

The book was found

Introducing Autodesk Maya 2016: Autodesk Official Press



Synopsis

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.

Book Information

Paperback: 624 pages

Publisher: Sybex; 1 edition (July 27, 2015)

Language: English

ISBN-10: 1119059631

ISBN-13: 978-1119059639

Product Dimensions: 7.4 x 1.1 x 9.3 inches

Shipping Weight: 2.5 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars See all reviews (6 customer reviews)

Best Sellers Rank: #167,496 in Books (See Top 100 in Books) #20 in Books > Computers &

Technology > Graphics & Design > 3D Graphics #171 in Books > Textbooks > Computer

Science > Graphics & Visualization #243 in Books > Computers & Technology > Programming >

Graphics & Multimedia

Customer Reviews

Great guide to Autodesk Maya! My only thought - a Glossary in back would be very handy. I'm new

to 3D work, and would've liked a "quick reference" to the many unfamiliar terms and expressions.

Initially when this book came out, there were no project files on the book's website, which was very confusing. Following the instructions step by step is tedious and having to continually go between book and project makes for slow going. No coverage of important issues like linear color workflow. A lot of emphasis on tedious, labor-intensive polygonal modeling. It has coverage of pretty much every major topic of CG, though, so when supplemented with further resources, it's helpful.

This book is the one for getting underway with learning Maya. This one will lead you to the more complete and thorough book Mastering Autodesk Maya 2016.

[Download to continue reading...](#)

Introducing Autodesk Maya 2016: Autodesk Official Press Mastering Autodesk Maya 2016: Autodesk Official Press Mastering Autodesk Maya 2014: Autodesk Official Press Autodesk Revit Architecture 2016 No Experience Required: Autodesk Official Press Mastering AutoCAD Civil 3D 2016: Autodesk Official Press Mastering AutoCAD 2014 and AutoCAD LT 2014: Autodesk Official Press Introducing Literary Criticism: A Graphic Guide (Introducing...) Introducing Derrida: A Graphic Guide (Introducing...) Introducing Nietzsche: A Graphic Guide (Introducing...) Introducing Linguistics: A Graphic Guide (Introducing...) Introducing Hinduism: A Graphic Guide (Introducing...) Introducing Time: A Graphic Guide (Introducing...) Introducing Fractals: A Graphic Guide (Introducing...) Introducing Infinity: A Graphic Guide (Introducing...) Getting Started in 3D with Maya: Create a Project from Start to Finish-Model, Texture, Rig, Animate, and Render in Maya Chronicle of the Maya Kings and Queens: Deciphering The Dynasties of the Ancient Maya Perspectives on the Ancient Maya of Chetumal Bay (Maya Studies) The Complete Illustrated History of the Aztec & Maya: The Definitive Chronicle of the Ancient Peoples of Central America & Mexico - Including the Aztec, Maya, Olmec, Mixtec, Toltec & Zapotec The Lost History Of Aztec & Maya: The History, Legend, Myth And Culture Of The Ancient Native Peoples Of Mexico And Central America: Olmec, Maya, ... Zapotec, Toltec, Mixtec, Totonac, Aztec Maya Angelou 350+ Best Quotes: Maya Angelou Inspirational and Best Quotes from A Phenomenal Woman (Best Famous Quotes Book 1)

[Dmca](#)