

Kelly L. Murdock

# Autodesk® Maya® 2025

## BASICS GUIDE



# Autodesk Maya 2015 A Comprehensive Guide

**Prof. Sham Tickoo**



## **Autodesk Maya 2015 A Comprehensive Guide:**

*Autodesk Maya 2015* Prof Sham Tickoo Purdue Univ, CAD/CIM 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) [Exploring AutoCAD Civil 3D 2019, 9th Edition](#) Prof. Sham Tickoo, 2018. Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling (BIM) solution AutoCAD Civil 3D. The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model. This data model can then be used to design and analyze a civil engineering project for its optimum and cost-effective performance. This book has been written considering the needs of the professionals such as engineers, surveyors, watershed and storm water analysts, land developers, and CAD technicians who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains. This book consists of 13 chapters covering Points, Creations, Surface Creations, Surface Analysis, Corridor Modeling, Pipe Networks, Pressure Networks, and Parcels, and so on. The chapters are organized in a pedagogical sequence to help users understand the concepts easily. Each chapter begins with a command section that provides a detailed explanation of the commands and tools in AutoCAD Civil 3D. The chapters in this

book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks

Salient Features Consists of 13 chapters that are arranged in pedagogical sequence Contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations Real world engineering projects used in tutorials exercises and explaining various tools and concepts Table of Contents Chapter 1 Introduction to AutoCAD Civil 3D 2019 Chapter 2 Working with Points Chapter 3 Working with Surfaces Chapter 4 Surface Volumes and Analysis Chapter 5 Alignments Chapter 6 Working with Profiles Chapter 7 Working with Assemblies and Subassemblies Chapter 8 Working with Corridors and Parcels Chapter 9 Sample Lines Sections and Quantity Takeoffs Chapter 10 Feature Lines and Grading Chapter 11 Pipe Networks Chapter 12 Pressure Networks Chapter 13 Working with Plan Production Tools and Data Shortcuts Index

Introduction to Java Programming, 2nd Edition Prof. Sham Tickoo, 2017-03-20 Introduction to Java Programming is a book for software developers to familiarize them with the concept of object oriented programming OOP The book enables the reader to understand the basic features of Java The line by line explanation of the source code a unique feature of the book enables the students to gain a thorough and practical understanding of Java The chapters in this book are structured in a pedagogical sequence which makes this book very effective in learning the features and capabilities of the software Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding This book introduces the key ideas of object oriented programming in an innovative way The concepts are illustrated through best programs covering the basic aspects of Java Additional information is provided to the users in the form of notes There is an extensive use of examples schematic representation screen captures tables and programming exercises Table of Contents Chapter 1 Introduction to Java Chapter 2 Fundamental Elements in Java Chapter 3 Control Statements and Arrays Chapter 4 Classes and Objects Chapter 5 Inheritance Chapter 6 Packages Interfaces and Inner Classes Chapter 7 Exception Handling Chapter 8 Multithreading Chapter 9 String Handling Chapter 10 Introduction to Applets and Event Handling Chapter 11 Abstract Window Toolkit Chapter 12 The Java I O System Index

MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Prof. Sham Tickoo, 2019 MAXON CINEMA 4D R20 Studio A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity and transform your imagination into reality with ease Salient Features Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation The author has followed the tutorial approach to explain various

concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D R20 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index

*Siemens NX 2019 for Designers, 12th Edition* Prof. Sham Tickoo, 2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

**Salient Features**

Comprehensive coverage of NX concepts and techniques Tutorial approach to explain the concepts and tools of NX Detailed explanation of all commands and tools Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 35 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to NX Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Geometric and Dimensional Constraints to Sketches Chapter 4 Editing Extruding and Revolving Sketches Chapter 5 Working with Datum Planes Coordinate Systems and Datum Axes Chapter 6 Advanced Modeling Tools I Chapter 7 Advanced Modeling Tools II Chapter 8 Assembly Modeling I Chapter 9 Assembly Modeling II Chapter 10 Surface Modeling Chapter 11 Advanced Surface Modeling Chapter 12 Generating Editing and Dimensioning the Drawing Views Chapter 13 Synchronous Modeling Chapter

14 Sheet Metal Design Chapter 15 Introduction to Injection Mold Design For Free Download Chapter 16 Concepts of Geometric Dimensioning and Tolerancing For Free Download Index      **Creo Parametric 5.0 for Designers, 5th Edition** Prof. Sham Tickoo, 2018

Creo Parametric 5.0 for Designers book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric approach of Creo Parametric 5.0 effectively. This book provides a detailed description of the tools that are commonly used in modeling assembly sheetmetal as well as in mold design. This book also covers the latest surfacing techniques like Freestyle and Style with the help of relevant examples and illustrations. The Creo Parametric 5.0 for Designers book further elaborates on the procedure of generating the drawings of a model or assembly which are used for documentation of a model or assembly. Also, it includes the concepts of geometric dimensioning and tolerancing. The examples and tutorials used in this book ensure that the users can relate the knowledge gained through this book with the actual mechanical industry designs. Every chapter begins with a tool section that provides a brief information of the Creo Parametric tools. This approach allows the user to use this book initially as a learning tool and then as a reference material.

