Mastering Autodesk Maya 2013

By Todd Palamar

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Provides hands-on intermediate-to-advanced coverage of the leading 3D software

Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more.

- Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide
- This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids
- Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more
- Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry
- Provides valuable insight into the entire CG production pipeline

Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

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Mastering Autodesk Maya 2013 By Todd Palamar Bibliography

- Sales Rank: #1290828 in Books
- Published on: 2012-06-19
- Original language: English
- Number of items: 1
- Dimensions: 9.10" h x 1.62" w x 7.35" l, 4.30 pounds
- Binding: Paperback
- 1008 pages

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Editorial Review

From the Back Cover

Dive Deeper into the 3D Worlds You Can Create in Maya 2013

Go beyond the basics of Autodesk Maya and elevate your skills with the advanced coverage in this authoritative reference and tutorial. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, it prepares you for the real world of 3D animation and visual effects. You'll quickly get up to speed on the latest features in Maya 2013 as you expand your skills with professional instruction on cloth, fur, and fluids.

Packed with practical examples, this one-of-a-kind guide gives you valuable insight into the entire CG production pipeline. It emphasizes the features you're more likely to use working on a project, so you gain a real-world understanding of all of Maya's capabilities and functionality. With challenging tutorials, professional tips, and striking examples, this in-depth book helps you build career-worthy skills and also prepare for the Autodesk Maya 2013 Certified Professional exams.

Coverage includes:

- Taking advantage of standard and custom camera rigs
- Following animation techniques using keyframes, expressions, and constraints
- Building a facial animation rig using blend shapes
- Animating and rendering with Paint Effects
- Rendering scenes with mental ray using a variety of lighting toolsand techniques
- Using fluid behavior, particle meshes, and other techniques foramazing effects
- Augmenting your Maya characters using Maya Fur, Maya nHair, and nCloth
- Creating smoke, cloud, and flame effects with 2D and 3D fluids

Master the Industry-Leading 3D Animation and Effects Software

Catch Up on the Latest Features in Maya 2013

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About the Author

Todd Palamar began his career creating traditional special effects for low-budget horror movies and quickly gravitated to computer animation, first working on numerous straight-to-video movies and then switching to the video game industry. He has written several Maya books, including *Maya Studio Projects: Photorealistic Characters* and *Maya Studio Projects: Dynamics*.

Users Review

From reader reviews:

Jenny Dill:

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Doris Stanford:

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Jacob Smith:

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