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MAXON CINEMA 4D R19
Studio: A Tutorial

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Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers, animators, and motion graphic designers. The CINEMA 4D R19 book

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caters to the needs of both the novice and the advance users of CINEMA 4D R19. Keeping in view the varied requirements of users, the CINEMA 4D book first introduces

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the basic features and
then progresses to cover
the advanced techniques
such as MoGraph,
XPresso, and 3D
Compositing. Salient
Features: Consists of 13

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chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed

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the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered

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in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of

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notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Technical

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support by contacting 't
echsupport@cadcim.com'.

Additional learning
resources available at '
cinema4dexperts.blogspot
.com'. Table of Contents

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MAXON CINEMA 4D R19

Studio Interface Chapter

2: Working with Splines

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to Polygon Modeling**

Chapter 4: Sculpting

Chapter 5: Texturing

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Chapter 6: Lighting

Chapter 7: Rigging

Chapter 8: Animation

Chapter 9: Introduction

to UV Mapping Chapter 10:

Compositing in 3D Objects

Chapter 11: Rendering

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Chapter 12: MoGraph

Chapter 13: Working with

XPresso Project 1:

Creating an Indoor Scene

Project 2: Texturing an

Indoor Scene Index

A complete update to the

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popular Autodesk
Official Training Guide
for Maya Maya is the
industry-leading 3D
animation and effects
software used in movies,
visual effects, games,

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cartoons, and other
animation. This
bestselling, official
guide is a must for 3D
beginners who want a
thorough grounding in
this dynamic and complex

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software. Fully updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics,

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visualization, and
visual effects. Fun and
challenging tutorials
lead you through the
nuances of the software
and offer plenty of
chances to practice what

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you've learned. The
Autodesk Official
Training Guide for Maya,
endorsed and promoted by
Autodesk to its 2,500
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Centers worldwide Maya

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is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners the knowledge

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and confidence they need
Shows how to master the
interface and the basics
of modeling, texturing,
animating, and visual
effects Step-by-step
tutorials offer

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realistic, professional
challenges for those new
to 3D and those
switching from another
3D application Materials
are available for
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working in or aspiring
to work in VFX. The book
covers techniques and
solutions all VFX artist
s/producers/supervisors
need to know, from
breaking down a script

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and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color

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management and digital
intermediates are
included, as well as
chapters on interactive
games and full animation
authored by artists from
EA and Dreamworks

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respectively. From
predproduction to
acquisition to
postproduction, every
aspect of the VFX
production workflow is
given prominent

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coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with

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everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

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Start modeling right
away with this hands-on
guide to learning
Autodesk Maya 2016
Introducing Autodesk
Maya 2016 is the
official guide to the

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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

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easy to absorb the
basics and start
designing and animating
your own digital models
and scenes. The
tutorials offer
realistic challenges and

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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

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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,

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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

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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

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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

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Begin building simple
animations right away
Explore modeling,
rendering, animation,
and cloth motion Add
lighting, rendering,
dynamics, simulations,

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and effects If you want
to work like the pros,
Introducing Autodesk
Maya 2016 is the perfect
primer for getting
started.

Introducing Autodesk

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Maya 2013

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3D 2019, 9th Edition**

Encyclopedia of Books

**Published after the Year
2000**

How to Cheat in Maya

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2013

*A comprehensive approach to learning
Maya 2013 This book-and-video package
is a great way to quickly start using the
powerful Maya software. Eight hours of
step-by-step video instruction on Maya*

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2013 quickly teaches you how to use the software's core features and functions. The complementary book walks you through the basics of Maya modeling, texturing, animating, and lighting to familiarize you with the program as a whole. The hands-on projects offer realistic, job-related, professional

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challenges for those new to 3D, and to those coming from another 3D application. Begins each book and video chapter with a a quick overview of the lesson and then immediately moves into an approachable hands-on exercise that you can follow to gain confidence using the software Allows you to download

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starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals Features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with related and more open-ended projects to further reinforce the chapter's lessons This book-

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and-DVD package helps you quickly understand and use the popular 3D animation and effects program's core features and functions.

Introduction to Java Programming is a book for software developers to familiarize them with the concept of object-oriented programming (OOP). The

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book enables the reader to understand the basic features of Java. The line-by-line explanation of the source code, a unique feature of the book, enables the students to gain a thorough and practical understanding of Java. The chapters in this book are structured in a pedagogical sequence, which makes this book very

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effective in learning the features and capabilities of the software. Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding. This book introduces the key ideas of object-oriented programming in an innovative way. The concepts are

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*illustrated through best programs,
covering the basic aspects of Java.
Additional information is provided to the
users in the form of notes. There is an
extensive use of examples, schematic
representation, screen captures, tables,
and programming exercises. Table of
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Handling Chapter 10: Introduction to

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*Due to its comprehensive tool-set and
great potential for 3D modeling, more
and more architectural design and
interior design firms are adapting
Autodesk Maya and integrating it into*

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their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated

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with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across

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various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into various

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fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-

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realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create

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customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts,

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and Maya source files.

