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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

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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

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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

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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

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Dan Lavender explains how to understand the framework fundamentals of Maya create 3D objects work with models and surfaces animate objects use colours lighting and rendering About the Author Dan Lavender is a Technical Director at Framestore CFC one of Europe s largest post production companies Features and Benefits Gives a broad overview of Maya enabling you to create your own high quality 3D computer generated images even if you have never used a 3D package before The source files and scenes to accompany the examples in the book are available from the Springer web site springer.co.uk/mayamanual *The Maya to Houdini Transition Guide* Kevin Mannens,2013-11-01 Visual effects artists can bolster their skillset and get the job done with this project based guide for those looking to make the leap from Maya to Houdini This frustration free roadmap offers solutions for integrating the two apps allowing artists to take their creativity to the next level Written by a seasoned visual effects veteran this book is laced with practical projects and examples straight from the front lines of visual effects production Author Kevin Mannens himself had to switch from Maya to Houdini so he knows the pain points and demonstrates how to avoid them

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