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Creating Visual Effects in Maya: Fire, Water, Debris, and Destruction (Paperback)

By Lee Lanier

Taylor Francis Ltd, United Kingdom, 2014. Paperback. Condition: New. Language: English . Brand New Book. Produce mind-blowing visual effects with Autodesk Maya. Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work, including fire, water, smoke, explosions, and destruction, as well as their integration with real-world film and video. In Creating Visual Effects in Maya, Maya master Lee Lanier has combined the latest studio techniques with multi-chapter, hands-on projects and professionally-vetted workflows to bolster your CG toolkit. Engaging, full-color tutorials cover: Creating foliage, fire, and smoke with Paint Effects Growing Maya Fur and nHair on clothing, characters, and sets Replicating water, smoke, sparks, swarms, bubbles, and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL, Python, and PyMEL scripting Adding dust, fog, smoke, rippling water, and fireballs with Fluid Effects containers Creating damage with Effects presets, deformers, and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies, nParticles, nCloth, and Fluid Effects Setting up, rendering, and compositing mental ray render passes with Autodesk Composite, Adobe After Effects, and The Foundry Nuke The companion website (features a treasure trove of Maya, MatchMover,...



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Reviews

This pdf is definitely not easy to get started on studying but quite entertaining to read through. I am quite late in start reading this one, but better then never. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Ms. Fatima Erdman**

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