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Official Autodesk Training Guide

# Learning Autodesk® Maya® 2009

## The Special Effects Handbook

A hands-on introduction to key tools and techniques in Autodesk® Maya® 2009 software, based on Michael Sormann's short film entitled, *Theme Planet*.

Autodesk®

# Autodesk Maya 2015 Official Training Guide

**Raffaela Di Napoli**



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

**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 ll 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 ll learn the basics of modeling texturing animating and visual effects Whether you re 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 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 s 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 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 **Autodesk Maya 2015** Prof Sham Tickoo Purdue Univ, CADCIM Technologies, Sham Tickoo, 2014-07-17 Autodesk Maya 2015 A Comprehensive Guide textbook introduces the readers to Maya 2015 one of the world s leading 3D animation and modeling packages The textbook caters to the needs of both the novice and the advanced users of Maya As it is a comprehensive textbook it aims to harness the power of Autodesk Maya 2015 for creating animation and visual effects Keeping in view the varied requirements of the users the textbook first introduces the basic features of Maya 2015 and then gradually progresses to cover the advanced 3D models and animations Each concept has been

thoroughly explained through text practical examples tutorials and exercises The book will help you unleash your creativity thus helping you create visual representations of the world around you on your computer screen much in the same way that a brush enables a painter to transform the blank canvas into a vibrant statement of human imagination This textbook will make a painter out of you with the mouse as your brush and Maya's interface as your palette This textbook takes the users across a wide spectrum of animation VFX through progressive examples numerous illustrations and relevant exercises Written with the tutorial point of view and the learn by doing theme the textbook is ideally suited for learning at your convenience and at your pace Following are the additional features of this book Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as polygon modeling NURBS modeling texturing lighting cameras animation paint effects rendering nHair fur fluids particles nParticles and Bullet Physics in Autodesk Maya 2015 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 2015 concepts and commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the users through the learning process Additional information is provided throughout the textbook 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 For more information navigate to the following link [www.cadcim.com](http://www.cadcim.com)

**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 [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      **Learning Autodesk Maya 2009 The Modeling & Animation Handbook** Autodesk Maya Press,2008-10-20 Develop out of this world modeling and animation skills with this official guide to Autodesk Maya 2009 With this expert guidance from the makers of Maya software you ll discover how to make sound decisions from the start of your projects and save yourself valuable time by avoiding unnecessary challenges further down the pipeline You ll get hands on instruction to production quality modeling and animation using artwork from the animated short Theme Planet and learn to 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 Enhance your skills with bonus DVD content including free 3D models from TurboSquid instructor led videos and reference guides For Instructors Teaching supplements are available for this title      Autodesk Maya 2018 Basics Guide Kelly Murdock,2017-11 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2018 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 2018 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      Learning Autodesk Maya 2009 The Modeling & Animation Handbook Autodesk Maya Press,2008-10-20 Develop out of this world modeling and animation skills with this official guide to Autodesk Maya 2009 With this expert guidance from the makers of Maya software you ll discover how to make sound decisions from the start of your projects and save yourself valuable time by avoiding unnecessary challenges further down the pipeline You ll get hands on instruction to production quality modeling and animation using artwork from the animated short Theme Planet and learn to 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 Enhance your skills with bonus DVD content including free 3D models from TurboSquid instructor led videos and reference guides For Instructors Teaching supplements are available for this title

*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

Learning Autodesk Maya 2009 The Special Effects Handbook Autodesk Maya Press, 2008-11-03 Learn how to produce desired design techniques with the how to detailed instructions in Learning Autodesk Maya The Special Effects Handbook Official Autodesk Training Guide includes DVD This book uses actual production files from an animated short film in tutorials that will get you familiar with Maya s tools options and capabilities Follow the clear step by step instructions to understand the rendering and dynamic stages of productions You can explore lighting texturing and visual effects and become familiar with the latest features through the book s new tutorials and art

**Learning Autodesk Maya 2008, (Official Autodesk Training Guide, includes DVD)** Autodesk Maya Press, 2007-09-24 Develop out of this world modeling and animation skills with Learning Autodesk Maya 2008 I The Modeling understand skeletons and joint orientation work with inverse kinematics skin your characters animate a complete scene including props constraints and characters and much more The bonus DVD includes free models from Turbo Squid Autodesk Maya reference guides and scene files to help you breathe life into your creations

*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     *Learning Autodesk Maya 2010* ,2009     *Mastering Autodesk Maya 2016* Todd Palamar,2015-08-03 Go from beginner to expert with this professional tutorial based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands on coverage to getting the most out of Maya If you already know the basics of Maya this book is your ticket to full coverage of all Maya 2016 s latest features and showcases the tools and methods used in real world 3D animation and visual effects From modeling texturing animation and effects to high level techniques for film television games and more this book expands your skill set and helps you prepare for the Autodesk Maya certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam     *Learning Autodesk Maya 2009* ,2008     **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 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 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

**Learning Autodesk Maya 2010: Foundation** Marc-Andr   Guindon,Autodesk Maya Press Staff,2009 **Learning Autodesk Maya 2009** ,2009 Presents step by step tutorials on building characters and scenes based on artwork from the film Theme Planet 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 upgrading from a previous version of Maya will also benefit greatly from this text     *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

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