Complete Maya Programming An Extensive Guide To MEL And C API The Morgan Kaufmann Series In Computer Graphics

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Beginner's Guide to Character Creation in Maya - Jahirul Amin 2015-04
The Beginner's Guide series returns to focus on character creation in Autodesk's industry leading 3D animation software, Maya.
Maya and the Rising Dark - Rena Barron 2020
In this contemporary fantasy, Maya's search for her missing father puts her at the center of a battle between our world, the Orishas, and the mysterious and sinister Dark world.
Real-Time Rendering - Tomas Akenine-Möller 2019-01-18
Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that

goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

How to Cheat in Maya 2013 - Eric Luhta 2013-09-11
All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to get you up to speed quickly. From menus to modeling, lipsync to lighting, How to Cheat in Maya 2013 covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, "How to Cheat in Maya" is an essential guide for amateur and professional 3D animators alike. Fulyl updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

Autodesk Maya 2019 Basics Guide - Kelly Murdock 2018-10
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 instruction. 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 2019 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'll 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. What you'll learnHow to create models using curves, NURBS, Polygons and moreHow to assign materials and textures to make realistic-looking modelsHow to use Paint Effects to paint on and quickly create complex 3D ModelsHow to use lights, cameras, and depth of field to render captivating scenesHow to use keyframes, motion paths and the Graph Editor to create animationsHow 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 ocean effectsHow to enable raytracing, motion blur, and fog effects for increased realismHow to render stills and animations using Maya Vector and Mental Ray for different looksHow to use the Command Line and MEL Scripting to work fasterAbout 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.

Mastering Autodesk Maya 2012 - Todd Palamar 2011-07-07
The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk

Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

MEL Scripting for Maya Animators - Mark R. Wilkins 2005-08-23
Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve

problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance.

Referential Practice - William F. Hanks 1990-11-29
Referential Practice is an anthropological study of language use in a contemporary Maya community. It examines the routine conversational practices in which Maya speakers make reference to themselves and to each other, to their immediate contexts, and to their world. Drawing on extensive fieldwork in Oxkutzcab, Yucatán, William F. Hanks develops a sociocultural approach to reference in natural languages. The core of this approach lies in treating speech as a social engagement and reference as a practice through which actors orient themselves in the world. The conceptual framework derives from cultural anthropology, linguistic pragmatics, interpretive sociology, and cognitive semantics. As his central case, Hanks undertakes a comprehensive analysis of deixis—linguistic forms that fix reference in context, such as English I, you, this, that, here, and there. He shows that Maya deixis is a basic cultural construct linking language with body space, domestic space, agricultural and ritual practices, and other fields of social activity. Using this as a guide to ethnographic description, he discovers striking regularities in person reference and modes of participation, the role of perception in reference, and varieties of spatial orientation, including locative deixis. Traditionally considered a marginal area in linguistics and virtually untouched in the ethnographic literature, the study of referential deixis becomes in Hanks's treatment an innovative and revealing methodology. Referential Practice is the first full-length study of actual deictic use in a non-Western language, the first in-depth study of speech practice in Yucatec Maya culture, and the first detailed account of the relation between routine conversation, embodiment, and ritual discourse.

Computer Animation Complete - Rick Parent 2009-10-13
A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features,

solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, Computer Animation Complete: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category.

Maya Programming with Python Cookbook - Adrian Herbez 2016-07-29
Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya. What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow, and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software, used to develop interactive 3D applications and games with stupendous visual effects. The Maya Programming with Python Cookbook is all about creating fast, powerful automation systems with minimum coding using Maya Python. With the help of insightful and essential recipes, this book will help you improve your modelling skills. Expand your development options and overcome scripting problems encountered whilst developing code in Maya. Right from the beginning, get solutions to complex development concerns faced when implementing as parts of build. Style and approach This book is comprised of a set of practical recipes, grouped under specific topics, which can be referred to independently or in sequence. These recipes provide quick solutions to common problems, and cover most of the real-world scenarios that developers are likely to face when working with Maya.
Maya - Danny Riddell 2002
Covers basic and advanced 3D tasks possible with Maya, including discussion of such topics as importing, exporting, referencing, setting animation preferences, creating lights, shaders, cameras, and rendering.
I Know Why the Caged Bird Sings - Maya Angelou 2010-07-21
Here is a book as joyous and painful, as mysterious and memorable, as childhood itself. I Know Why the Caged Bird Sings captures the longing of lonely children, the brute insult of bigotry, and the wonder of words that can make the world right. Maya Angelou's debut memoir is a

