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winning short film The ChubbChubbs You ll find instructor led tutorials scene files artist interviews and Maya Personal Learning Edition on the enclosed DVD **LEARNING MAYA 7** ,2005 *Learning Autodesk® Maya® 2008* ,2007 DVD ROM contains Learning support files Autodesk Maya reference guides Turbo Squid 3D models **Autodesk Maya 2010** Autodesk Maya Press,2009-08-31 Maya is the industry leading 3D animation and effects software used in movies special effects games cartoons short films commercials etc Complex and difficult to learn the new Maya 2010 features updates to modeling animation dynamics and rendering modules This invaluable book offers hands on introduction to the tools and techniques of this fascinating software This extraordinary full color book presents you with clear step by step instructions to projects that enhance your understanding of the modeling and animation stages of production using files from the Yash Raj Films and Walt Disney Pictures feature film Roadside Romeo You ll learn how to build models with a variety of surface types and then make them move with a range of animation techniques Instructor led tutorials are featured on the DVD that will help you grasp best practices from the beginning with the intent of avoiding unnecessary challenges further along in the process Serves as the next step after you have gained a solid understanding of Maya and you re ready for 3D modeling and animation Explains polygon and NURBS basics and walks you through modeling a body and head Demonstrates how to work with inverse kinematics blend shapes and apply and animate constraints Addresses animating a complete scene working with lip synching and using full body IK DVD includes clips from Roadside Romeo artist interviews and instructor led videos This book and DVD combo is essential for 3D modeling and animation **The Learning Maya 2009 Collection** Autodesk Maya Press,2009-02-24 Your one stop resource for getting up to speed on Autodesk Maya 2009 The Learning Autodesk Maya 2009 Collection is your key to unlocking the power of Autodesk Maya The official training guides in this special collection cover all stages of the Maya 3D production pipeline from start to finish Each book includes step by step lessons using real world production files and a DVD packed with free 3D models from TurboSquid plus instructor led videos and much more Learning Autodesk Maya 2009 Foundation With this book you will Get a project based introduction to Maya 2009 with artwork from the feature film Delgo Explore the Maya user interface and 3D workspace Build a character with polygons and create organic structures with NURBS Learn to use Trax animation layers forward and inverse kinematics and Paint Effects Set cameras and lights and create and apply shaders and textures Discover rendering techniques particles dynamics Maya Embedded Language MEL and Autodesk Toxik Learning Autodesk Maya 2009 The Modeling Animation Handbook With this book you will Get hands on instruction to production quality modeling and animation using artwork from the animated short Theme Planet Model with polygons and NURBS Work with skeletons joint orientation and inverse kinematics Set up a leg arm and spine and create constraints Skin your characters and work with blend shapes Create a run cycle and keyframed animation and animate a complete scene Learning Autodesk Maya 2009 The Special Effects Handbook With this book you will Get step by step lessons on the final stages of production using artwork from the animated short Theme Planet Understand shading

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

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Table of Contents Learning Autodesk Maya 20the Modeling Animation Handbook

1. Understanding the eBook Learning Autodesk Maya 20the Modeling Animation Handbook
    - The Rise of Digital Reading Learning Autodesk Maya 20the Modeling Animation Handbook
    - Advantages of eBooks Over Traditional Books
2. Identifying Learning Autodesk Maya 20the Modeling Animation Handbook
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Learning Autodesk Maya 20the Modeling Animation Handbook
    - User-Friendly Interface
4. Exploring eBook Recommendations from Learning Autodesk Maya 20the Modeling Animation Handbook
    - Personalized Recommendations
    - Learning Autodesk Maya 20the Modeling Animation Handbook User Reviews and Ratings

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