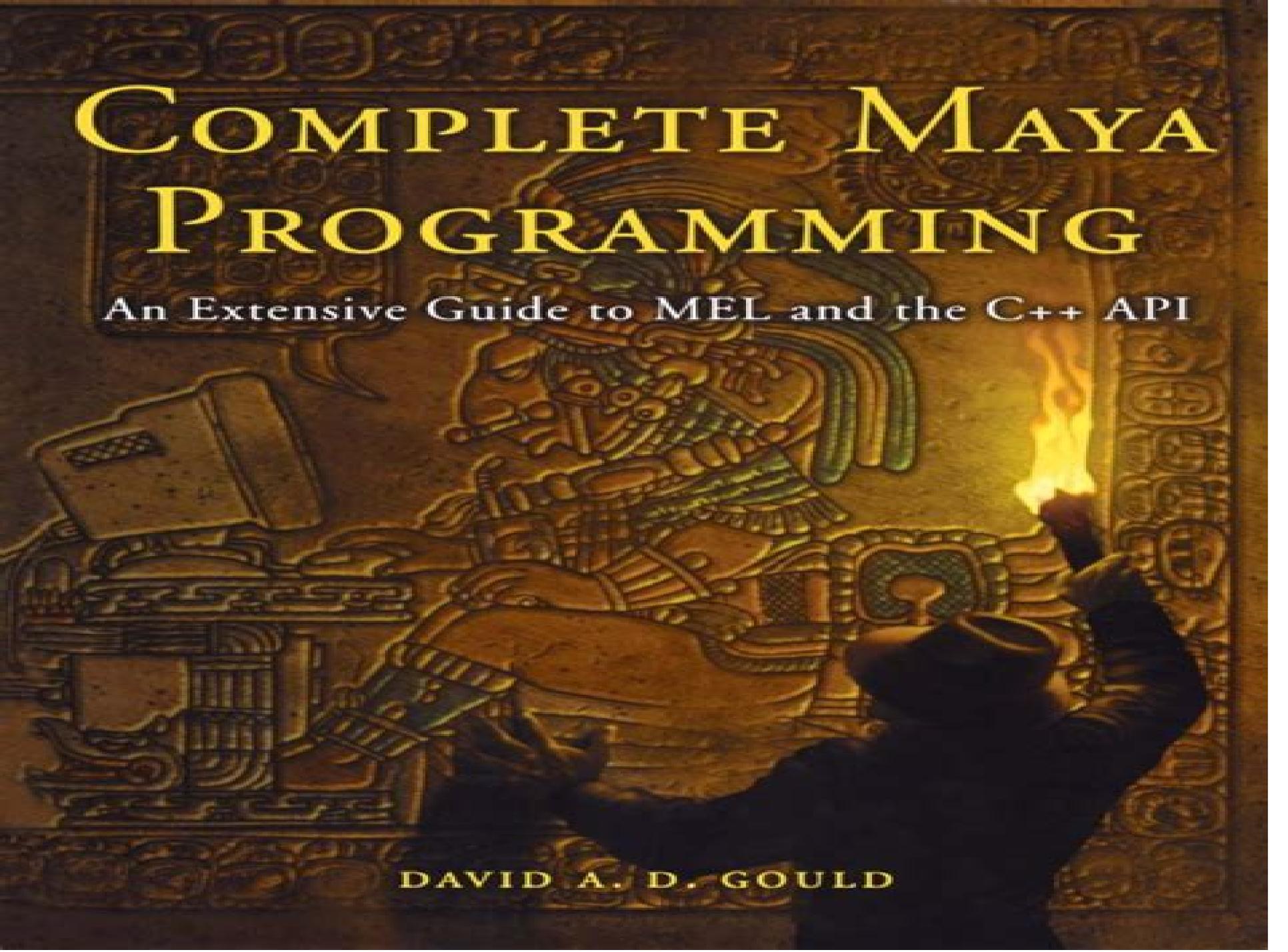


COMPLETE MAYA PROGRAMMING

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An Extensive Guide to MEL and the C++ API

DAVID A. D. GOULD

Complete Maya Programming

**Julie Dorsey, Holly Rushmeier, François
Sillion**



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product development cultural heritage documentation visual simulation and training as well as traditional digital application areas such as feature film television and computer games will benefit from this much needed resource

ABOUT THE AUTHORS Julie Dorsey and Holly Rushmeier are professors in the Computer Science Department at Yale University and co-directors of the Yale Computer Graphics Group Fran ois Sillion is a senior researcher with INRIA Institut National de Recherche en Informatique et Automatique and director of its Grenoble Rh ne Alpes research center

