



# Introducing Autodesk Maya 2012 [

Derakhshani, Dariush

Wiley Pub., Inc.,  
c2011

Monografía

"Introducing Autodesk Maya 2012 is the ideal primer to getting started with Maya. Learn the Maya interface and the basics of modeling, rigging, animating, texturing, lighting, rendering, visualization, and visual effects. The expository text is reinforced with fun and challenging step-by-step tutorials, including creating a solar system, an alien hand, a steam locomotive, a toy wagon, and other projects that help you learn the ins and outs of this complex software. Professional visual effects artist and instructor Dariush Derakhshani leads readers through the nuances of the complex software without over-explaining or over-simplifying. The tutorials offer realistic, professional challenges for those new to 3D, and to those coming from another 3D application. Introducing Autodesk Maya 2012 is the perfect guide to get you up and running in the world's most popular professional 3D software application"--

<https://rebiunoda.pro.baratznet.cloud:28443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vOTI1Mj5OQ>

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**Título:** Introducing Autodesk Maya 2012 Recurso electrónico] Dariush Derakhshani

**Editorial:** Indianapolis, Ind. Wiley Pub., Inc. c2011

**Descripción física:** xxii, 618 p., [7] p. of plates ill. (some col.).

**Mención de serie:** Autodesk official training guide Serious skills

**Nota general:** Includes index

**Contenido:** 1. Introduction to computer graphics and 3D -- 2. Jumping In headfirst, with both feet -- 3. The Maya 2012 interface -- 4. Beginning polygonal modeling -- 5. Modeling with NURBS, subdivisions, and deformers -- 6. Practical experience -- 7. Maya shading and texturing -- 8. Introduction to animation -- 9. More Animation! -- 10. Maya lighting -- 11. Maya rendering -- 12. Maya dynamics and effects

**Detalles del sistema:** Conexión a Internet. Navegador WWW y lector Ebrary Reader

**ISBN:** 9780470900215 pbk.) 0470900210 pbk.) 9781118088548 e-book)

**Materia Título preferido:** Maya (Computer file)

**Materia:** Computer animation Computer graphics Three-dimensional display systems

**Entidades:** ebrary, Inc

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