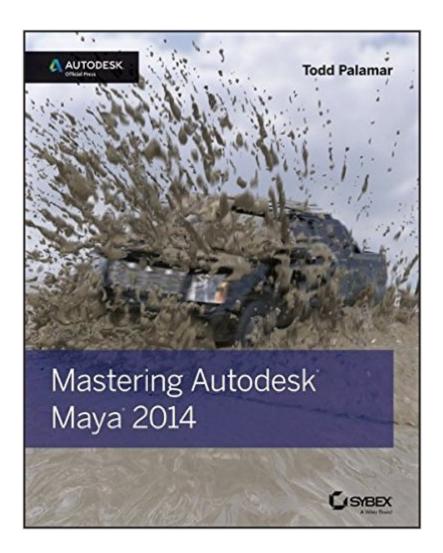
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Mastering Autodesk Maya 2014: Autodesk Official Press





Synopsis

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.

Book Information

Paperback: 1008 pages Publisher: Sybex; 1 edition (July 1, 2013) Language: English ISBN-10: 1118574966 ISBN-13: 978-1118574966 Product Dimensions: 7.4 x 1.7 x 9.2 inches Shipping Weight: 4.4 pounds (View shipping rates and policies) Average Customer Review: 3.3 out of 5 stars Â See all reviews (9 customer reviews) Best Sellers Rank: #594,778 in Books (See Top 100 in Books) #97 in Books > Computers & Technology > Graphics & Design > 3D Graphics #250 in Books > Computers & Technology > Software > Design & Graphics #709 in Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

Outdated content that was obviously cut and pasted from the 2013 edition including errors in depictions of the new mental ray interface, no coverage of the modeling toolkit, and incomplete coverage of render passes. The editing for this book is so poor that it references Introducing Maya

2013 as a preliminary in Chapter 1 (it correctly references 2014 in the introduction). Further, there is absolutely no author support as claimed in the introduction. Don't waste your money on this when there are numerous superior options, many of them free.

man I tell you what, this book started falling apart within a week of using it, even with me properly conditioning the binding. I'm very displeased with this. However, the content of the book is well written and a great reference book too. The other thing I have to say is you could do a better job in getting the owner hooked up with the exercise files. The link in the book is incorrect!! I had to do several internet searches before finding it on the same forwarded site but in a buried location in the shop on the downloads page somewhere. This sucks! The hours I have wasted on this one area is unreal. I'm very computer savvy and this was a job!! would ask my money back but I like the content of the book so well. I'll just keep gluing the mess and next time I will get an electronic version of things from this company.Content 5*Binding -5*Finding Exercise files 1*

Great addition to any maya users library. Highly recommend, a must have book for improving your digital skills on all levels.

He is delighted with it trying to learn a new trade tired of construction. It is winter in Oregon so if you are in construction and you do not work out in the freezing rain you do not eat!

Good helpful book

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