

[PDF] Rendering With Mental Ray

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Rendering with Mental Ray and 3ds Max-

Joep van der Steen 2017-07-03 Create stunning renders of your 3ds Max models in mental ray with this concise guide. Learn all of the essential concepts such as indirect illumination, materials, render options, shaders, and lighting. Rendering with mental ray and 3ds Max, Second Edition is now revised to cover Autodesk Revit and special effects. The companion website includes all of the necessary project files from inside the book.

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Mastering mental ray-

Jennifer O'Connor
2010-07-01

Rendering with Mental Ray and 3Ds Max-

Joep van der Steen 2009

Rendering with mental ray@-

Thomas Driemeyer 2013-04-17 Written by the mental ray software project leader, this book gives a general introduction into rendering with mental ray(R), as well as step-by-step recipes for creating advanced effects, and tips and tricks for professional users. A comprehensive definition of mental rays scene description language and the

standard shader libraries is included and used as the basis for all examples.

Realistic Architectural Visualization with 3ds Max and mental ray-

Roger Cusson 2012-11-12 Bring new realism to your visualizations with a command of the 3ds Max toolset. Three step-by-step tutorials demonstrate exterior and interior, day and night lighting scenes. You learn the nuts and bolts of importing models from CAD programs, lighting, applying mr shaders and materials, and optimizing your renders. Mental ray is made simple with an accessible description of its tools.

Rendering with mental ray & 3ds Max-

Joep van der Steen 2012-10-12 Realize your vision with stunning renders of your 3ds Max projects that can only be achieved with a powerful engine like mental ray. Beginning with a concise review of the essential concepts, you proceed to step-by-step tutorials that teach you how to render scenes with indirect light or with specific effects, such as depth of field and motion blur. Contour line shading and various other mental ray features are presented in detail, then you learn how to use the different light types of 3ds Max inside mental ray and how to use mental ray's own specific area lights and its new daylight system. Finally, the book reviews mental ray-specific materials and what effects can be obtained by using most of the specific mental ray shaders.

Rendering with mental ray and 3ds Max, 2nd Edition-

Joep Van der Steen 2012 Create stunning renders of your 3ds Max models in mental ray with this concise guide. Learn all of the essential concepts such as indirect illumination, materials, render options, shaders,

and lighting. Rendering with mental ray and 3ds Max, Second Edition is now revised to cover Autodesk Revit and special effects. The companion website includes all of the necessary project files from inside the book.

MENTAL RAY, FOR MAYA, 3DS MAX, AND XSI: A 3D ARTIST'S GUIDE TO RENDERING (With CD)

-Boaz Livny 2008 Market_Desc: · Video Game Artists· Animators· Effects Specialists· Game Developers· Industrial And Architectural Designers· Broadcast And Multimedia Designers· Instructors · Students Special Features: · The only book that covers the art of mental ray, the leading digital rendering program distributed with every major 3D software package. Estimated reach is over 500,000 users: mental ray is the built-in renderer for Maya, 3ds max, and XSI 3D software solutions, the three most popular digital animation and effects programs on the market· The book is aimed at high-end professionals and students anxious to master mental ray· A 16-page color insert showcases final rendered images of the studio quality seen in films like The Brothers Grimm, The Day After Tomorrow, and The Matrix Revolutions· The CD includes models, textures, and fully rendered samples. It also provides value-added HD images (worth \$50 apiece in other packages), MEL plug-ins for Maya and XSI to convert cameras for generating terrains (\$100 value), and other valuable plug-ins · Curriculum guides are also available for training centers and schools that teach mental ray About The Book: This is a one-stop resource for the keys to rendering with mental ray that 3D artists can't get any where else. The book shows how to create stunning, highly realistic images with mental ray using the most popular 3D programs, with a focus on helping artists make informed decisions on advanced lighting and workflow issues that will transform their creations into studio quality photo-realistic characters, objects, and landscapes. The tutorials have been developed and tested in the author's professional studio, as well as in the classroom, providing artists with the level of expertise they need to stay current and students with cutting-edge know-how to take to their job hunt.

