

# Autodesk Maya 2013 Tutorials

## **Introduction to Java Programming, 2nd Edition**

Prof. Sham Tickoo 2017-03-20

Introduction to Java Programming is a book for software developers to familiarize them with the concept of object-oriented programming (OOP). The book enables the reader to understand the basic features of Java. The line-by-line explanation of the source code, a unique feature of the book, enables the students to gain a thorough and practical understanding of Java. The chapters in this book are structured in a pedagogical sequence, which makes this book very effective in learning the features and capabilities of the software. Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding. This book introduces the key ideas of object-oriented programming in an innovative way. The concepts are illustrated through best programs, covering the basic aspects of Java. Additional information is provided to the users in the form of notes. There is an extensive use of examples, schematic representation, screen captures, tables, and programming exercises. Table of Contents Chapter 1: Introduction to Java Chapter 2: Fundamental Elements in Java Chapter 3: Control Statements and Arrays Chapter 4: Classes and Objects Chapter 5: Inheritance Chapter 6: Packages, Interfaces, and Inner Classes Chapter 7: Exception Handling Chapter 8: Multithreading Chapter 9: String Handling Chapter 10: Introduction to Applets and Event Handling Chapter 11: Abstract Window Toolkit Chapter 12: The Java I/O System Index

[Autodesk Maya 2013](#) Prof. Sham Tickoo of Purdue University Calumet 2012

## **Mastering Autodesk Maya 2014**

Todd Palamar 2013-06-12 Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized,

professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than Mastering Autodesk Maya 2104. [Mastering Autodesk Maya 2013](#) Todd Palamar 2012 Provides hands-on intermediate-to-advanced coverage of the leading 3D software Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more. Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire

CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

**Exploring AutoCAD Civil 3D 2019, 9th Edition** Prof. Sham Tickoo 2018 Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling (BIM) solution, AutoCAD Civil 3D. The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model. This data model can then be used to design and analyze a civil engineering project for its optimum and cost-effective performance. This book has been written considering the needs of the professionals such as engineers, surveyors, watershed and storm water analysts, land developers and CAD technicians, who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains. This book consists of 13 chapters covering Points Creations, Surface Creations, Surface Analysis, Corridor Modeling, Pipe Networks, Pressure Networks, and Parcels and so on. The chapters are organized in a pedagogical sequence to help users understand the concepts easily. Each chapter begins with a command section that provides a detailed explanation of the commands and tools in AutoCAD Civil 3D. The chapters in this book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points, surfaces and surface analysis, alignments, profiles, sections, grading, assemblies, corridor modeling, earthwork calculations, and pipe and pressure networks. Salient Features: Consists of 13 chapters that are arranged in pedagogical sequence. Contains 808 pages, 50 tutorials, about 26 exercises, and more than 770 illustrations. Real-world engineering projects used in tutorials, exercises, and explaining various tools and concepts. Table of Contents Chapter 1: Introduction to AutoCAD Civil 3D 2019 Chapter 2: Working with Points Chapter 3: Working with Surfaces Chapter 4: Surface Volumes and Analysis Chapter 5: Alignments Chapter 6: Working with Profiles Chapter 7: Working with Assemblies and Subassemblies Chapter 8: Working with Corridors and Parcels Chapter 9: Sample Lines, Sections, and Quantity Takeoffs Chapter 10: Feature Lines and Grading Chapter 11: Pipe

Networks Chapter 12: Pressure Networks Chapter 13: Working with Plan Production Tools, and Data Shortcuts Index

**Mastering Autodesk Maya 2013** Todd Palamar 2012-05-31 Provides hands-on intermediate-to-advanced coverage of the leading 3D software Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more. Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

*Maya 2013 Essential Training: 5 Animation Tools* 2012 Animation Tools is a focused course that covers the basics of animating in Autodesk Maya, including setting keyframes, working with animation editors, and automating animation with constraints and simple rigs. Author George Maestri also shows how to create motion trails and ghost objects and construct animation cycles, an alternative way to loop your animation with the Graph Editor and Curves.

