L Murdock *Autodesk Maya 2018 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 2018 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 2021 Basics Guide](#) Kelly Murdock,2021-04 [Autodesk Maya 2020 Basics Guide](#) Kelly Murdock,2020 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 [How To Do Everything with Maya 6: A Beginner's Guide w/CD](#) Watkins Chris Neuhahn,2005-01-04 This completely updated edition teaches the core of the program and the theory behind the Maya workflow The book uses a tutorial based approach that has you work through a complete project as you learn the ins and outs of the program You ll learn how to model and render a character and scene in Maya And you ll explore the creation rigging and animation of a cartoon bird By the end of the book you ll understand how and why Maya works and you ll have the knowledge and skills you need to adapt the techniques and tools to your own projects [Maya API Developers Conference Notes](#) ,2001 *Autodesk Maya 2013* Todd Palamar,2012 In this video based Autodesk Maya 2013 training course expert author and trainer Todd Palamar teaches you how to use this complex and powerful 3D modeling software Designed for the beginner this tutorial does not require you to have any prior experience with Maya or modeling at all Throughout this training course you will gain an understanding of the core features

of Maya modeling animating and rendering projects You will start with some basic navigation and tools and then move directly into learning by working on projects that the author guides you through Each part of the project builds on the previous incorporating new techniques and tools as you proceed through the training You will also get an introduction to some of the more advanced features of Maya 2013 PaintFX nHair and nCloth By the completion of this software tutorial for Autodesk Maya 2013 you will have a good understanding of how to use the tools and techniques available to you to model add texture to objects animate and render your own projects Working files are included to allow you to work with the same files that the author is using in this training course *Focal Easy Guide to Maya 5* Jason Patnode,2012-10-02 Companion website provides new updates and tutorials for version 6 If you are an artist who s new to Alias s Maya or are moving over to use this powerful oscar winning animation and effects software from another 3D package you will find this book invaluable It provides you with all you need to know to get up and running with this difficult software fast Focusing only on the key things you need to know when starting out it doesn t overload you so speeds up your learning process Highly illustrated in color throughout this book benefits from a clear concise jargon free style Written by a LucasArts professional it will provide invaluable knowledge that will help you get that elusive first job in animation **Maya Support Guide** Alias Wavefront,2003 [Autodesk Maya 2015 Basics Guide](#) Kelly L. Murdock,2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015 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 accompanying video instruction that s included with each book 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 2015 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 **Maya 8: The Complete Reference** Tom Meade,Shinsaku Arima,2007-04-22 Learn cutting edge 3D animation techniques Create

brehtaking content for film TV games print media and the Web using Autodesk Maya and the detailed information contained in this comprehensive resource Maya experts and special effects gurus Tom Meade and Shinsaku Arima cover every step in the Maya production workflow using easy to follow tutorials real world examples and insider tips and tricks Maya 8 The Complete Reference shows you how to use the latest version of Maya to its full potential You ll learn to integrate motion create complex effects manipulate lighting render your final animation and prepare for postproduction Build 3D models using polygons NURBS and subdivision surfaces Use displacement maps to enhance geometry Create and skin skeletons Connect the attributes of any nodes together Build a control rig to manipulate skeletons Create your own tools using MEL scripts Master the Hypershade to control textures cameras and lights Work with the Artisan tools Paint Effects tools and 3D Paint tools Render your animation for postproduction Ready to use sample files on DVD

The Enigmatic Realm of **Maya 2013 Api Guide**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **Maya 2013 Api Guide** a literary masterpiece penned by way of a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of those who partake in its reading experience.

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