modern American classic beloved worldwide. Sent by their mother to live with their devout, self-sufficient grandmother in a small Southern town, Maya and her brother, Bailey, endure the ache of abandonment and the prejudice of the local "powhitetrash." At eight years old and back at her mother's side in St. Louis, Maya is attacked by a man many times her age—and has to live with the consequences for a lifetime. Years later, in San Francisco, Maya learns that love for herself, the kindness of others, her own strong spirit, and the ideas of great authors ("I met and fell in love with William Shakespeare") will allow her to be free instead of imprisoned. Poetic and powerful, I Know Why the Caged Bird Sings will touch hearts and change minds for as long as people read. "I Know Why the Caged Bird Sings liberates the reader into life simply because Maya Angelou confronts her own life with such a moving wonder, such a luminous dignity."—James Baldwin From the Paperback edition.

Geometric Algebra for Computer Science - Leo Dorst 2010-07-26
Until recently, almost all of the interactions between objects in virtual 3D worlds have been based on calculations performed using linear algebra. Linear algebra relies heavily on coordinates, however, which can make many geometric programming tasks very specific and complex-often a lot of effort is required to bring about even modest performance enhancements. Although linear algebra is an efficient way to specify low-level computations, it is not a suitable high-level language for geometric programming. Geometric Algebra for Computer Science presents a compelling alternative to the limitations of linear algebra. Geometric algebra, or GA, is a compact, time-effective, and performance-enhancing way to represent the geometry of 3D objects in computer programs. In this book you will find an introduction to GA that will give you a strong grasp of its relationship to linear algebra and its significance for your work. You will learn how to use GA to represent objects and perform geometric operations on them. And you will begin mastering proven techniques for making GA an integral part of your applications in a way that simplifies your code without slowing it down. * The first book on Geometric Algebra for programmers in computer graphics and entertainment computing * Written by leaders in the field providing

essential information on this new technique for 3D graphics * This full colour book includes a website with GAViewer, a program to experiment with GA

Practical Maya Programming with Python - Robert Galanakis 2014-07-25
Practical Maya Programming with Python is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling unexpected errors. If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills.

Advanced Graphics Programming Using OpenGL - Tom McReynolds 2005-02-17
Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques—beyond those learned in introductory computer graphics texts—is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques—those that don't require esoteric hardware or custom graphics libraries—that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides usable techniques for real world problems. Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. Sophisticated and novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting;

texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others.

Introducing Autodesk Maya 2016 - Dariush Derakhshani 2015-07-27
Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

Ayurveda - Maya Tiwari 2005
Forced by cancer to reexamine and redirect her life Maya Tiwari left a highly successful New York design career and returned to her native India to study Ayurvedic medicine. Her book a profound but practical testament to the healing power of balanced living shows how Ayurveda`s ancient principles of health can help you achieve the highest levels of physical emotional and spiritual well being. The traditional form of medicine in India for more than five thousand years Ayurveda relies primarily on the proper use of foods and herbs to maintain or restore the body`s natural state of balance. While Ayurvedic healing has in recent years become increasingly well known in the west Maya Tiwari is the first author to provide us with a comprehensive working guide to ayurveda as a way of life.

In Silico - Jason Sharpe 2008-07-01
In Silico introduces Maya programming into one of the most fascinating application areas of 3D graphics: biological visualization. In five building-block tutorials, this book prepares animators to work with visualization problems in cell biology. The book assumes no deep knowledge of cell biology or 3D graphics programming. An accompanying DVD-ROM includes code derived from the tutorials, the working Maya computer files, and sample animated movies. *Teaches artists and scientists to create realistic digital images of humans and nature with the popular CG program, Maya *This self-contained study guide includes background, foundations, and practice *Step-by-step example programs and end-result demonstrations help readers develop their own portfolios *Gorgeous four-color screen shots throughout