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Learning Processing Daniel Shiffman,2009-04-17 The free open source Processing programming language environment was created at MIT for people who want to develop images animation and sound Based on the ubiquitous Java it provides an alternative to daunting languages and expensive proprietary software This book gives graphic designers artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language followed by careful step by step explanations of select advanced techniques The author teaches computer graphics at NYU s Tisch School of the Arts and his book has been developed with a supportive learning experience at its core From algorithms and data mining to rendering and debugging it teaches object oriented programming from the ground up within the fascinating context of interactive visual media Previously announced as Pixels Patterns and Processing A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics Step by step examples approachable language exercises and LOTS of sample code support the reader s learning curve Includes lessons on how to program live video animated images and interactive sound

Mathematical Optimization in Computer Graphics and Vision Luiz Velho,Paulo Carvalho,Jonas Gomes,Luiz de Figueiredo,2011-08-09 Mathematical optimization is used in

nearly all computer graphics applications from computer vision to animation This book teaches readers the core set of techniques that every computer graphics professional should understand in order to envision and expand the boundaries of what is possible in their work Study of this authoritative reference will help readers develop a very powerful tool the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today Distills down a vast and complex world of information on optimization into one short self contained volume especially for computer graphics Helps CG professionals identify the best technique for solving particular problems quickly by categorizing the most effective algorithms by application Keeps readers current by supplementing the focus on key classic methods with special end of chapter sections on cutting edge developments

Digital Character

Development Rob O'Neill,2015-10-07 Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created This book presents the theory and practice behind the creation of digital characters for film and games using software agnostic descriptions that apply to any animation application It provides insight from a real production environment and the requirements that such an environment imposes With rich illustrations and visual code examples throughout this book provides a comprehensive

roadmap to character development for both professionals and students

Point-Based Graphics

Markus Gross,Hanspeter Pfister,2011-05-04 The polygon mesh approach to 3D modeling was a huge advance but today its limitations are clear Longer render times for increasingly complex images effectively cap image complexity or else stretch budgets and schedules to the breaking point Comprised of contributions from leaders in the development and application of this technology Point Based Graphics examines it from all angles beginning with the way in which the latest photographic and scanning devices have enabled modeling based on true geometry rather than appearance From there it s on to the methods themselves Even though point based graphics is in its infancy practitioners have already established many effective economical techniques for achieving all the major effects associated with traditional 3D Modeling and rendering You ll learn to apply these techniques and you ll also learn how to create your own The final chapter demonstrates how to do this using Pointshop3D an open source tool for developing new point based algorithms The first book on a major development in computer graphics by the pioneers in the field Shows how 3D images can be manipulated as easily as 2D images are with Photoshop

High

Dynamic Range Imaging Erik Reinhard,Greg Ward,Sumanta Pattanaik,Paul Debevec,2005-11-21 High dynamic range imaging produces images with a much greater range of light and color than conventional imaging The effect is stunning as great as the difference between black and white and color television High Dynamic Range Imaging is the first book to describe this exciting new field that is transforming the media and entertainment industries Written by the foremost researchers in HDRI it will explain and define this new technology for anyone who works with images whether it is for computer graphics film video photography or lighting design Written by the leading researchers in HDRI Covers all the areas

of high dynamic range imaging including capture devices display devices file formats dynamic range reduction and image based lighting Includes a DVD with over 4 GB of HDR images as well as source code and binaries for numerous tone reproduction operators for Windows Linux and Mac OS X *Practical Maya Programming with Python* Robert Galanakis,2014-07-25 *Practical Maya Programming with Python* is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable independent modules and handling unexpected errors If you are a developer looking to build a powerful system using Python and Maya s capabilities then this book is for you *Practical Maya Programming with Python* is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills **Thông báo sách mới** ,2008 **Maya Python for Games and Film** Adam Mechtley,Ryan Trowbridge,2011-09-28 *Maya Python for Games and Film* is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for [Animation Magazine](#) ,2003-03 **Yoga & Pilates for Everyone** Françoise Barbira Freedman,Bel Gibbs,Doriel Hall,Emily Kelly,Jonathan Monks,Judy Smith,2005 Comprehensive sourcebook of yoga and pilates exercises to tone and strengthen the body with 1500 step by step photographs Amazon com **Maya Programming with Python Cookbook** Adrian Herbez,2016-07-29 Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software used to develop interactive 3D applications and games with stupendous visual effects The *Maya Programming with Python Cookbook* is all about creating fast powerful automation systems with minimum coding using Maya Python With the help of insightful and essential recipes this book will help you improve your modelling skills Expand your development options and overcome scripting problems encountered whilst developing code in Maya Right from the beginning get solutions to complex development concerns faced when implementing as parts of build Style and approach This book is comprised of a set of practical recipes grouped under specific topics which can be referred to independently or in sequence These recipes provide quick solutions to common problems and cover most

of the real world scenarios that developers are likely to face when working with Maya

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