*Autodesk Maya 2013 Essentials* Paul Naas 2012-04-30 Recommended text for those preparing for the Maya Associate exam Maya, the industry-leading 3D animation and effects software used in movies, games, cartoons, and commercials, is challenging to learn. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that

allow new users to quickly become productive with the program and familiar with its workflow in a professional environment. You'll learn the basics of modeling, texturing, animating, and lighting; explore different parts of the production pipeline; and practice on some real-world projects. Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners essential training in Maya basics. This book is an Autodesk Official Training Guide, recommended for students planning to take the Maya Associate exam. Provides task-based tutorials and hands-on exercises to get you up to speed and introduce you to production workflows. Teaches the basics of modeling, texturing, animating, and lighting. Helps you create simple animations, model with polygons, and add detail with blend shapes and surfaces. Starting and ending files for the exercises and additional learning tutorials are available online. Autodesk Maya Essentials provides beginners with a solid foundation in Maya 3D software.

Blender 2.79 for Digital Artists Prof. Sham Tickoo 2018 Blender 2.79 for Digital Artists book covers major features of Blender 2.79 in a simple, lucid, and comprehensive manner. Keeping in view the varied requirements of the users, the book introduces the basic features of Blender 2.79 and then gradually progresses to cover the advanced features. This book will help you unleash your creativity, thus helping you create stunning 3D models. The book will help the learners transform their imagination into reality with ease. Also, it takes the users through progressive tutorials, numerous illustrations, and ample exercises. Salient Features Consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling, sculpting, texturing, lighting, rigging, animation, rigid body dynamics, and particle system. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review

Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Introduction to Blender Interface Chapter 2: Working with Mesh Primitives Chapter 3: Working with Curve Primitives Chapter 4: Working with Modifiers Chapter 5: Digital Sculpting Techniques Chapter 6: Working with Materials - I Chapter 7: Working with Materials - II Chapter 8: Lights and Cameras Chapter 9: Basics of Rigging and Animation Chapter 10: Rigid Body Dynamics Chapter 11: Working with Particles Index  
**Autodesk Maya 2013 Essential Learning Kit** video2brain 2013-05-28 A comprehensive approach to learning Maya 2013. This book-and-video package is a great way to quickly start using the powerful Maya software. Eight hours of step-by-step video instruction on Maya 2013 quickly teaches you how to use the software's core features and functions. The complementary book walks you through the basics of Maya modeling, texturing, animating, and lighting to familiarize you with the program as a whole. The hands-on projects offer realistic, job-related, professional challenges for those new to 3D, and to those coming from another 3D application. Begins each book and video chapter with a quick overview of the lesson and then immediately moves into an approachable hands-on exercise that you can follow to gain confidence using the software. Allows you to download starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals. Features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with related and more open-ended projects to further reinforce the chapter's lessons. This book-and-DVD package helps you quickly understand and use the popular 3D animation and effects program's core features and functions.

Introducing Autodesk Maya 2013 Dariush Derakhshani 2012-05-03 A complete update to the popular Autodesk Official Training Guide for Maya. Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, cartoons, and other animation. This bestselling, official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software. Fully

updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics, visualization, and visual effects. Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you've learned. The Autodesk Official Training Guide for Maya, endorsed and promoted by Autodesk to its 2,500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling, texturing, animating, and visual effects Step-by-step tutorials offer realistic, professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students Introducing Autodesk Maya is the perfect guide to get you up and running on the world's most popular professional 3D application.

**How to Cheat in Maya 2013** Eric Luhta  
2013-09-11 All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to get you up to speed quickly. From menus to modeling, lipsync to lighting, How to Cheat in Maya 2013 covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, "How to Cheat in Maya" is an essential guide for amateur and professional 3D animators alike. Fully updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

*Autodesk Maya 2013 Essentials* Naas

2013-04-05

*Teach Yourself Autodesk Maya 2013* Niranjana Jha 2013-08-08 Chromosys Publication's Teach Yourself Autodesk Maya 2013 book is an optimal quality guide to the beginners and advanced learners of Maya. We are the leading eBook publisher of languages and technology. Our research and education center working for last fifteen years has made tremendous efforts to simplify the learning of Maya, and so, we assure you that this book will walk you through in the simplest way in your entire course of learning, and will make you a master of it in just one month of time. Academy Award winning Maya software is the world's most powerfully integrated 3D modeling, animation, effects, and rendering solution. It also adds to the quality and realism of 2D graphics. That's why film and video artists, game developers, visualization professionals, web and print designers turn to Maya to take their work to meet the demands of next generation productions. The tutorials in the chapters will lead you step-by-step giving pictures of every move and will help you create and design models from scratch, not like other books that tell you to copy things and make shallow editing. We do not encourage such misguidance because the learning of Maya is not a child's play. Today's world is the world of 3d design, visual effects, animation, and so everyone wants to create a moving, talking, and interacting visual expression. If you are interested in editing movies, games, architectural designs, earning a way to Hollywood, or impressing your loved one, Maya can serve all your purposes, as it does all the works of this kind. The lessons conceived and prepared by us will let you start your learning from real basic making your move amazing, astonishing, and exhilarating for you. And soon you will feel that you have got a new horizon to show your creativity. It's cool, simple, and sublime! Niranjana Jha, the author of this and twenty other eBooks available online, is the founder of Chromosys Corporation. His dedication in technological and linguistic research is significantly known to the millions of people around the world. This book is the creation of his avowed determination to make the learning of Maya easy to the people. After you install this program on your system, you just have to follow