MEL Scripting a Character Rig in Maya - Chris Maraffi 2010-04-16
Whether for big budget films and game productions or lower budget TV and Internet content, creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life. As the leading software used for cutting-edge animation, Maya has an established rigging toolset for creating realistic character controls. Traditionally, however, the process of manually building custom rigs in the software interface has been time-consuming and expensive for those who want to produce high-quality 3D characters. Now for the first time and from the author of the best-seller, Maya Character Creation, comes an in-depth guide on how the pros are using MEL (Maya Embedded Language) scripting to streamline and automate the rigging process. With MEL Scripting a Character Rig in Maya, you'll learn how you can build custom character rigs in a matter of seconds, as opposed to days or weeks. In this detailed guide, you'll learn: • The techniques used to build a complex character rig in the software interface, followed by instructions for

writing the equivalent MEL code for scripting the entire process. • Fundamental concepts of creating animation controls in Maya, from the basics of creating, editing, and binding skeletons, to more complex rigs with controls that employ spline IK and channel connections. • Important coding techniques such as using conditional statements, loops, variables, and procedures. • How to create a character animation GUI (Graphical User Interface) that makes animating the character easy and fast. • Important skills for building rigs using numerous hands-on exercises, all code examples and Maya files available on the companion Web site.

Learning Processing - Daniel Shiffman 2009-04-17
The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing" *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound

Digital Character Development - Rob O'Neill 2015-10-07
Digital characters are a driving force in the entertainment industry today. Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created. This book presents the theory and practice behind the creation of digital characters for

Work Together Anywhere - Lisette Sutherland 2020-06-02
"An excellent guide on how teams can effectively work together, regardless of location." —STEPHANE KASRIEL, former CEO of Upwork IN TODAY'S MODERN GLOBAL ECONOMY, companies and organizations in all sectors are embracing the game-changing benefits of the remote workplace. Managers benefit by saving money and resources and by having access to talent outside their zip codes, while employees enjoy greater job opportunities, productivity, independence, and work-life satisfaction. But in this new digital arena, companies need a plan for supporting efficiency and fostering streamlined, engaging teamwork. In Work Together Anywhere, Lisette Sutherland, an international champion of virtual-team strategies, offers a complete blueprint for optimizing team success by supporting every member of every team, including: EMPLOYEES/small advocating for work-from-home options MANAGERS/small seeking to maximize productivity and profitability TEAMS/small collaborating over complex projects and long-term goals ORGANIZATIONS/small reliant on sharing confidential documents and data COMPANY OWNERS/small striving to save money and attract the best brainpower Packed with hands-on materials and actionable advice for cultivating agility, camaraderie, and collaboration, Work Together Anywhere is a thorough and inspiring must-have guide for getting ahead in today's remote-working world.

Visualization in Medicine - Bernhard Preim 2007-06-21
Visualization in Medicine is the first book on visualization and its application to problems in medical diagnosis, education, and treatment. The book describes the algorithms, the applications and their validation (how reliable are the results?), and the clinical evaluation of the applications (are the techniques useful?). It discusses visualization techniques from research literature as well as the compromises required to solve practical clinical problems. The book covers image acquisition, image analysis, and interaction techniques designed to explore and analyze the data. The final chapter shows how visualization is used for planning liver surgery, one of the most demanding surgical disciplines.

The book is based on several years of the authors' teaching and research experience. Both authors have initiated and lead a variety of interdisciplinary projects involving computer scientists and medical doctors, primarily radiologists and surgeons. * A core field of visualization and graphics missing a dedicated book until now * Written by pioneers in the field and illustrated in full color * Covers theory as well as practice

Real-Time Shader Programming - Ron Fosner 2003-01-14
Beginning with the mathematical basics of vertex and pixel shaders, and building to detailed accounts of programmable shader operations, this title provides the foundation and techniques necessary for replicating popular cinema-style 3D graphics as well as creating your own real-time procedural shaders.

Maya Python for Games and Film - Adam Mechtley 2011-09-28
Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.

Tradigital Maya - Lee Montgomery 2012
Finally a book that bridges the world of software instruction with the classical principles of animation - for animators. Lee Montgomery offers the only artistic guide to applying the principles of traditional animation with Maya's tool set.

How to Cheat in Maya 2012 - Eric Luhta 2013-03-20
The Maya guide for animators, How to Cheat in Maya 2012 presents everything you need to know about character animation in Maya. Fully updated for the latest revision of Maya, this book provides you with complete, step-by-step walkthroughs of essential animation techniques to increase your efficiency and speed. This is an animator's workflow in book form, written by professional animators-not a software book with a few animation pointers thrown in. In addition to all the gold-mine coverage and interviews with expert animators from the previous edition,

How to Cheat in Maya 2012 also features a new in-depth chapter on the principles of animation, updated information on camera settings and animation using Maya's new Camera Sequencer tool, the ins and outs of the brand new Editable Motion Trails tool, new techniques for working with characters in multi-shot animation tests and short films, a new cycles chapter covering actions like flying and walks, time-saving scripts, and advanced tricks with the new Graph Editor. The proven "How to Cheat" series gets you up to speed quickly, and in a way that's fun.

