



## Mastering Autodesk Maya 2013

By Anthony Honn, Lee Lanier, Todd Palamar

Wiley India Pvt. Ltd, 2013. Softcover. Book Condition: New. If you already know the basics of Maya, now you can elevate your skills with the advanced coverage in this authoritative reference and tutorial. From modeling, texturing, animation and visual effects to high-level techniques for film, television, games and more, this book provides professional-level instruction on Maya. This fully updated book brings you up to speed on the latest features in Autodesk Maya 2013 and expands your skills with advanced instruction on cloth, fur and fluids. Introduction Chapter 1: Getting to Know Autodesk 3ds Max 2013 Chapter 2: Introducing Objects Chapter 3: Creating Shapes with Splines Chapter 4: Editing Meshes and Creating Complex Objects Chapter 5: Working with External Design Data Chapter 6: Organizing and Editing Objects Chapter 7: Light and Shadow Chapter 8: Enhancing Models with Materials Chapter 9: Using the Camera Chapter 10: Organizing Objects and Scene Management Chapter 11: Understanding Animation Chapter 12: Creating Animations, Particles, and Dynamics Chapter 13: Rigging for Animation Chapter 14: Advanced Rendering Using mental ray Chapter 15: Finishing It Off: Atmosphere, Effects, and Compositing Appendix A: The Bottom Line Appendix B: Autodesk 3ds Max Certification Index Printed Pages: 1008.



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