Rendering with Mental Ray and 3ds Max-Joep van der Steen 2007 Realize your vision with stunning renders of your 3ds Max projects that can only be achieved with a powerful engine like

mental ray. Beginning with a concise review of the essential concepts, you proceed to step-by-step tutorials that teach you how to render scenes with indirect light or with specific effects, such as depth of field and motion blur. Contour line shading and various other mental ray features are presented in detail, then you learn how to use the different light types of 3ds Max inside mental ray and how to use mental ray's own specific area lights and its new daylight system. Finally, the book reviews mental ray-specific materials and what effects can be obtained by using most of the specific mental ray shaders.

Rendering with Mental Ray-Thomas Driemeyer 2001

mental ray for Maya, 3ds Max, and XSI-Boaz Livny 2008-02-11 Turn 3D models into film-worthy digital animations by mastering mental ray rendering once and for all. This must-have guide is the only book on the market to focus exclusively on mental ray in Maya, 3ds Max, and XSI, and it's packed with techniques and insights you can't get anywhere else. Best of all, the book's advanced rendering concepts apply to other rendering software as well, including V-Ray, Brazil, Maxwell and RenderMan. Discover advanced lighting, camera, and workflow techniques that usually take professionals years to figure out.

3ds Max 9 Bible-Kelly L. Murdock 2007-01-30 A guide to the latest version of 3ds max explains how to use the software to create a variety of animation, film effects, and games.

3D Photorealistic Rendering-Jamie Cardoso 2017-05-08 Increase the photorealism of your 3d visualizations with enhanced toolsets of V-ray in 3ds Max. Full-color, step-by-step tutorials about techniques involved in creating photorealistic renders for interior/exterior scenes. Each tutorial includes a 3d project scene to guide you through, production and post-production. The production chapter shows how to create shaders, fine-tune textures and set up a day/night lighting rig. You will be rendering high-res images with render elements included for the final stage of post-production. The book also includes tips about, pre-production, camera settings, verified views,

material editors, shaders, 3ds max scripts, and much more! Key Features This book deals with real world scenes and delivers up to date design direction. This book has professional supporting files ready for the reader to open and explore. This book highlights the processes of making your own content that not only gives images your personal touch, but also through the online content that will be made available for this title. Includes some coverage of V-Ray. Focuses in depth on separate issues surrounding interior, exterior and product design, which vary wildly.

Advanced Maya Texturing and Lighting-Lee Lanier 2015-04-03 Level up your skills with powerful texturing and lighting techniques Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texture mapping Work with node networks, raytracing, and global illumination Try new approaches to rendering using Maya Software and mental ray If you're ready to take a big step forward and fine-tune your style, Advanced Maya Texturing and Lighting, Third Edition is the practical, hands-on guide you need.

Rendering with mental ray®-Thomas Driemeyer 2013-12-21 "Mental ray" is one of the leading rendering engines for generating photorealistic images. On the one hand the text provides a general introduction into rendering

with mental ray, whilst on the other, it includes tips and tricks for advanced and professional users. A comprehensive definition of mental ray's scene description language and the standard shader libraries are included and used as the basis for all examples. This second edition covers the new generation of mental ray, version 3.0. The text is accompanied by a CD-ROM, featuring a fully programmable demo version of the software together with example scene data and shaders. An excellent text for both beginners and advanced users of mental ray.

Writing mental ray® Shaders-Andy Kopra 2008-08-05 An increasing number of artists and programmers in visual effects and broadcast production now use mental ray, a high performance rendering engine for generating photorealistic images. This book details the aesthetics of rendering with mental ray. It describes the varieties of shader programming from the point of view of increasing perceptual complexity: from color to the output of the final image. It includes many example shaders, including the simplest shader possible in each category that can serve as a starting point for further customization.

