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Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 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



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Create models using curves, NURBS, Polygons and  
moreHow to assign materials and textures to make  
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paint on and quickly create complex 3D ModelsHow to  
use lights, cameras, and depth of field to render  
captivating scenesHow to use keyframes, motion  
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to use character rigging, skinning, and inverse  
kinematics to animate realistic movementsHow to add  
influence objects, skin weights and hair to a character  
for a more realistic lookHow to use dynamics to  
create fire, smoke, lightning, explosions, cloth and  
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still 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.

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- 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

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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



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The confidence you need to create incredible renderings and animations using Autodesk Maya.

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- 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

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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

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Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon

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and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton



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Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray

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Tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual

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effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

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