《Maya 入门 2008Introduc》

图书基本信息

书名：《Maya 入门 2008Introducing Maya 2008》

13位ISBN编号：9780470183564

10位ISBN编号：047018356X

出版时间：2007-12

作者：Dariush Derakhshani

页数：585

版权说明：本站所提供下载的PDF图书仅提供预览和简介以及在线试读，请支持正版图书。

更多资源请访问：www.tushu000.com

《Maya 入门 2008Introduc》

内容概要

在线阅读本书

Enter a whole new dimension with "Introducing Maya 2008", your guide to the newest version of Autodesk's Academy-Award winning "Maya 3D" animation and effects software. Learn to build, render, and animate your own digital models and scenes like the pros with this step-by-step guide. Beginning with the basics, expert author Dariush Derakhshani explains Maya's core tools then moves on to provide straightforward and practical advice on the newest features of Autodesk Maya 2008.You'll get a solid grasp of core 3D and CG concepts while exploring the basics of NURBS, polygons, and subdivision surfaces. Coverage also includes shading and texturing, rigging for automated animation, creating more natural lighting with mental ray soft shadow maps, and using Maya's Render Layers and an Ambient Occlusion pass for greater reality. You'll be inspired by the full-color insert featuring Maya designs created by beginning users and creating awesome animations of your own in no time with this bestselling reference to Maya 2008.

《Maya 入门 2008Introduc》

书籍目录

IntroductionChapter 1 Introduction to Computer Graphics and 3D Embrace the Art Computer Graphics The Stages of Production The CG Production Workflow Core Concepts Basic Film Concepts SummaryChapter 2 The Maya 2008 Interface Navigating in Maya A Screen Roadmap Panels and Frequently Used Windows Maya Object Structure SummaryChapter 3 Your First Maya Animation Project Overview：The Solar System The Preproduction Process：Planning Creating a Project The Production Process：Creating and Animating the Objects Using the Outliner SummaryChapter 4 Modeling with Polygons Planning Your Model Polygon Basics polr Editing Tools Putting the Tools to Use：Making a Simple Hand Creating Areas of Detail on a Poly Mesh Modeling Complex Objects：The Classic Steam Locomotive Suggestions for Modeling Polygons SummaryChapter 5 Modeling with NURBS Ways to Make NURBS NURBS Modelin9：Creating the Red Rocket Editing NURBS Surfaces Using NURBS Surfacing to Create Polygons Converting NURBS to Polygons Patch Modelin9：A Locomotive Detail Using Artisan to Sculpt NURBS SummaryChapter 6 Further Modeling Topics： Deformers and Subdivision Surfaces Modeling with Simple Deformers The Lattice Deformer Animating Through a Lattice Subdivision Surfaces Creating a Starfish Building a Teakettle SummaryChapter 7 Maya Shading and Texturing Maya Shading Shader Types Shader Attributes Texturiflg the Axe Textures and Surfaces Texturing the Red Rocket Introduction ……Chapter 8: Introduction to Animation Chapter 9: Further Animation Practices Chapter 10: Maya Lighting Chapter 11: Maya Rendering Chapter 12: Maya Dynamics Appendix: About the Companion CD Glossary Index

《Maya 入门 2008Introduc》

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:www.tushu000.com