Programming Mental Ray-Thomas Driemeyer 2000 This book is the definitive reference manual for mental ray version 2.0 and 2.1. It starts with a brief overview over the features of mental ray and continues with the specifications of the mental ray scene description language and the mental ray shader interface. All material is presented in reference form, organized by grammar elements and C function call, rather than by feature set. It is for translator writers and shader writers who are familiar with the C and C++ programming languages.

Writing mental ray® Shaders-Andy Kopra 2009-04-05 An increasing number of artists and programmers in visual effects and broadcast production now use mental ray, a high performance rendering engine for generating photorealistic images. This book details the aesthetics of rendering with mental ray. It describes the varieties of shader programming from the point of view of increasing perceptual complexity: from color to the output of the final image. It includes many example shaders, including the simplest shader possible in each

category that can serve as a starting point for further customization.

Realistic Architectural Visualization with 3ds Max and Mental Ray-Roger Cusson 2010

Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book. Plus find more information at <http://jamiecardoso-mentalray.blogspot.com/>. * Beautiful full-color visualization projects provide step-by-step instruction on valuable techniques and tools * An official Autodesk Techniques co-branded title written by an authoritative expert on visualization * Companion website contains all of the tutorial files from the book

Crafting 3D Photorealism-Jamie Cardoso 2013

Learn how to perfect your lighting workflow and produce 3D photorealistic images with the in-depth tutorials featured in these pages.

Renderização Com Mental Ray E 3 Ds Max

Joep van der Steen 2012-12-11 Create stunning renders of your 3ds Max models in mental ray with this concise guide. Learn all of the essential concepts such as indirect illumination, materials, render options, shaders, and lighting. Rendering with mental ray and 3ds Max, Second Edition is now revised to cover Autodesk Revit and special effects. The companion website includes all of the necessary project files from inside the book.

Architectural Rendering with 3ds Max and V-Ray-Markus Kuhlo 2013-03-20

Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book. Learn how to combine lighting and rendering options to end-up with the most realistic final renders possible at a professional level. The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors and daytime and nighttime scenes.

Learn how to save time without sacrificing the quality of your final renders with tips and tricks on rendering with Vray - the most accurate rendering application for 3ds Max. The companion CD includes all the project files that you need to recreate each of the projects presented within the book.

Photographic Rendering with V-Ray for SketchUp-Brian Bradley 2014-03-19

This book is filled with examples explaining the theoretical concepts behind them. Filled with sample screenshots, diagrams, and final rendered images, this book will help readers develop an understanding of photographic rendering with V-Ray. If you are a SketchUp user who would love to turn your favourite modelling application into a 'virtual photography studio', then this book has been designed and written for you. Existing V-Ray users will also find plenty to enjoy and benefit from in this book. Some basic experience with SketchUp and familiarity with photography will be helpful, but is not mandatory.

Mental Ray in Maya: Rendering Workflow-2006

Mastering Autodesk Maya 2016-Todd Palamar

2015-08-03 Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

Mastering Maya 7-John Kundert-Gibbs
2006-04-03 Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation.

Realistic Architectural Visualization with 3ds Max and Mental Ray-Roger Cusson
2012-08-06 Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book.

Creating Visual Effects in Maya-Lee Lanier
2014-02-03 Produce mind-blowing visual effects with Autodesk Maya. Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work, including fire, water, smoke, explosions, and destruction, as well as their integration with real-world film and video. In *Creating Visual Effects in Maya*, Maya master Lee Lanier has combined the latest studio techniques with multi-chapter, hands-on projects and professionally-vetted workflows to bolster your CG toolkit. Engaging, full-color tutorials cover: Creating foliage, fire, and smoke with Paint Effects Growing Maya Fur and nHair on clothing, characters, and sets Replicating water, smoke, sparks, swarms, bubbles, and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL, Python, and PyMEL scripting Adding dust, fog, smoke, rippling water, and fireballs with Fluid Effects containers Creating damage with Effects presets, deformers, and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies, nParticles, nCloth, and Fluid Effects Setting up, rendering, and compositing mental ray render passes with Autodesk Composite, Adobe After Effects, and The Foundry Nuke The companion website (www.focalpress.com/cw/lanier) features a treasure trove of Maya, MatchMover, After

Effects, and Nuke project files, image sequences, texture bitmaps, and MEL, Python, and PyMEL scripts, allowing you to immediately apply the techniques taught in the book.

Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide-Kelly Murdock
2018-08 Kelly L. Murdock's *Autodesk 3ds Max 2019 Complete Reference Guide* is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The *Complete Reference Guide* is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills.

Learning Maya?5-Alias Wavefront 2003-09-30
"The *Rendering* book does something every book should do--certainly every excellent book--it offers you content unavailable anywhere else." -
-3DNY.org *Learning Maya 5: Rendering* is your solution to creating stunning images in Maya. New for Maya 5! Updated from the popular *Learning Maya: Rendering*, this book will teach you what you need to know when using the Maya rendering engine and mental ray for Maya. You'll learn to take advantage of options new in Maya 5, such as Hardware and Vector Rendering. Get the information you need to master Caustics and Global Illumination, Final Gather and HDRI. *Learning Maya 5: Rendering* includes an inspiring photo gallery of images rendered in Maya and mental ray(r) for Maya so you can see the types of results you'll learn to achieve. Features: This book will allow you to explore lighting, cameras, shading networks, and other

rendering issues from an introductory level and will also allow you to explore advanced concepts in a comfortable format. Each topic is explored in both theory and practice so that you'll not only understand the concepts presented, you'll be able to complete easy-to-follow step-by-step tutorials. In addition, you'll take advantage of valuable chapter-by-chapter overviews provided in QuickTime(r) format on DVD-ROM. Offered by one of the book's contributors, Cathy McGinnis, an Alias|Wavefront(TM) Certified Instructor, these helpful movies will allow you to gain additional insight as you work through the book. With this books you will: * Create materials and textures. * Set up lights and cameras. * Work with shadows and raytracing. * Learn to control your renders. * Understand rendering for special effects and compositing. * Explore Hardware Rendering and vector Rendering. * Create Caustics and Global Illumination effects. * Understand Final Gather and HDRI techniques. * Create Maya and mental ray Shaders. And much more...

Introducing Maya 8-Dariush Derakhshani 2007-01-03 If you're just beginning to dive into the world of 3D, this is the book for you." ?Animation Magazine The Academy Award® winning Maya® 3D animation and effects software is the first choice of film and video artists, game developers, and 3D design professionals. Discover how to build, render, and animate your own digital models and scenes, and begin to develop professional-level Maya skills with the latest edition of this popular bestseller. Starting with the basics, the book builds from the ground up, combining straightforward text with practical examples that make it fun and easy to learn Maya's core features while introducing new Maya 8 elements such as improved polygon tools and enhanced rendering with mental ray. Clear-cut, engaging lessons let you experiment using the wealth of files provided on the CD-ROM. You'll also find an abundance of instructional and inspirational Maya creations in the full-color insert. The accompanying CD-ROMs images, movies, and scene files let you view material from the book right on your own computer. Tackle all-new rendering and dynamics tutorials and much more. The CD includes Maya Personal Learning Edition software.

Realistic Architectural Rendering with 3ds Max and V-Ray-Jamie Cardoso 2017-07-03

Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book. Plus find more information at <http://jamiocardoso-mentalray.blogspot.com/>

GPU Gems 2-Matt Pharr 2005 More useful techniques, tips, and tricks for harnessing the power of the new generation of powerful GPUs.