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

Complete Maya Programming - David Gould 2003-01-07 Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Progamming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. * Provides a multitude of real-world examples illustrating applications of Maya programming. * Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more * Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need * Explains when to use MEL, when to use the C++ API, and how to use them together * Ideal for technical directors, developers, or anyone wishing to to master Maya * Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at www.davidgould.com

Computational Design Modeling - Christoph Gengnagel 2011-10-12 This book publishes the peer-reviewed proceeding of the third Design Modeling Symposium Berlin . The conference constitutes a platform for dialogue on experimental practice and research within the field of computationally informed architectural design. More than 60 leading experts the computational processes within the field of computationally informed architectural design to develop a broader and less exotic building practice that bears more subtle but powerful traces of the complex tool set and approaches we have developed and studied over recent years. The outcome are new strategies for a reasonable and innovative implementation of digital potential in truly innovative and radical design guided by both responsibility towards processes and the consequences they initiate.

Complete Maya Programming Volume II - David Gould 2005-08-05 David Gould's acclaimed first book, Complete Maya Programming: An Extensive Guide to MEL and the C++ API, provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming. In his new book David offers a gentle, intuitive introduction to the core ideas of computer graphics. Each concept is explained progressively and is fully implemented in both MEL and C++ so that an artist or programmer can use the source code directly in their own programs. Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features. David Gould's first volume is widely regarded as the most authoritative reference on Maya programming. Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks. Covers a spectrum of topics in computer graphics including points and vectors, rotations, transformations, curves and surfaces (polygonal, NURBS, subdivision), and modeling Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions Discusses problem solving with MEL (Maya's scripting language) and the more powerful and versatile C++ API, with plenty of code examples for each

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 insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

Getting Started in 3D with Maya - Adam Watkins 2012
Teaches how to use Maya to create three-dimensional animation projects, including focusing on such topics as lighting, modeling, and character skinning.

Blender 3D for Beginners - Danan Thilakanathan 2016-01-03
Blender 3D For Beginners: The Complete Guide aims to help get you started with using the free open-source 3D software Blender. You will learn the basics of nearly everything Blender has to offer. The book is aimed at the complete beginner of Blender and even beginners in the world of 3D graphics and animation. With 16 chapters and 115 pages in total, this book aims to explain the key components of Blender clearly and concisely and get you up to speed with Blender very quickly! The book is explained in a simple and easy-to-understand manner with minimal jargon. Furthermore, the book provides simple follow-along exercises that helps you get the practical experience you need which in turn helps you learn better. By the end of this book, you will begin to feel comfortable working with 3D projects within Blender alone and also get one step closer to your dream goal of one day making your own animated

film! (or any other project that requires Blender) More specifically, in this book, you will learn about: - The Blender user interface - Navigating your way around Blender - 3D Modeling basics - Cycles shaders - Texturing and UV mapping - Lighting (as well as some basic lighting setups you can use right away) - Sculpting - Animation - Particles - Physics - Rendering - Using Blender as a Video Editor - Compositing Subscribe to the email list at ThilakanathanStudios.com to receive regular Blender for Beginner tutorials for free.

Complete Maya Programming - David Gould 2003
"David Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and the C++ API, and is written to be informative for both novice and expert programmers. Highly recommended!" -Larry Gritz, Exluna/NVIDIA, co-author of Advanced RenderMan: Creating CGI for Motion Pictures "This book should be required reading for all Maya programmers, novice and expert alike. For the novice, it provides a thorough and wonderfully well thought-out hands-on tutorial and introduction to Maya. The book's greatest contribution, however, is that in it David shares his deep understanding of Maya's fundamental concepts and architecture, so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces." -Philip J. Schneider, Disney Feature Animation, co-author of Geometric Tools for Computer Graphics "Having provided a technical review of David Gould's Complete Maya Programming, I must say that this book is the definitive text for scripting and plug-in development for Maya. Never before has there been such a concise and clearly written guide to programming for Maya. Any user smart enough to pick up this book would be better off for it." -Chris Rock, a Technical Director at "a Large Animation Studio in Northern California" "If you ever wanted to open the Maya toolbox, this is your guide. With clear step-by-step instructions, you will soon be able to customize and improve the application, as well as create your own

extensions, either through the MEL scripting language or the full C++ API." -Christophe Hery, Industrial Light & Magic Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Progamming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. FEATURES: *Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more *Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need *Explains when to use MEL, when to use the C++ API, and how to use them together *Provides a multitude of real-world examples illustrating applications of Maya programming *Ideal for technical directors, developers, or anyone wishing to master Maya *Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at www.davidgould.com

