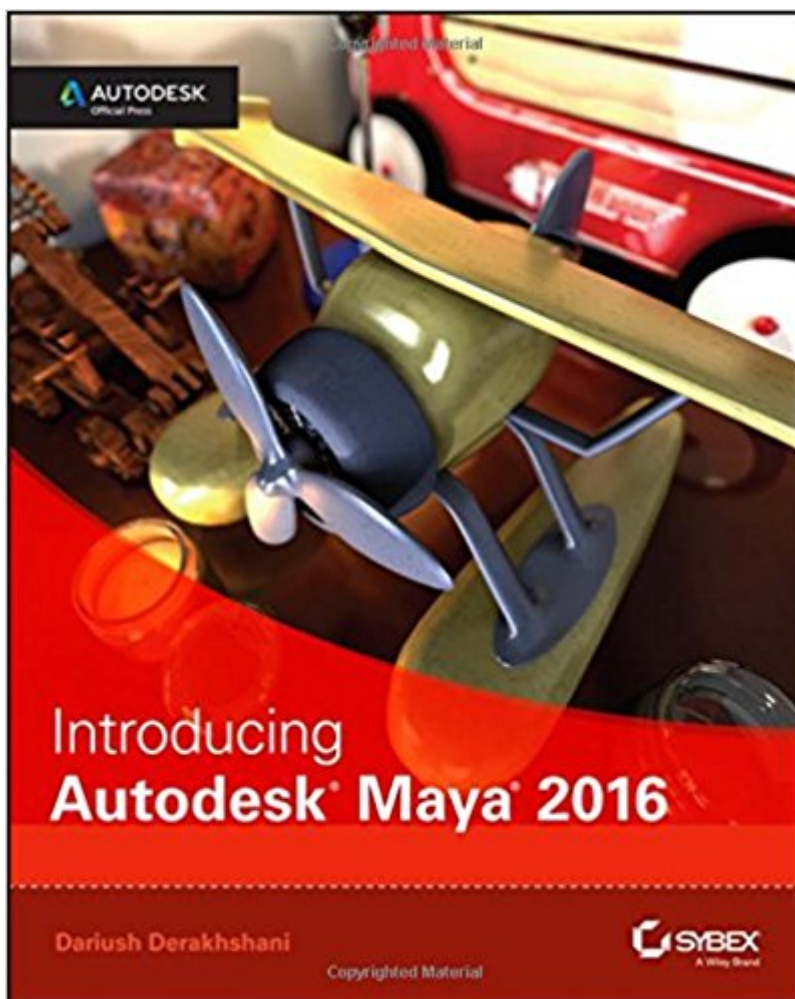


The book was found

# Introducing Autodesk Maya 2016: Autodesk Official Press



## Synopsis

Start modeling right away with this hands-on guide to learning Autodesk Maya 2016. Introducing Autodesk Maya 2016 is the official guide to the 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 easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and 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 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, 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 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 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. Begin building simple animations right away. Explore modeling, rendering, animation, and cloth motion. Add lighting, rendering, dynamics, simulations, and effects. If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

## Book Information

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## Customer Reviews

A COMPLETE COURSE IN MAYA 2016 This official guide teaches you to create stunning

characters and exciting visual effects with the most popular 3D application available. Maya® is used in films, TV shows, games, commercials, and wherever outstanding animation is required. If you aspire to professional-quality Maya skills, this fully updated book is the place to start.

Straightforward text and practical examples guide you through Maya basics and enable you to quickly begin building your own models and scenes. The tutorials provide realistic challenges in fun, step-by-step lessons that make learning easy. You'll master the interface and tools as you build a series of models and rig them for animation. Your confidence will bloom as you watch your creations develop. Master Maya's user interface, menus, and plug-ins Understand CG and 3D core concepts and create simple animations right away Create fabric motion with nCloth to make clothing drape or flags fly in the wind Explore different polygons and modeling workflows Add HDRI lighting, simulations, and effects that bring your scenes to life Become proficient at rendering, dynamics, and rigging for animation Learn how the pros do it, using downloadable project files on the companion website

Dariusz Derakhshani is an award-winning visual effects supervisor, author, and educator whose work has appeared in The Fantastic Four, Pan's Labyrinth, the South Park TV series, and countless commercials and music videos. An Autodesk Certified Instructor, he teaches 3D animation and is the author of previous editions of Introducing Maya. Dariusz is coauthor of the Autodesk 3ds Max series of books.

I have been interested in 3D modeling for years, but I have no artist skills and was convinced that I would never, ever be able to do this. Well, I was dead wrong. The author convinced me otherwise. You will need to work through the exercises, but you will develop basic skills. The author explains the tools and techniques, and expands the exercises to you can practice (and encourages you to keep practicing). This will get you started, and give you what you need to develop further.

I'm learning Maya 2016 and 3D modeling and this is an essential resource for anyone else doing the same. Would definitely recommend Dariusz's book!

Very well organized and clear, Not a lot of books out there for Autodesk's Maya but this one is well done.

Great guide to Autodesk Maya! My only thought - a Glossary in back would be very handy. I'm new

to 3D work, and would've liked a "quick reference" to the many unfamiliar terms and expressions.

This book is the one for getting underway with learning Maya. This one will lead you to the more complete and thorough book Mastering Autodesk Mays 2016.

The book was well used and worth the price.

Great book for someone just learning. A little harder to read for my daughter but together we are getting through it well.

You could get away with using an older version to save money. it is basically the same stuff in each edition

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