Beginner's Guide to Mental Ray and Autodesk Materials in 3ds Max 2016-Raavi O'Connor 2015-07-19 This book is aimed at those digital artists who have just started working on the 3ds Max. In this book, I have covered Autodesk and mental ray materials. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this book will help you a lot when you will apply shaders and textures to your models. This book is written in an easy to understand language. The important terms are in bold face so that you never miss them. This book is written using 3ds Max 2016. However, you can use it without a problem with 3ds Max 2015 as well. What You Will Learn? You will learn how to use Autodesk and mental ray materials to model realistic looking surfaces. The parameters are explained with examples and related screen captures. Additional tips, guidance, and advice is provided in from of Tips, Notes, and Warnings. You will gain skills by completing the examples provided in the book. How This Book Is Structured? This book is organized to provide you with the knowledge needed to master the standard materials and related maps. This book is divided into three sections: Section A - Global Illumination, Final Gathering, and Caustics The mental ray renderer offers two methods for achieving the Global Illumination: photon tracing and final gathering. This section deals with these two methods as well as the caustics. The example used in the section allow you to grasp the concept explained. Section B - Autodesk Materials 3ds Max comes with three types of mental ray materials: Autodesk

Materials, Arch & Design material, and Special-Purpose mental ray materials. This section deals with the Autodesk materials. Section C - Arch & Design Material This section deals with the Arch & Design material. This material is a monolithic material designed to support most of the material that you will use in the architectural and product design renderings. This material is highly tuned for modeling fast glossy reflective and refractive surfaces. What you need? To complete the examples in this book, you need v2016 of Autodesk 3ds Max. However, the book is also compatible with the v2015 of 3ds Max. To know more about 3ds Max, visit the following links: 3ds Max:

<http://www.autodesk.com/products/3ds-max/overview> What are the main features of the book ? * Global Illumination, Final Gather, and Caustics explained. * 9 examples to hone your skills. * Additional tips, guidance, and advice is provided in from of Tips, Notes, and Warnings. * Important terms are in bold face so that you never miss them. * Support for technical aspect of the book. * 3ds Max files and textures used are available for download.

Mental Ray: Lighting and Shaders-Matt Hartle 2004

Realistic Architectural Rendering with 3ds Max and Mental Ray-Roger Cusson 2007 Bring new realism to your visualizations with a command of the 3ds Max toolset. Three step-by-step tutorials demonstrate exterior and interior, day and night lighting scenes. You learn the nuts and bolts of importing models from CAD programs, lighting, applying mr shaders and materials, and optimizing your renders. Mental ray is made simple with an accessible description of its tools. * Color reproductions illustrate a wide array of subtle techniques. * mental ray is made easy with accesible demonstrations. * Companion CD contains all of the project files.

Digital Lighting and Rendering-Jeremy Birn 2006-04-27 Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood

lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry

Mastering mental ray-Jennifer O'Connor 2010-04-19 Proven techniques for using mental ray effectively If you're a busy artist seeking high-end results for your 3D, design, or architecture renders using mental ray, this is the perfect book for you. It distills the highly technical nature of rendering into easy-to-follow steps and tutorials that you can apply immediately to your own projects. The book uses 3ds Max and 3ds Max Design to show the integration with mental ray, but users of any 3D or CAD software can learn valuable techniques for incorporating mental ray into their pipelines. Takes you under the hood of mental ray, a stand-alone or bundled product that is often used with 3D or CAD software in the creation of movies, games, architectural renders, and television Focuses on only the most pertinent tools and techniques for busy professionals who need to quickly apply them on the job Provides compelling, practical tutorials so you can start incorporating mental ray into your own production pipelines Includes a DVD with step-by-step videos to help drive home concepts and techniques Learn effective mental ray techniques with this great guide, then keep this practical book at your workstation for reference while you work! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Introducing Autodesk Maya 2015-Dariush Derakhshani 2014-06-12 Learn Autodesk Maya from an award-winning insider Best-selling author, visual effects supervisor, and technical educator Dariush Derakhshani brings you a newly-updated, step-by-step guide to the most

popular and complex 3D application on the market, Autodesk Maya. Introducing Autodesk Maya 2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital models and scenes right away. The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya. From there, the book helps you: Learn the Maya user interface, including menus and plug-ins Build simple animations and 3D images right away Explore polygons, modeling, and NEX

tools Get started with HDRI lighting, rendering, dynamics, simulations, and effects Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.