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understanding of

the fundamental

skills needed to

create beautiful

3D models and

stunning

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moving into  
modeling,  
texturing,  
lighting,  
animating,  
rendering and  
more.

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more advanced  
features such as  
character  
rigging,  
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also introduced.

Each chapter  
begins by  
examining the  
concept behind  
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Then you go in-  
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render 3D  
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Mental Ray for  
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with Maya have  
appeared in  
movies,  
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Maya Maya is a  
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used to model,  
animate, and  
render 3D  
scenes. 3D  
scenes created  
with Maya have  
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movies,  
television,  
advertisements,

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games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

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powerful,  
integrated 3D  
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developed by  
Autodesk Inc.  
This integrated  
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a simple, lucid,  
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comprehensive  
manner. It aims  
at harnessing  
the power of  
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2019 for 3D and  
visual effect  
artists, and  
designers. This  
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2019 book will  
help you  
transform your  
imagination into  
reality with  
ease. Also, it  
will unleash  
your creativity,  
thus helping you  
create realistic  
3D models,  
animation, and  
visual effects.  
It caters to the

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sequence  
covering a wide  
range of topics  
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focusing on  
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visual effects  
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techniques for  
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instruction.  
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examples from  
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some of the leading professionals in the industry. If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

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Start modeling

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application on  
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text with  
practical  
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make it easy to  
absorb the  
basics and start  
designing and  
animating your  
own digital

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scenes. The  
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realistic  
challenges and  
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explanations,  
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lessons that  
help you gain  
confidence and  
learn by doing.  
You'll delve

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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

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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



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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

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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,  
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dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

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Max, a 3D

modeling,

animation, and

rendering

software package

developed by

Autodesk Inc. It

is widely used

by architects,

game developers,

design

visualization

specialists, and

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visual effects  
artists. A wide  
range of  
modeling and  
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make it an ideal  
platform for 3D  
modelers and  
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intuitive user  
interface and  
workflow tools  
of Autodesk 3ds  
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readers to the

basic features

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of 3ds Max 2018  
created on real  
world model  
through  
tutorials. The  
book caters to  
the needs of  
both the novice  
and the advanced  
users of the  
software. This  
book will help  
you unleash your  
creativity and

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help you create  
simple and  
complete 3D  
models and  
animations. The  
book will help  
the learners  
transform their  
imagination into  
reality with  
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real world based  
projects that  
are organized in  
a pedagogical  
sequence  
covering various  
aspects of  
modeling,  
texturing,  
lighting, and  
animation. The  
author has  
followed the  
tutorial

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approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions

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that guide the  
users through  
the learning  
process.

Additional  
information is  
provided  
throughout the  
book in the form  
of notes and  
tips. Self-  
Evaluation test,  
Review Questions  
are given at the

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end of each  
chapter so that  
the users can  
assess their  
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