

## <<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，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

## <<Maya 入门 2008Introduc>>

### 内容概要

The new edition of this perennial bestseller is the ideal initiation to 3D and Maya. Starting with the basics, it builds from the ground up, combining straightforward text with practical examples that make it fun and easy to learn Maya's core tools while introducing the latest Maya 2008 features. Follow clear-cut, step-by-step lessons while you learn by doing using a wealth of hands-on files provided on the CD. You'll also find compelling examples in the full-color insert. 作者简介： Dariush Derakhshani is an award-winning 3D animator, author, and educator. He has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos. He teaches Maya and 3D animation and is the author of Introducing 3ds Max 9 and all the Introducing Maya books as well as coauthor of Mastering Maya 8.5 from Sybex.

## <<Maya 入门 2008Introduction>>

### 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 Polygon 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 Modeling : Creating the Red Rocket Editing NURBS Surfaces Using NURBS Surfacing to Create  
Polygons Converting NURBS to Polygons Patch Modeling : 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 Texturing 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

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:<http://www.tushu007.com>