



Mastering Maya 2009

By Eric Allen, Eric Keller

Wiley India Pvt. Ltd., 2009. Softcover. Book Condition: New. Mastering Maya is the complete resource for intermediate and advanced users. This Maya Press title brings industry-level tutorials to the professional CG artist and the aspiring professional CG artist alike. Not only does the book cover the key intermediate and advanced usages for the key modeling, texturing, animation, and visual effects tools in a professional environment, but it also covers advanced topics on cloth, fur and fluids. The lessons and techniques are reinforced with practical, challenging tutorials, and the CD includes tutorial files and movies to drive home concepts. Lead by industry expert Eric Keller, Mastering Maya brings together pros who have worked on major feature films, TV shows, games, and more, and have innovated in their area of expertise Contents:- Introduction. Chapter 1 Working in Maya. Chapter 2 Maya Cameras. Chapter 3 NURBS Modeling in Maya. Chapter 4 Polygon and Subdivision Surface Modeling. Chapter 5 Animation. Chapter 6 Animating with Deformers. Chapter 7 Rigging and Muscle Systems. Chapter 8 Paint Effects and Toon Shading Chapter 9 mental ray Lights. Chapter 10 mental ray Shaders. Chapter 11 Texture Mapping. Chapter 12 Rendering for Compositing. Chapter 13 Introducing nParticles. Chapter 14 Advanced...



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