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Autodesk Maya 2013

A Comprehensive Guide

Revised & Updated Edition



Autodesk®
Authorised Developer

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Autodesk Maya 2013 Manual

Todd Palamar



Autodesk Maya 2013 Manual:

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video2brain, 2013-05-28 A comprehensive approach to learning Maya 2013 This book and video package is a great way to quickly start using the powerful Maya software Eight hours of step by step video instruction on Maya 2013 quickly teaches you how to use the software s core features and functions The complementary book walks you through the basics of Maya modeling texturing animating and lighting to familiarize you with the program as a whole The hands on projects offer realistic job related professional challenges for those new to 3D and to those coming from another 3D application Begins each book and video chapter with a a quick overview of the lesson and then immediately moves into an approachable hands on exercise that you can follow to gain confidence using the software Allows you to download starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals Features compelling full color screenshots to illustrate tutorial steps and chapters conclude with related and more open ended projects to further reinforce the chapter s lessons This book and DVD package helps you quickly understand and use the popular 3D animation and effects program s core features and functions **Mastering Autodesk Maya 2013** Todd Palamar, 2012 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

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When VR Serious Games Meet Special Needs Education Yiyu Cai, Qi Cao, 2021-05-04 This book presents selected research and development on virtual reality VR and serious games SG applications to assist children with Autism Spectrum Disorder ASD in their learning of different skills Children with ASD have challenges to learn skills of learning living and working due to their cognitive and behavioral limitations The authors and their research teams of this book have many years research experience developing innovative and interactive VR and SG technology for the special needs education More specifically several VR serious games are designed to train children with ASD on learning skill life skill and job skill Such games are often developed based on the needs of special education and used by special needs schools in Singapore This book is a useful resource for students scholars and designers of learning material who want to embrace VR and SG for children with ASD

Landscape Architecture and Digital Technologies Jillian Walliss, Heike Rahmann, 2016-02-12 Landscape Architecture and Digital Technologies explores how digital technologies are reshaping design and making in landscape architecture While the potentials of digital technologies are well documented within landscape planning and visualisation their application within design practice is far less understood This book highlights the role of the digital model in encouraging a new design logic that moves from the privileging of the visual to a focus on processes of formation bridging the interface of the conceptual and material the virtual and the physical Drawing on interviews and projects from a range of international designers including Sn hetta Arup Gustafson Porter ASPECT Studios Grant Associates Catherine Mosbach Philippe Rahm PARKKIM LAAC and PEG office of landscape architecture among others the authors explore the influence of parametric modelling scripting real time data simulation prototyping fabrication and Building Information Modelling on the design and construction of contemporary landscapes This engagement with practice is expanded through critical reflection from academics involved in landscape architecture programs around the world that are reshaping their research and pedagogy to reflect an expanded digital realm Crossing critical theory technology and contemporary design the book constructs a picture of an emerging twenty first century practice of landscape architecture practice premised on complexity and performance It also highlights the disciplinary demands and challenges in engaging with a rapidly evolving digital

context within practice and education The book is of immense value to professionals and researchers and is a key publication for digital landscape courses at all levels 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 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 **Maya Visual Effects The Innovator's Guide** Eric Keller,2013-04-12 Create innovative CG solutions with Maya and this creative guide Professional Maya artists have to think on their feet It s nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant If you re an intermediate to advanced Maya user Maya Visual Effects The Innovator s Guide Second Edition is what you need to meet the challenge Professional Maya artist Eric Keller offers inspired solutions and hands on projects as well as numerous practical shortcuts and deadlines so you learn to produce innovative CG assets from scratch using Maya on a deadline Shows intermediate to advanced Maya users new solutions workarounds and shortcuts for creating Maya visual effects on deadline Gives readers plenty of hands on projects so they come up with solutions that they can add to their Maya toolsets Offers workable ideas that can be applied no matter which version of Maya software is being used Presents projects in an engaging style with pages of full color imagery to illustrate concepts Create amazing effects with the creative insights and fresh advice in this new edition of Maya Visual Effects The Innovator s Guide Architecture and Design: Breakthroughs in Research and Practice Management Association, Information Resources,2018-11-02 Technological evolutions have changed the field of architecture exponentially leading to more stable and energy efficient building structures Architects and engineers must be prepared to further enhance their knowledge in the field in order to effectively meet new and advancing standards Architecture and Design Breakthroughs in Research and Practice is an authoritative resource for the latest research on the application of new technologies and digital tools that revolutionize the work of architects globally aiding in architectural design planning implementation and restoration Highlighting a range of

pertinent topics such as design anthropology digital preservation and 3D modeling this publication is an ideal reference source for researchers scholars IT professionals engineers architects contractors and academicians seeking current research on the development and creation of architectural design **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 **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

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