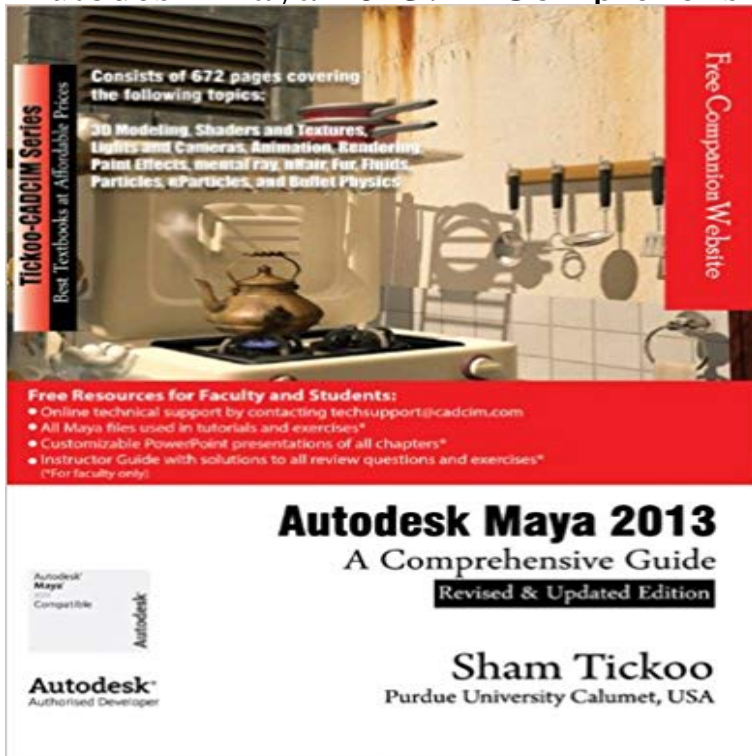


Autodesk Maya 2013: A Comprehensive Guide



Autodesk Maya 2013: A Comprehensive Guide textbook introduces the readers to Maya 2013, one of the worlds leading 3D animation and modeling packages. The textbook caters to the needs of both the novice and the advanced users of Maya. As a comprehensive textbook, it aims at harnessing the power of Autodesk Maya 2013 for the use of animators and designers. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of Maya 2013 and then gradually progresses to cover the advanced 3D models and animations. Each concept has been thoroughly explained through text, practical examples, tutorials, and exercises. In this edition, two new chapters on nHair and Bullet Physics have been added that deal with creating complex simulations in Maya. The book will help you unleash your creativity, thus helping you create visual representations of the world around you on your computer screen much in the same way that a brush enables a painter to transform the blank canvas into a vibrant statement of human imagination. This textbook will make a painter out of you, with the mouse as your brush and Mayas interface as your palette. This textbook takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and relevant exercises. Written with the tutorial point of view and the learn-by-doing theme, the textbook is ideally suited for learning at your convenience and at your pace. Salient Features of the Textbook Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, , lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticle s systems and Bullet Physics in Autodesk Maya 2013. The first page of every chapter summarizes the

topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2013 concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the textbook in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Free Teaching and Learning Resources. CADCIM Technologies provides the following free teaching and learning resources with this textbook: Technical support, Customizable PowerPoint Presentations of every chapter (For faculty only), Model files of all illustrations, examples, and exercises, Instructor Guide with solutions to all review questions and exercises.

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