



Maya Character Creation: Modeling and Animation Controls

By Chris Maraffi



Maya Character Creation: Modeling and Animation Controls By Chris Maraffi

A unique, in-depth approach to creating realistic characters in Maya. *Maya Character Creation: Modeling and Animation Controls*' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"!

The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3 , and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. *Maya Character Creation: Modeling and Animation Controls* is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

 [Download Maya Character Creation: Modeling and Animation Co ...pdf](#)

 [Read Online Maya Character Creation: Modeling and Animation ...pdf](#)

Maya Character Creation: Modeling and Animation Controls

By Chris Maraffi

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi

A unique, in-depth approach to creating realistic characters in Maya. *Maya Character Creation: Modeling and Animation Controls*' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"!

The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3 , and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. *Maya Character Creation: Modeling and Animation Controls* is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi Bibliography

- Sales Rank: #1578621 in Books
- Brand: Brand: New Riders
- Published on: 2003-09-21
- Original language: English
- Number of items: 1
- Dimensions: 9.87" h x .77" w x 7.94" l, 1.68 pounds
- Binding: Paperback
- 384 pages



[Download Maya Character Creation: Modeling and Animation Co ...pdf](#)



[Read Online Maya Character Creation: Modeling and Animation ...pdf](#)

Download and Read Free Online Maya Character Creation: Modeling and Animation Controls By Chris Maraffi

Editorial Review

From the Back Cover

A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"!

The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3, and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation: Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

About the Author

Chris Maraffi is currently Course Director of character modeling and character setup classes at Full Sail Real World Education in Orlando. He was a presenter, with other Full Sail faculty, of the Maya Tips and Tricks master class at SIGGRAPH 2001 for Alias Wavefront. In addition, he has taught advanced 3D classes at NYU Parsons School of Visual Arts, and NYIT in New York City. Also in the San Francisco Bay area, he taught at the Academy of Art, Mesmer Animation Labs, and The Master's Institute. He is the author of SoftImage XSI Character Animation FX and Design published by Coriolis. Other publications include numerous online and magazine 3D tutorials and articles.

Users Review

From reader reviews:

Maureen Jones:

Do you have favorite book? In case you have, what is your favorite's book? Publication is very important thing for us to find out everything in the world. Each guide has different aim or maybe goal; it means that publication has different type. Some people truly feel enjoy to spend their time and energy to read a book. They may be reading whatever they take because their hobby is reading a book. How about the person who don't like reading a book? Sometime, man or woman feel need book whenever they found difficult problem or even exercise. Well, probably you should have this Maya Character Creation: Modeling and Animation Controls.

Sharon Wilson:

What do you concentrate on book? It is just for students since they are still students or that for all people in the world, what best subject for that? Simply you can be answered for that question above. Every person has several personality and hobby for every single other. Don't to be pressured someone or something that they don't would like do that. You must know how great along with important the book Maya Character Creation: Modeling and Animation Controls. All type of book are you able to see on many methods. You can look for the internet sources or other social media.

Bradley Harshbarger:

A lot of people always spent their particular free time to vacation or even go to the outside with them household or their friend. Did you know? Many a lot of people spent they free time just watching TV, or playing video games all day long. In order to try to find a new activity that is look different you can read some sort of book. It is really fun for you. If you enjoy the book that you simply read you can spent the entire day to reading a e-book. The book Maya Character Creation: Modeling and Animation Controls it is extremely good to read. There are a lot of individuals who recommended this book. We were holding enjoying reading this book. In case you did not have enough space to create this book you can buy often the e-book. You can m0ore simply to read this book from your smart phone. The price is not too expensive but this book features high quality.

Shirley Akins:

Your reading 6th sense will not betray you, why because this Maya Character Creation: Modeling and Animation Controls e-book written by well-known writer whose to say well how to make book that may be understand by anyone who have read the book. Written with good manner for you, still dripping wet every ideas and publishing skill only for eliminate your own personal hunger then you still uncertainty Maya Character Creation: Modeling and Animation Controls as good book not only by the cover but also through the content. This is one e-book that can break don't evaluate book by its protect, so do you still needing an additional sixth sense to pick this particular!? Oh come on your looking at sixth sense already told you so why you have to listening to another sixth sense.

Download and Read Online Maya Character Creation: Modeling and Animation Controls By Chris Maraffi #YHDGMZIROSW

Read Maya Character Creation: Modeling and Animation Controls By Chris Maraffi for online ebook

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Maya Character Creation: Modeling and Animation Controls By Chris Maraffi books to read online.

Online Maya Character Creation: Modeling and Animation Controls By Chris Maraffi ebook PDF download

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi Doc

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi Mobipocket

Maya Character Creation: Modeling and Animation Controls By Chris Maraffi EPub

YHDGMZIROSW: Maya Character Creation: Modeling and Animation Controls By Chris Maraffi