

<<Maya 游戏动画指南>>

图书基本信息

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内容概要

Game animation is a demanding art. Not only do you have to deliver realistic, beautiful animations, but you have to do so under strict real-time, video-game constraints. The Game Animator's Guide to Maya is your focused resource for using Maya to create professional-level game animations for console and PC games. Written by a game industry veteran and featuring interviews with professional animators and artists from around the country, this focused book features specific, detailed, real-world game animation techniques. It's the perfect reference and tutorial for those looking to develop or refine their game animation skills. The enclosed CD features more than \$3000 worth of exclusive content, including models, high-resolution textures, animations, concept art, and animation reference videos. It also includes the Maya Personal Learning Edition and project files so you can complete the hands-on tutorials. The Game Animator's Guide to Maya gives you an insider's view of the animation business and teaches the skills necessary to animate everything from characters to vehicles to lip-synching audio. First, you'll get an introduction to the industry and typical game development pipelines, then learn rigging and animation basics before moving on to advanced techniques and the detailed tutorials. Inside, you'll find:

- * Game Career Guide: Industry information, demo reel advice, job descriptions, game asset pipeline overview
- * Animation Techniques: detailed explanation of animation terms, techniques, tools, concepts, and editors
- * Rigging and Animation Setup: IK and FK, joint hierarchies, skeleton controls, constraints, selection handles, and more
- * True Game Animation: real-world assignments that mimic the day-to-day jobs of professional game animators--walk cycles, run cycles, idle cycles, action sequences, lip-synching to audio, and more

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书籍目录

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