Blender 2.79 for Digital Artists book covers major features of Blender 2.79 in a simple, lucid, and comprehensive manner. Keeping in view the varied requirements of the users, the book introduces the basic features of Blender 2.79 and then gradually progresses to

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cover the advanced features. This book will help you unleash your creativity, thus helping you create stunning 3D models. The book will help the learners transform their imagination into reality with ease. Also, it takes the users through progressive tutorials, numerous illustrations, and ample exercises. Salient

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Features Consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling, sculpting, texturing, lighting, rigging, animation, rigid body dynamics, and particle system. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting,

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and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end

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*of each chapter so that the users can
assess their knowledge. Table of Contents
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Guide, 4th Edition*

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*Practical Maya Programming with
Python*

*Exploring Oracle Primavera P6
Professional 18, 3rd Edition*

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Autodesk Official Press

**Exploring Oracle Primavera P6
Professional 18 book explains the**

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concepts and principles of project management through practical examples, tutorials, and exercises. This enables the users to harness the power of managing projects with Oracle Primavera P6 for their specific use. In this book, the author emphasizes on planning,

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managing and controlling the projects, assigning resources and roles to a project, and producing schedule and resources reports and graphics. This book is specially meant for professionals and students in engineering, project management and allied fields in the

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**building industry. Salient Features:
Detailed explanation of Oracle
Primavera concepts. Real-world
projects given as tutorials. Tips and
Notes throughout the book. 264
pages of illustrated text. Self-
Evaluation Tests, Review
Questions, and Exercises at the**

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Risks and Issues, and Setting
Baselines Chapter 7: Project
Expenses and Tracking Progress of
Project Chapter 8: Printing Layouts
and Reports Index**

"In this video based Autodesk

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Maya 2013 training course, expert author and trainer Todd Palamar teaches you how to use this complex and powerful 3D modeling software. Designed for the beginner, this tutorial does not require you to have any prior experience with Maya, or modeling

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at all. Throughout this training course, you will gain an understanding of the core features of Maya - modeling, animating and rendering projects. You will start with some basic navigation and tools, and then move directly into learning by working on projects

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that the author guides you through. Each part of the project builds on the previous, incorporating new techniques and tools as you proceed through the training. You will also get an introduction to some of the more advanced features of Maya 2013 - PaintFX,

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nHair and nCloth. By the completion of this software tutorial for Autodesk Maya 2013, you will have a good understanding of how to use the tools and techniques available to you to model, add texture to objects, animate and render your own projects. Working

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files are included to allow you to work with the same files that the author is using in this training course."--Resource description page.

"Consists of 1028 pages of heavily illustrated text covering the following features of SolidWorks:

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**part design, assembly design,
detailing and drafting, blocks, sheet
metal modeling, and surface
modeling."--Cover.**

**Exploring Autodesk Navisworks
2020 is a comprehensive book that
has been written to cater to the
needs of the students and**

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professionals. The chapters in this book are structured in a pedagogical sequence, which makes the learning process very simple and effective for both the novice as well as the advanced users of Autodesk Navisworks. In this book, the author emphasizes

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**on creating 4D simulation,
performing clash detection,
performing quantity takeoff,
rendering, creating animation, and
reviewing models through tutorials
and exercises. In addition, the
chapters have been punctuated
with tips and notes, wherever**

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necessary, to make the concepts clear, thereby enabling you to create your own innovative projects. Salient Features
Comprehensive book consisting of 404 pages of heavily illustrated text. Detailed explanation of the commands and tools of Autodesk

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Navisworks. Tips and Notes throughout the book for providing additional information. Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters. Table of Contents Chapter 1: Introduction to Autodesk Navisworks 2020 Chapter

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Chapter 4: Viewpoints, Sections,
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Animator and Scripter Chapter 7:
Quantification Chapter 8: Clash**

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Edition**

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What you need to get up and
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Autodesk Maya is the industry-

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leading 3D animation and effects software, and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran. Professional visual effects artist and Maya expert Dariush

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Derakhshani clearly explains the basics of modeling, texturing, animating and visual effects for new users, while leading you through fun and challenging lessons that give you plenty of hands-on practice. The book

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includes a color insert featuring dazzling examples from talented beginners, so you can see what's possible. Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users

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master the Maya interface and the basics of modeling, texturing, animating, and visual effects
Provides practical and fun, step-by-step tutorials that illustrate realistic, professional challenges
Includes a full-color insert of

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amazing examples from talented
beginners Written by an Autodesk
Authorized Author and is an
Autodesk Official Press book
Whether you're new to 3D or
migrating from another 3D
application, Introducing Autodesk

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Maya will kickstart your creativity and get you up and running on Maya.

