



Exploring Maya 4, w. CD-ROM (Real World) by Schönherr, Maximilian

By Maximilian; Schönherr

Amsterdam Addison-Wesley Longman, 2001. Taschenbuch. Book Condition: Neu. Gebraucht - Gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Maya, one of the key professional applications for modeling, animating, and rendering 3-D images, is now available for both Windows and Macintosh users. Maya is quickly spreading throughout the high-end film and animation industry as digital content creators gravitate to Maya for its powerful and professional tool set. From feature films to interactive video games, Maya is the tool of choice for anyone creating digital content. Exploring Maya 4: 3D Studies shows how to use specific techniques to achieve everyday animation effects and goals. Each chapter starts with a 'how can I do this' question, and illustrates how to create a specific effect, such as simulating the wings of a flying bird, or the movement of grass, cloth, or trees. This book explores Maya with thirty different studies, approaching the software from a playful and practical perspective where everyday life and thoughts are sources of inspiration. 192 pp. Deutsch.



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