Maya Studio Projects Texturing And Lighting
Learn to create realistic digital assets for film and games with this project-based guide. Focused entirely on practical projects, this hands-on guide shows you how to use Maya’s texturing and lighting tools in real-world situations. Whether you need to sharpen your skills or you’re looking to break into the field for the first time, you’ll learn top industry techniques for this important skill as you follow the instructions for several specific projects. You can even create your own version, using final Maya scene files to validate results. The companion DVD includes supplemental videos, project support files, textures, tools, professional shaders, and more. Lighting and texturing projects are often an excellent way for new animators to break into the business. This is the only project-based book dedicated to understanding and implementing Maya’s texturing and lighting tools for creating realistic digital assets for film, video, and games. Walks you step by step through lighting and texturing objects, characters, and locations. Written by a professional CG artist who has worked on high-profile films including Antz and Shrek. Includes a DVD with supplemental video instruction, additional tools, and more. Practical, project-based instruction in this guide will help you perfect your skill with Maya’s texturing and lighting tools.

**Book Information**

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**Customer Reviews**

I’ve read and followed many Maya tutorial books, this one is leaps better than most. Mr. Lanier’s assumes the reader has a pretty good grasp of maya and modeling so doesn’t go into the interface and mouse controls that a lot of authors start their books with. He understands that his audience
knows how to use Maya but they need a better grasp of texturing and lighting. His style of helping
the reader by telling them exactly what to do early on is extremely helpful, then gradually he lets go
and you start making the adjustments you need to attributes and settings because you have the
confidence to do so. The author explains difficult concepts like mental ray settings in a very non
technical way so that you understand what is important to change and exactly what those changes
will do. The best thing about this book is the lessons are complete, most other books I’ve read will
show you step 1, 2, then jump to step 10, and assume you’ve made your own way there. Mr. Lanier
goes through all the steps and includes scene files on the DVD and most importantly references
them in the book so that you can compare your work to his. Again, this is one of the best Maya
tutorial books that I’ve had the pleasure of learning from. Thank you.

I use Maya everyday for my school work (I’m an animation student).Texturing and Lighting have
always given me problems but this book helps with figuring out quick and usually easy solutions for
Texturing and Lighting. My instructor highly recommended this book to me and I must say I’m glad
he did.It is very easy to read and the author makes it a point to keep everything concise and to the
point. It’s not overly wordy and provides excellent supplement learning material. The lessons are
straight forward and allow for following the text but also allow for experimentation.

I purchased this book for a student of mine to reference and learn a bit more about the texturing
process. I think it gave a good overview of texturing that other books have seem to leave out. It is
not an end all solution to learning about texturing and lighting but it is a great resource for beginner
to intermediate Maya artists.

I just downloaded this as a Kindle version of the book. I have so many tech books I thought this
would be the perfect use for my Kindle. Well I guess it’s my fault for not thinking this through, but the
entire book is based on a set of content that comes on a DVD with the book. Light bulb goes on.
Yes that’s right there is no DVD with the e-book version. Now you would think that there would be
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locate it. I do have a request into customer service, but I am feeling very ripped off at the moment.
Might be a great book, might be the worst ever. I have no way of knowing.EDIT-------I was able to
acquire the DVD content from the publisher. But It took a few days, and several emails back and
forth. I think  needs to find a way to smooth this process out with publishers of this type of material.
If I can get the book instantly, I think they should be able to find a way to get all of the necessary
content with it as well. PS So far I like the book but have only just begun I may still raise the stars again.

I picked this one because it was in the price we needed it to be. I was amazed when my son called and said he got his book in 4 days. Thanks

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