the instructions doing the same on your computer, and you will see that you are quickly learning everything. Just an hour of practice per day, and in a month of time you'll get a lot of knowledge, tips and tricks to work with this software. This is an unmatched unique book of its kind that guarantees your success. The lessons are magnificently powerful to bring you into the arena of visual effects. It is the need of time, and that's why many people have been sharpening their knowledge to be good in it. The still-image creation software like CorelDraw, Photoshop, Illustrator and 3D design software like 3ds Max and Shockwave are where you create the image of your choice and animate them, but when you wish to add visual effects, there you need Maya. What Maya does, no other software can do. It is totally different. For instance, if you want to create a real-looking rain effect in a particular scene of a video, do you think any other software can do? No, absolutely not. Only Maya can do that and it can do in just a few minutes of time.

Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition Prof. Sham Tickoo 2019 Pixologic ZBrush 2018: A Comprehensive Guide covers all features of ZBrush 2018, which is a powerful modeling and sculpting software developed by Pixologic Inc. and is used for developing highly detailed characters for movies, games, and digital design projects. The book provides in-depth details of the concepts and explains the usage and functions of the most commonly used tools of ZBrush. In this edition, new feature such as ZModeler, NanoMesh, and KeyShot renderer have been also been explained. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 12 chapters & 1 project that are organized in a pedagogical sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips. Self-

Evaluation test & Review Questions at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

*MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition* Prof. Sham Tickoo 2019 MAXON CINEMA 4D R20 Studio: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers, animators, and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity and transform your imagination into reality with ease. Salient Features: Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling, sculpting texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring CINEMA 4D R20 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mapping Chapter 10: Compositing 3D objects

Chapter 11: Rendering Chapter 12: MoGraph  
 Chapter 13: Working with XPresso Project 1:  
 Creating an Indoor Scene Project 2: Texturing  
 an Indoor Scene Index  
[Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition](#) Prof. Sham Tickoo 2018 Pixologic  
 ZBrush 4R8: A Comprehensive Guide book  
 covers all features of ZBrush 4R8 in a simple,  
 lucid, and comprehensive manner. It gives in-  
 depth details of the concepts and explains the  
 usage and functions of ZBrush such as  
 DynaMesh, NanoMesh, ZRemesher, ZModeler,  
 NanoMesh, and KeyShot renderer. In this  
 edition, new features such as Gizmo 3D and the  
 Live Boolean mode, which is used to generate  
 boolean results, have been explained. This book  
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**Autodesk Maya 2013** Todd Palamar 2012 "In  
 this video based Autodesk Maya 2013 training  
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 modeling at all. Throughout this training course,  
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 directly into learning by working on projects that  
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 project builds on the previous, incorporating  
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 to work with the same files that the author is  
 using in this training course."--Resource  
 description page.

**Autodesk Maya 2013** Todd Palamar 2012 In  
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*Pixologic ZBrush 2020: A Comprehensive Guide,*

6th Edition Prof. Sham Tickoo 2020-05-04  
 Pixologic ZBrush 2020: A Comprehensive Guide covers all features of ZBrush 2020 in a simple, lucid, and comprehensive manner. It gives in-depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh, NanoMesh, ZRemesher, ZModeler, NanoMesh, and KeyShot renderer. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. In this edition, the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight. Moreover, new sculpting brushes like XTractor and HistoryRecall have been covered. Additionally, the concepts like Array, ZPlugin, and FiberMesh are explained with the help of step by step instructions. Salient Features Consists of 12 chapters & 1 project that are organized in a pedagogical sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test & Review Questions at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

## Autodesk Maya 2013 Tutorials

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