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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

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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

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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

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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

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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

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animators alike. Fully 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

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production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

Cromosys Publication's Teach

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fifteen years has made tremendous efforts to simplify the learning of Maya, and so, we assure you that this book will walk you through in the simplest way in your entire course of learning, and will make you a master of it in just one month

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of time. Academy Award winning Maya software is the world's most powerfully integrated 3D modeling, animation, effects, and rendering solution. It also adds to the quality and realism of 2D graphics. That's why film and video artists, game

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developers, visualization professionals, web and print designers turn to Maya to take their work to meet the demands of next generation productions. The tutorials in the chapters will lead you step-by-step giving pictures of

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every move and will help you create and design models from scratch, not like other books that tell you to copy things and make shallow editing. We do not encourage such misguidance because the learning of Maya is not a child's play.

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Today's world is the world of 3d design, visual effects, animation, and so everyone wants to create a moving, talking, and interacting visual expression. If you are interested in editing movies, games, architectural designs, earning a

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way to Hollywood, or impressing your loved one, Maya can serve all your purposes, as it does all the works of this kind. The lessons conceived and prepared by us will let you start your learning from real basic making your move

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amazing, astonishing, and exhilarating for you. And soon you will feel that you have got a new horizon to show your creativity. It's cool, simple, and sublime!Niranjan Jha, the author of this and twenty other eBooks available online, is

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the founder of Cromosys Corporation. His dedication in technological and linguistic research is significantly known to the millions of people around the world. This book is the creation of his avowed determination to make

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the learning of Maya easy to the people. After you install this program on your system, you just have to follow the instructions doing the same on your computer, and you will see that you are quickly learning everything. Just

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an hour of practice per day, and in a month of time you'll get a lot of knowledge, tips and tricks to work with this software. This is an unmatched unique book of its kind that guarantees your success. The lessons are magnificently

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powerful to bring you into the arena of visual effects. It is the need of time, and that's why many people have been sharpening their knowledge to be good in it. The still-image creation software like CorelDraw, Photoshop, Illustrator

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and 3D design software like 3ds Max and Shockwave are where you create the image of your choice and animate them, but when you wish to add visual effects, there you need Maya. What Maya does, no other software can do. It is totally

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different. For instance, if you want to create a real-looking rain effect in a particular scene of a video, do you think any other software can do? No, absolutely not. Only Maya can do that and it can do in just a few minutes of time.

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Industry Standard VFX Practices
and Procedures

The VES Handbook of Visual
Effects

Tools and Techniques for
Character Animation

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Comprehensive Guide covers

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*all features of ZBrush
2018, which is a powerful
modeling and sculpting
software developed by
Pixologic Inc. and is used
for developing highly
detailed characters for*

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movies, games, and digital design projects. The book provides in-depth details of the concepts and explains the usage and functions of the most commonly used tools of

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*ZBrush. In this edition,
new feature such as,
ZModeler, NanoMesh, and
KeyShot renderer have been
also been explained. This
book will unleash your
creativity and transform*

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your imagination into reality, thus helping you create realistic 3D models. This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is

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*ideally suited for
learning at your
convenience and at your
pace. Salient Features:
Consists of 12 chapters &
1 project that are
organized in a pedagogical*

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sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page

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of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips.

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NanoMesh, and ZRemesher

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ZBrush Chapter 9:

Texturing in ZBrush

Chapter 10: UV Master

Chapter 11: Lighting

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*Chapter 12: Rendering
Project 1: Cartoon
Character Modeling Index
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an award-winning insider
Best-selling author,
visual effects supervisor,*

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*and technical educator
Dariush Derakhshani brings
you a newly-updated, step-
by-step guide to the most
popular and complex 3D
application on the market,
Autodesk Maya. Introducing*

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*Autodesk Maya 2015
includes straightforward
lessons, real-world
examples, detailed
tutorials, and
downloadable project files
that get you modeling and*

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animating your own digital models and scenes right away. The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar

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system to help get you acquainted with the basic tool set in Maya. From there, the books helps you: Learn the Maya user interface, including menus and plug-ins Build simple

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*animations and 3D images
right away Explore
polygons, modeling, and
NEX tools Get started with
HDRI lighting, rendering,
dynamics, simulations, and
effects Whether you're new*

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to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has

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*worked on movies such as
The Fantastic Four and
Pan's Labyrinth, the South
Park TV series, and
numerous commercials and
music videos.*

Recommended text for those

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preparing for the Maya Associate exam Maya, the industry-leading 3D animation and effects software used in movies, games, cartoons, and commercials, is

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challenging to learn. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that allow new users to quickly become productive with the

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*program and familiar with
its workflow in a
professional environment.
You'll learn the basics of
modeling, texturing,
animating, and lighting;
explore different parts of*

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*the production pipeline;
and practice on some real-
world projects. Maya is
the 3D animation and
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