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Léo Pomar

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　　Maya Studio Projects Photorealistic Characters Todd Palamar,2011-04-08 Create realistic characters with Maya tools and this project based book Maya character generation tools are extremely sophisticated and there s no better way to learn all their capabilities than by working through the projects in this hands on book This official guide focuses on understanding and implementing Maya s powerful tools for creating realistic characters for film games and TV Use a variety of tools to create characters from skeleton to clothing including hairstyles and facial hair and learn how to use Performance Capture A DVD includes supplementary videos project support files textures tools professional shaders and more This project based book focuses on Maya s powerful tools for creating realistic characters for TV film and games Covers key techniques necessary to make a character work in a professional setting texturing sub surface scattering hair fur homemade motion capture muscle systems and clothing Includes a DVD featuring supplementary videos project support files textures tools professional shaders and more An Autodesk Official Training Guide Maya Studio Projects Photorealistic Characters is an excellent training aid for both Maya newcomers and seasoned pros **Creating Visual Effects in Maya** Lee Lanier,2014-02-03 Produce mind blowing visual effects with Autodesk Maya Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work including fire water smoke explosions and destruction as well as their integration with real world film and video In Creating Visual Effects in Maya Maya master Lee Lanier has combined the latest studio techniques with multi chapter hands on projects and professionally vetted workflows to bolster your CG toolkit Engaging full color tutorials cover Creating foliage fire and smoke with Paint Effects Growing Maya Fur and nHair on clothing characters and sets Replicating water smoke sparks swarms bubbles and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL Python and PyMEL scripting Adding dust fog smoke rippling water and fireballs with Fluid Effects containers Creating damage with Effects presets deformers and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies nParticles nCloth and Fluid Effects Setting up rendering and compositing mental ray render passes with Autodesk Composite Adobe After Effects and The Foundry Nuke The companion website www focalpress com cw lanier features a treasure trove of Maya MatchMover After Effects and Nuke project files image sequences texture bitmaps and MEL Python and PyMEL scripts allowing you to immediately apply the techniques taught in the book **Matchmoving** Tim Dobbert,2012-10-26 Get your foot in the studio door by learning the art of matchmoving Matchmoving is a technique that allows computer graphics to be inserted into live action footage with correct position scale orientation and motion Also known as motion tracking it s what allows movie monsters to run down Main Street and robots to run through crowds and look real Now this unique book from a top expert from Industrial Light and Magic teaches you the art of matchmoving With step by step tutorials and pages of examples this book first explains the basics and then shows you professional techniques from 3D calibration and tracking to stereoscopy and more Explains

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Digit ,2006   **MoCap for Artists** Midori Kitagawa,Brian Windsor,2020-10-14 Make motion capture part of your graphics and effects arsenal This introduction to motion capture principles and techniques delivers a working understanding of today s state of the art systems and workflows without the arcane pseudocodes and equations Learn about the alternative systems how they have evolved and how they are typically used as well as tried and true workflows that you can put to work for optimal effect Demo files and tutorials provided on the downloadable resources deliver first hand experience with some of the core processes   **Maya Studio Projects Photorealistic Characters** Todd Palamar,2011-04-06 Create realistic characters with Maya tools and this project based book Maya character generation tools are extremely sophisticated and there s no better way to learn all their capabilities than by working through the projects in this hands on book This official guide focuses on understanding and implementing Maya s powerful tools for creating realistic characters for film games and TV Use a variety of tools to create characters from skeleton to clothing including hairstyles and facial hair and learn how to use Performance Capture A DVD includes supplementary videos project support files textures tools professional shaders and more This project based book focuses on Maya s powerful tools for creating realistic characters for TV film and games Covers key techniques necessary to make a character work in a professional setting texturing sub surface scattering hair fur homemade motion capture muscle systems and clothing Includes a DVD featuring supplementary videos project support files textures tools professional shaders and more An Autodesk Official Training Guide Maya Studio Projects Photorealistic Characters is an excellent training aid for both Maya newcomers and seasoned pros   Learning Autodesk MatchMover ,2014 Learn how to perform 2D and 3D camera tracking with MatchMover and import the results in Maya   **The Art and Technique of Matchmoving** Erica Hornung,2010 This authoritative step by step guide from one of the best matchmovers in the business allows you to master this technique that has been called the foundation upon which all VFX work stands Author Erica Hornung imparts her techniques tips and wisdom from the trenches that will have you matchmoving like a true professional in no time   **Motion Capture Data Processing, Retrieval and Recognition** Zhao Wang,2017   **MoCap for Artists** Midori Kitagawa,Brian Windsor,2012 Make motion capture part of your graphics and effects arsenal This

introduction to motion capture principles and techniques delivers a working understanding of today s state of the art systems and workflows without the arcane pseudocodes and equations Learn about the alternative systems how they have evolved and how they are typically used as well as tried and true workflows that you can put to work for optimal effect Demo files and tutorials provided on the companion CD deliver first hand experience with some of the core processes *Model-Based Methods in Motion Capture* Kjartan Alf Halvorsen,2002 **Similarity, Retrieval, and Classification of Motion Capture Data** Tido Röder,2006 *Markerless Motion Capture* Paris Kaimakis,2009 Finding Associations in Motion Capture Data Iain Miller,2013 **Towards Motion Capture with Minimal Sensing** Frank J. Wouda,2020 **Structured Light Motion Capture** Charles Joseph Casey,2008 Marker-less Motion Capture in General Scenes with Sparse Multi-camera Setups Ahmed Elhayek,2015 **Multi-camera System Design, Calibration and 3D Reconstruction for Markerless Motion Capture** Silvain Bériault,2008 **Motion Capture by Least Squares Matching Tracking Algorithm** Nicola D'Apuzzo (Ingénieur mécanicien),Institut für Geodäsie und Photogrammetrie (Zürich),2000

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