Getting Started In 3D With Maya: Create A Project From Start To Finish-Model, Texture, Rig, Animate, And Render In Maya

Getting Started in
3D with Maya

Create a Project from Start to Finish
Model, Texture, Rig, Animate, and Render in Maya

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Focal Press

Synopsis

Deliver professional-level 3D content in no time with this comprehensive guide to 3D animation with Maya. With over 12 years of training experience, plus several award winning students under his belt, author Adam Watkins is the ideal mentor to get you up to speed with 3D in Maya. Using a structured and pragmatic approach Getting Started in 3D with Maya begins with basic theory of fundamental techniques, then builds on this knowledge using practical examples and projects to put your new skills to the test. Prepared so that you can learn in an organic fashion, each chapter builds on the knowledge gained in the previous chapter, showing you all the essentials of 3D in Maya, from modeling and UV layout, to texture creation, rigging animating and rendering.Â As you go from project to project you'll develop a strong arsenal of skills that combined will form a complete end to end process to creating complete projects in Maya. The accompanying website provides all the tools you need to develop your skills. Project files to accompany the practical examples used throughout the text, so you can work along with the examples. Additional textures and models will give you all the resources you need to start making your own projects in no time at all.

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Customer Reviews

While I was in Art school, I took a class in 3D Computer Modeling and I loved it. In our class we learned how to use Cinema 4D, instead of the industry-standard, Maya. Which was OK, but now that I am out of school, I was really interested in learning how to use the program I feel like I missed out on. I tried delving right in, hoping my experience with Cinema 4D would help, but it didn't, Maya was pretty different and I felt overwhelmed. I tried watching and reading tutorials online, but I found the prospect of listening to hours of video without actually doing the work, boring. Then I remembered I had a handy book I used in school for Cinema 4D and I decided I would try one for Maya too.I picked Getting Started in 3D, because it was from the same publisher as the Cinema 4D book (Focal Press) and it seemed to follow the same format. Having you delve right into projects, starting from the most simple states and getting more complicated as it goes. I am on Chapter 3 and I have learned and done more in Maya than ever before. The book is well explained, well paced and you feel like your working on this big project little by little which makes it incredibly satisfying and encouraging to keep on working. One of the defeats of the aforementioned Cinema 4D book was that it had small, inclusive projects, where more difficult topics (like animation) where introduced right away. That method of learning was frustrating at times and I ended up giving up many times. Where Getting Started in 3D shines is that it builds upon topics, having you work on a larger project little by little and I have yet to lose encouragement or interest in the project after a few weeks of owning the book.

In what has to be one ridiculously long title for a pretty straight-forward book, Getting Started in 3D with Maya: Create a Project from Start to Finish â " Model, Texture, Rig, Animate, and Render in Maya is actually not a bad place to start if youâ ™re trying to get into 3D. Adam Watkins manages to pack all the crucial steps of 3D modeling and animation into 9 concise chapters. I enjoyed the flow of the book, and felt that every important detail was explained. The author teaches just enough to get to the next step, and itâ ™s all done in a logical order and progression. If you are just getting started with 3D, or if you know another package and are new to Maya, I think this is a excellent book to pick up.Watkins begins by explaining the general workflow and with the Maya philosophy (including a few somewhat comical hardware recommendations even though the book is only a couple years old). He continues with architectural modeling, organic modeling, UV layout, textures and materials, lighting and rendering, rigging and skinning, and finishes up with animation. Clocking in at around 448 pages, the book is not particularly short but I found I was able to get through it quickly. Each chapter was just the right size to read in one sitting, and the text was engaging

enough to make me want to come back the following day.I definitely feel like I learned a thing or two by reading this book, and it has helped me to better understand the Maya workflow. Most 3D packages are huge, monolithic pieces of software, and no single book could cover everything. However, Getting Started in 3D with Maya covers the basic things you need to know in order to get started (so the book is true to itâ ™s name). If I had one complaint, itâ ™s that I thought the art direction could have been better.

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