**Salient Features** Consists of 17 chapters that are organized in a pedagogical sequence. Comprehensive coverage of Creo Parametric 5.0 concepts and techniques. Tutorial approach to explain the concepts of Creo Parametric 5.0. Detailed explanation of all commands and tools. Summarized content on the first page of the topics that are covered in the chapter. Hundreds of illustrations for easy understanding of concepts. Step by step instructions to guide the users through the learning process. More than 40 real world mechanical engineering designs as tutorials. 40 as exercises and projects with step by step explanation. Additional information throughout the book in the form of notes and tips. Self Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge. Additional learning resources at <http://allaboutcadcam.blogspot.com>. Table of Contents

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**Mastering Autodesk Maya 2015** Todd Palamar, 2014-08-04 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

Blender 2.79 for Digital Artists Prof. Sham Tickoo,2018 Blender 2 79 for Digital Artists book covers major features of Blender 2 79 in a simple lucid and comprehensive manner Keeping in view the varied requirements of the users the book introduces the basic features of Blender 2 79 and then gradually progresses to cover the advanced features This book will help you unleash your creativity thus helping you create stunning 3D models The book will help the learners transform their imagination into reality with ease Also it takes the users through progressive tutorials numerous illustrations and ample exercises Salient Features Consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rigging animation rigid body dynamics and particle system The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Introduction to Blender Interface Chapter 2 Working with Mesh Primitives Chapter 3 Working with Curve Primitives Chapter 4 Working with Modifiers Chapter 5 Digital Sculpting Techniques Chapter 6 Working with Materials I Chapter 7 Working with Materials II Chapter 8 Lights and Cameras Chapter 9 Basics of Rigging and Animation Chapter 10 Rigid Body Dynamics Chapter 11 Working with Particles Index

**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 2024: A Comprehensive Guide, 15th Edition* Prof. Sham Tickoo, 2023-11-08 Autodesk Maya 2024 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2024 have made the job of design visualization specialists a lot easier Autodesk Maya 2024 A Comprehensive Guide book covers all features of Autodesk Maya 2024 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2024 for 3D and visual effects artists and designers This book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation motion graphics and visual effects Our latest edition covers new tools and enhancements in modeling animation Bifrost and much more The performance improvements in tools such as Selection Retopology Graph Editor and Animation are covered in depth The author has also explained the Bifrost Graph Editor an enhanced concept with the help of suitable examples Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras rigging animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles Bullet Physics Motion Graphics Bifrost and MASH in Autodesk Maya 2024 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 2024 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book 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 Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lights and Cameras Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and



Motion Graphics Index      **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

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Prof. Sham Tickoo, 2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 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 2019 concepts commands Real world 3D models

and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book 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 Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics Index

*Autodesk Maya 2020: A Comprehensive Guide, 12th Edition* Prof. Sham Tickoo,2020-04-08 Autodesk Maya 2020 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier Autodesk Maya 2020 A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple lucid and comprehensive manner It will unleash your creativity thus helping you create realistic 3D models animation and visual effects In this edition new tools and enhancements in modeling animation rigging as well as performance improvements in bifrost are covered Additionally the newly introduced Mash module which is used for creating motion graphics is also covered in the book Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2020 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 2020 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book 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 Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index

*Autodesk Maya 2018: A Comprehensive Guide, 10th Edition* Prof. Sham Tickoo,2017-08-29 Welcome to the world of Autodesk Maya 2018 Autodesk Maya 2018 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character

animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2018 have made the job of design visualization specialists a lot easier Autodesk Maya 2018 A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists and designers This book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2018 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 2018 concepts and commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book 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 Additional learning resources at [mayaexperts.blogspot.com](http://mayaexperts.blogspot.com) Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Maya Fur Chapter 17 Bullet Physics Index

*Autodesk Maya 2022: A Comprehensive Guide, 13th Edition* Prof. Sham Tickoo, 2021-07-28 Autodesk Maya 2022 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2022 have made the job of design visualization specialists a lot easier Autodesk Maya 2022 A Comprehensive Guide book covers all features of Autodesk Maya 2022 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers It caters to the needs of both the novice and advanced users of Maya 2022 and is ideally suited for learning at your convenience and at your pace Our latest edition covers new tools and enhancements in modeling animation rigging and much more The performance improvements in tools such as Bifrost XGen and Arnold renderer are covered in depth The author has also explained the newly introduced tool Sweep Mesh with the help of suitable examples and tutorials Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair XGen Fur Fluids Particles

nParticles and Bullet Physics Motion Graphics and MASH in Autodesk Maya 2022 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2022 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions guide the user through the learning process Additional information is provided throughout the book 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 Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lights and Cameras Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index *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 2018** Sham Tickoo,Mable Thomas,CADCIM Technologies,Tickoo Institute of Emerging Technologies,2018 **Autodesk Maya 2017** Prof Sham Tickoo Purdue Univ,2016-10-20 Welcome to the world of Autodesk Maya 2017 Autodesk Maya 2017 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2017 have made the job of design visualization specialists a lot easier Autodesk Maya 2017 A Comprehensive Guide textbook covers all features of Autodesk Maya 2017 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2017 for 3D and visual effects artists and designers This textbook will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2017 and is ideally suited for learning at your convenience and at your pace **Autodesk Maya 2016** Prof Sham Tickoo Purdue Univ,2015-09-25 Welcome to the world of Autodesk Maya 2016 Autodesk Maya 2016 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This

integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2016 have made the job of design visualization specialists a lot easier Autodesk Maya 2016 A Comprehensive Guide textbook covers all features of Autodesk Maya 2016 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2016 for 3D and visual effects artists and designers This textbook will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2016 and is ideally suited for learning at your convenience and at your pace Autodesk Maya 2023: A Comprehensive Guide, 14th Edition Prof. Sham Tickoo, 2022-08-08 Autodesk Maya 2023 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2023 have made the job of design visualization specialists a lot easier Autodesk Maya 2023 A Comprehensive Guide book covers all features of Autodesk Maya 2023 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2023 for 3D and visual effects artists and designers Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles Bullet Physics Motion Graphics and MASH in Autodesk Maya 2023 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2023 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation tests Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lights and Cameras Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index

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