

Maya Feature Creature Creations

The days of unrealistic, herky-jerky monsters, aliens, and Godzillas are gone, thanks to the power of programs like Maya. With this state-of-the-art application, you can create fantastically real creatures to take on starring roles or just traumatize other characters in a movie. Maya Feature Creature Creations teaches the fundamentals of how to develop, create, and implement your own next generation computer generated character. Written for 3D artists and modelers of all levels with a solid understanding of Maya, the book provides an easy-to-follow process for building an anatomy based CG character with physics-driven, elastic skin. Upon completing this book, you'll walk away with a character that was sculpted in clay and modeled with subdivision surfaces using Maya. You can easily modify this creature for own purposes and use the skills and techniques you learned to create a variety of other Hollywood-quality characters.

This is one of the best Study Materials for CS-09 " Networking" MCA III Semester Students. In this book, question papers of the previous year exams as well as their solutions have been given. In this book, you can also identify the problems and their solutions. All things are as per the Syllabus. No other Study Material can give you more perfect idea about the examination, the problems one faces in the exam, questions pattern etc., than this one. There are three question paper sets in this book which are also important and according to the examination pattern. Every effort has been made to make the book simple and error-free. I welcome any constructive criticism of the book and will be grateful for any honest appraisal from the readers.

The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

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A beautifully-packaged, advanced reference on the very latest version of Maya If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more Offers

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complete coverage of advanced topics such as cloth, fur, and fluids Showcases the techniques of professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines Includes a CD with all support files from the book, along with movies to illustrate concepts If you're looking for an in-depth, professional Maya resource to turn to again and again, Mastering Maya is the book you need. 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.

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