Autodesk Official Training Guide Foundation

Learning Autodesk[®] Maya[®] 2010

A hands-on introduction to key tools and techniques in Autodesk[®] Maya[®] 2010 software, based on the Yash Raj Films and Walt Disney Pictures feature film *Roadside Romeo.*

Autodesk[®]

2010

Autodesk[®] Maya[®]

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Marc-André has established complex pipelines and developed numerous plug-ins and tools, such as Animation Layers for Maya and Visual MEL Studio, for a variety of projects in the film, television and game industries. His latest film projects include pre-visualization on *G-Force* (Walt Disney Productions), *The Day the Earth Stood Still* (20th Century Fox), *Journey 3D* (Walden Media), among others. He also served in the game industry to integrate motion capture for *Prey* (2K Games) for the Xbox 360[™], *Arena Football*[™] (EA Sports) and the *Outlaw Sports Game Series* (2K Games).

Marc-André continues to seek challenges for himself, NeoReel, and his talented crew.

Table of Contents

Introduction | Understanding Maya11Project o147Lesson o1 | Primitives47Lesson o2 | Adding Details79Lesson o3 | Shaders and Textures97Lesson o4 | Animtion Basics123Lesson o5 | Working with Maya145Lesson o6 | The Dependency Graph193

Project 02

Lesson o7 Polygonal Modeling	223
Lesson o8 Polygonal Texturing	269
Lesson og Skeleton	291
Lesson 10 Skinning	315
Lesson 11 Blend Shapes	335
Lesson 12 Inverse Kinematics	351
Lesson 13 Rigging	373
Lesson 14 Animation	395

Project o3

Lesson 15 NURBS Modeling	445
Lesson 16 NURBS Texturing	471
Lesson 17 Rigging	491
Lesson 18 Paint Effects	505
Lesson 19 Deformers	519
Lesson 20 Lights and Effects	541
Lesson 21 Rendering	559

100

Project 04

Lesson 22 More Animation	583
Lesson 23 Nonlinear Animation	597
Lesson 24 Motion Path	617

Index 632

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