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# Maya® Visual Effects The Innovator's Guide

Second Edition

Eric Keller  
with Max Dayan

SYBEX®

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**Beginning VFX with Autodesk Maya** Dr Abhishek Kumar,2021 This book also presents strategies for creating a vortex rain hair fluids and other soft body simulations and also demonstrates nature element simulations for computer generated production

**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

**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.

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**Introducing Maya 2011** Dariush Derakhshani, 2010-04-29 A practical step-by-step guide to Maya 2011. Four previous editions can't be wrong; this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand, and a decorative box among other projects, and master all essential tools. Provides a thorough step-by-step introduction to Maya 2011. Explains the core concepts of CG and working in 3D. Covers modeling, rigging, HDRI lighting, mental ray rendering, and more. Provides project files on CD and walks you through the creation of several projects. The CD also includes images, movies, and scene files. Includes a color insert with pages of striking examples from talented Maya beginners. Build your Maya and animation skills from the ground up with this practical, thorough guide. Note: CD, ROM, DVD, and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

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

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