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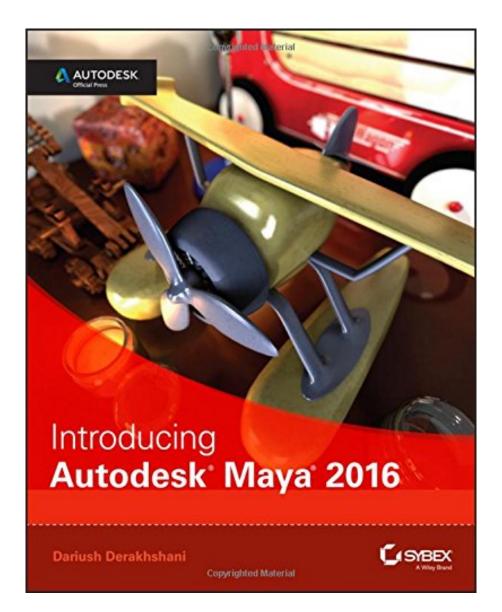

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From the Back Cover

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 professiona-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 2016's user interface, menus, and plug-ins
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- Create fabric motion with nCloth to make clothing drape or flags fly in the wind
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About the Author

Dariush 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. Dariush is coauthor of the Autodesk 3ds Max series of books.

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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.

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2 of 2 people found the following review helpful.
Great guide to Autodesk Maya
By PM
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.

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Initially when this book came out, there were no project files on the book's website, which was very confusing.

Following the instructions step by step is tedious and having to continually go between book and project makes for slow going.

No coverage of important issues like linear color workflow.

A lot of emphasis on tedious, labor-intensive polygonal modeling.

It has coverage of pretty much every major topic of CG, though, so when supplemented with further resources, it's helpful.

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