



Mastering Autodesk Maya 2011

By Eric Keller, Todd Palamar, Anthony Honn

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Mastering Autodesk Maya 2011 By Eric Keller, Todd Palamar, Anthony Honn

A beautifully-packaged, advanced reference on the very latest version of Maya

If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline.

- Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software
- Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more
- Offers complete coverage of advanced topics such as cloth, fur, and fluids
- Showcases the techniques of professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines
- Includes a CD with all support files from the book, along with movies to illustrate concepts

If you're looking for an in-depth, professional Maya resource to turn to again and again, *Mastering Maya* is the book you need.

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

For Instructors: Teaching supplements are available for this title.

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Mastering Autodesk Maya 2011 By Eric Keller, Todd Palamar, Anthony Honn Bibliography

- Sales Rank: #1128355 in Books
- Brand: Brand: Sybex
- Published on: 2010-09-07
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x 1.78" w x 7.40" l, 4.47 pounds
- Binding: Paperback
- 1048 pages

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Editorial Review

From the Back Cover

The Ultimate Maya 2011 Resource!

If you already know the fundamentals of Maya, you'll want this new Autodesk Official Training Guide to take you beyond the basics and show you how to use Maya 2011 in a professional environment. From modeling, texturing, animation, and visual effects—to high-level techniques for film, television, games, and more, this book provides advanced, professional-level instruction.

Filled with challenging tutorials and real-world scenarios from some of the leading professionals in the industry, this must-have guide shows you how to manage the entire CG production pipeline. Master Maya's new graph editor, rendering with mental ray, the art of virtual cinematography, dynamic simulations, advanced modeling techniques, and much more with this indispensable guide.

Featured on the DVD

The companion DVD provides support files that help you complete the exercises in the book and compare your work to the pros.

Combine fluid dynamics and particle simulations for amazing visual effects

Add physically accurate outdoor lighting to your rendered images

Learn the secrets of making realistic materials for your models

About the Author

Eric Keller has been a professional 3D artist and high-end animator for film, commercials, and TV for 12 years. He has created animations and effects for Disney, Warner Brothers, ESPN, Harvard Medical School, the Howard Hughes Medical Institute, and CBS, and currently teaches at the Gnomon School of Visual Effects. Eric is the author of *Mastering Maya 2009*, *Maya Visual Effects: The Innovator's Guide*, and *Introducing ZBrush*, all from Sybex.

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Joan Henderson:

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