Mastering Autodesk Maya 2016: Autodesk Official Press

By Todd Palamar

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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

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Mastering Autodesk Maya 2016: Autodesk Official Press By Todd Palamar Bibliography

- Sales Rank: #337134 in Books
- Brand: imusti
- Published on: 2015-08-10
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x 1.70" w x 7.40" l, 2.50 pounds
- Binding: Paperback
- 864 pages

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Editorial Review

From the Back Cover

Your Guide to Building Professional Maya Skills

This comprehensive guide will help you develop and expand your Maya skills and help prepare you for the Autodesk Maya certification exam. Covering all the newest features of this professional-level 3D animation software, it provides diverse tutorials and real-world scenarios from leading animation and visual effects professionals.

In addition to honing your skills in modeling, texturing, and animation, you will learn high-level techniques for film, television, games, and more. You'll master Dynamics, Maya Muscle, Stereo Cameras, Assets, and rendering with mental ray and expand your skills with advanced instruction on cloth, fur, and fluids.

Coverage includes:

- Modeling, texturing, and animation
- Creating realistic effects for cloth, fur, and fluids
- Rendering with mental ray
- Applying techniques used in film, TV, and games
- Using Dynamics, Maya Muscle, Stereo Cameras, and Assets
- Maximizing the newest features in Maya 2016
- Modeling hard-surface objects
- Using mental ray shading techniques
- Creating and animating hair and clothing
- Becoming a virtual cinematographer

Master Tools and Methods Used in Professional Animation
Understand the Entire CG Production Timeline
Employ Image Planes and Model with NURBS Surfaces
Render Contours and Apply Reflection and Refraction Blur
Prepare for the Maya Certification Exam

About the Author

Todd Palamar began his career creating traditional special effects for low-budget horror movies, but quickly gravitated to computer animation. His extensive experience now includes numerous straight-to-video movies, video games, dozens of military and game-style simulations, corporate commercials, and even theme park rides. Todd is the author of several Maya books, including *Maya Studio Projects: Photorealistic Characters* and several previous editions of *Mastering Autodesk Maya.*

Users Review

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Marian Jackson:

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