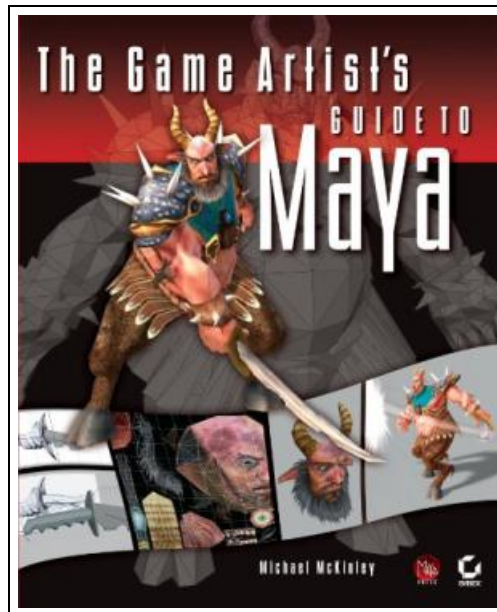# The Game Artists Guide to Maya: Getting Linux, Apache, MySQL, and PHP Working Together

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Reviews

Very useful to any or all group of men and women. It is writter in basic words instead of difficult to understand. I realized this ebook from my i and dad recommended this publication to understand.
(Althea Fahey MD)

THE GAME ARTISTS GUIDE TO MAYA: GETTING LINUX, APACHE, MYSQL, AND PHP WORKING TOGETHER

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Sybex. Paperback. Condition: New. 240 pages. Dimensions: 8.8in. x 7.4in. x 0.6in.The Definitive Resource for Up-and-Coming 3D Game ArtistsAlias award-winning Maya 3D animation and effects software continues to lead the industry in technological innovation and is being adopted by more and more console and computer game developers. The Game Artists Guide to Maya is an official introduction to creating 3D game art and animations with Maya, brought to you by Maya Press, a publishing partnership between Alias and Sybex. Written by a production artist at a prominent game company, this detailed book focuses on the skills real game artists use daily to create stunning characters and environments. By following the discussions and tutorials, youll bring a concept through the entire game art development pipeline, learning everything from modeling, texturing, rigging, and animation, to special effects. Youll also glean insights from industry professionals and see how Maya has been used in popular games. If youre a 3D game artist, or looking to become one, this book will help you master the skills and techniques youll need to excel in the competitive games industry. Inside, youll learn how to: Create a game model using a concept image as your guideModel with predetermined real-time polycount limitations in mindView martial arts videos on the books CD to animate your character more realisticallyPrepare a model for texturing with UV mapping and layout techniquesCreate different kinds of texturesMaster the rigging process, from setting up a skeleton to preparing blend shapesPractice techniques for creating animation clips to work with in the Trax EditorUse particle effects, such as sprites and animated geometry, to add pizzazz to your model This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

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