Advanced Intelligent Computing Theories and Applications - De-Shuang Huang 2008-09-08
The International Conference on Intelligent Computing (ICIC) was formed to p- vide an annual forum dedicated to the emerging and challenging topics in artificial intelligence, machine learning, bioinformatics, and computational biology, etc. It aims to bring together researchers and practitioners from both academia and ind- try to share ideas, problems and solutions related to the multifaceted aspects of intelligent computing. ICIC 2008, held in Shanghai, China, September 15–18, 2008, constituted the 4th International Conference on Intelligent Computing. It built upon the success of ICIC 2007, ICIC 2006 and ICIC 2005 held in Qingdao, Kunming and Hefei, China, 2007, 2006 and 2005, respectively. This year, the conference concentrated mainly on the theories and methodologies as well as the emerging applications of intelligent computing. Its aim was to unify the picture of contemporary intelligent computing techniques as an integral concept that highlights the trends in advanced computational intelligence and bridges theoretical research with applications. Therefore, the theme for this conference was "Emerging Intelligent Computing Technology and Applications". Papers focusing on this theme were solicited, addressing theories, methodologies, and applications in science and technology.

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 a comprehensive coverage of Autodesk Maya 2022 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

Geometric Tools for Computer Graphics - Philip Schneider 2002-10-10
Do you spend too much time creating the building blocks of your graphics applications or finding and correcting errors? Geometric Tools for Computer Graphics is an extensive, conveniently organized collection of proven solutions to fundamental problems that you'd rather not solve over and over again, including building primitives, distance calculation, approximation, containment, decomposition, intersection determination, separation, and more. If you have a mathematics degree, this book will save you time and trouble. If you don't, it will help you achieve things you may feel are out of your reach. Inside, each problem is clearly stated and diagrammed, and the fully detailed solutions are presented in easy-to-understand pseudocode. You also get the mathematics and geometry background needed to make optimal use of the solutions, as well as an abundance of reference material contained in a series of appendices. Features Filled with robust, thoroughly tested solutions that will save you time and help you avoid costly errors. Covers problems relevant for

both 2D and 3D graphics programming. Presents each problem and solution in stand-alone form allowing you the option of reading only those entries that matter to you. Provides the math and geometry background you need to understand the solutions and put them to work. Clearly diagrams each problem and presents solutions in easy-to-understand pseudocode. Resources associated with the book are available at the companion Web site www.mkp.com/gtcg. * Filled with robust, thoroughly tested solutions that will save you time and help you avoid costly errors. * Covers problems relevant for both 2D and 3D graphics programming. * Presents each problem and solution in stand-alone form allowing you the option of reading only those entries that matter to you. * Provides the math and geometry background you need to understand the solutions and put them to work. * Clearly diagrams each problem and presents solutions in easy-to-understand pseudocode. * Resources associated with the book are available at the companion Web site www.mkp.com/gtcg.

Maya for Travelers and Students - Gary Bevington 2010-06-28
The Yucatan Peninsula draws many North American and European travelers each year to view the ruins of the pre-Columbian Classical Maya civilization and the abundant native flora and fauna. For these travelers, as well as armchair travelers and students, Gary Bevington has prepared the first general English-language introduction to Yucatec Maya, the native language of the people indigenous to the region. Written in nontechnical terms for learners who have a basic knowledge of simple Mexican Spanish, the book presents easily understood, practical information for anyone who would like to communicate with the Maya in their native language. In addition to covering the pronunciation and grammar of Maya, Bevington includes invaluable tips on learning indigenous languages "in the field." Most helpful are his discussions of the cultural and material worlds of the Maya, accompanied by essential words and expressions for common objects and experiences. A Maya-English-Spanish glossary with extensive usage examples and an English-Maya glossary conclude the book. Note: The supplemental audiocassette, Spoken Maya for Travelers and Students, is now available as a free download.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 - Charles Petzold 2015-04-11
This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.