



# Introducing **Autodesk Maya 2015**

# Autodesk Maya 2015 Essentials Official Training Guide

**Kelly Murdock**



## **Autodesk Maya 2015 Essentials Official Training Guide:**

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 is 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 will 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

*Introducing Autodesk Maya* Dariush Derakhshani, 2024-07-15 This book is your perfect hands on guide to start animating quickly Using approachable real world exercises you will master the fundamentals of this animation software by following full color screenshots step by step Each chapter opens with a quick discussion of concepts and learning objectives and then launches into hands on tutorials that give you firsthand experience and a good start You will learn the basics of modeling texturing animating and visual effects Whether you are a complete beginner or migrating from another 3D application this task based book provides the solid grounding you need in Autodesk Maya Key Features Model with polygons meshes and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render scenes with great lighting and camera placement

**Autodesk Maya 2016 Basics Guide** Kelly Murdock, 2015-09-18 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2016 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 2016

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learning tutorials are available online Autodesk Maya Essentials provides beginners with a solid foundation in Maya 3D software

Mastering Autodesk Maya 2015 Todd Palamar, 2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya's latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program Mastering Autodesk Maya is an excellent investment in the future of your career

*Autodesk Maya 2017 Basics Guide* Kelly Murdock, 2017 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2017 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 2017 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

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Learning Autodesk Maya 2009 Foundation Autodesk Maya Press,2008-11-17 Learning Autodesk Maya Foundation is a full color book that offers students a hands on approach for learning how to use Maya the industry leading 3D animation and effects software You will work with real movie footage interactive tutorials and step by step lessons to understand the basics of modeling texturing animating and visual effects The companion DVD which includes instructor led tutorial videos and

other resources for extended learning will further reinforce the topics covered in the book so that you can become better acquainted with the Maya User Interface

*Introducing Autodesk Maya 2013* Dariush Derakhshani, 2012-05-03 A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry leading 3D animation and effects software used in movies visual effects games cartoons and other animation This bestselling official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software Fully updated for the newest version of Maya the book explains the interface and the basics of modeling texturing animating dynamics visualization and visual effects Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you ve learned The Autodesk Official Training Guide for Maya endorsed and promoted by Autodesk to its 2 500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film game and advertising industries it s a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling texturing animating and visual effects Step by step tutorials offer realistic professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students

*Introducing Autodesk Maya* is the perfect guide to get you up and running on the world s most popular professional 3D application

**Autodesk Maya 2024 Basics Guide** Kelly Murdock, 2023-08-23 Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock

*Autodesk Maya 2024 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

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*Autodesk Maya 2022 Basics Guide* Kelly Murdock, 2021-08-18 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

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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

**INTRODUCING AUTODESK MAYA**



**2012: AUTODESK OFFICIAL TRAINING GUIDE** Dariush Derakhshani, 2011-07-01 Market\_Desc Targets those new to 3D generally and beginning Maya users specifically Traditional artists students 2D artists educators and hobbyists will also seek out this book for its exceptionally accessible coverage of Maya basics Students teachers there are instructor materials available and hobbyists alike will benefit from thorough techniques and tutorials Special Features NEW MATERIAL Covers the latest features and includes new tutorials and art BEST SELLING Previous editions have been the best selling Maya book on the market and received consistently great reviews INSPIRATIONAL Color insert provides real world examples from talented beginning Maya users to attract readers who aspire to learn the software COMPLEX MADE DOABLE Maya pro Dariush Derakhshani gives beginners just what they need to understand the intricacies of 3D and Maya The tutorials offer realistic challenges for those new to 3D with clear explanations along the way About The Book The ideal primer to getting started with Maya Learn the Maya interface and the basics of modeling texturing animating and visual effects The expository text is reinforced with fun and challenging step by step tutorials Professional visual effects artist and instructor Dariush Derakhshani leads readers through the nuances of the complex software without over explaining or over simplifying The tutorials offer realistic professional challenges for those new to 3D and to those coming from another 3D application Introducing Maya is the perfect guide to get you up and running in the world s most popular professional 3D software application *Autodesk Maya 2019 Basics Guide* Kelly Murdock, 2018-10 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

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3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web  
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Kelly Murdock, 2022-09-15  
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**Autodesk Maya 2014 Essentials** Paul Naas,2013-06-05 The premiere book on getting started with Maya 2014 Whether you re just beginning or migrating from another 3D application this step by step guide is what you need to get a good working knowledge of Autodesk Maya 2014 Beautifully illustrated with full color examples and screenshots Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling texturing animating setting a scene and creating visual effects You ll absorb important concepts and techniques and learn how to confidently use Maya tools the way professionals do Each chapter includes fun and challenging hands on projects which you can do as you go using the downloadable files from the book s website They include starting and ending files so you can compare your results to how professionals do the projects This information packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step by step tutorials hands on exercises with downloadable files and four color examples and screenshots Covers modeling texturing animating visual effects lighting compositing setting a scene and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry leading 3D animation and effects software used in movies games cartoons short films commercials and other animation Get firsthand experience with Maya 2014 as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam with Autodesk Maya 2014 Essentials

**Mastering Autodesk Maya 2012** Todd Palamar,Eric Keller,2011-07-07 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     Introducing Autodesk Maya 2016 Dariush Derakhshani,2015-07-07 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     *Autodesk Maya 2025 Basics Guide* Kelly Murdock, Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes extensive video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2025 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 enriched by an extensive collection of video tutorials Each chapter has a series of corresponding videos that parallel the tutorials in the textbook They introduce you to the topics and allow you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2025 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

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### **Autodesk Maya 2015 Essentials Official Training Guide Introduction**

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