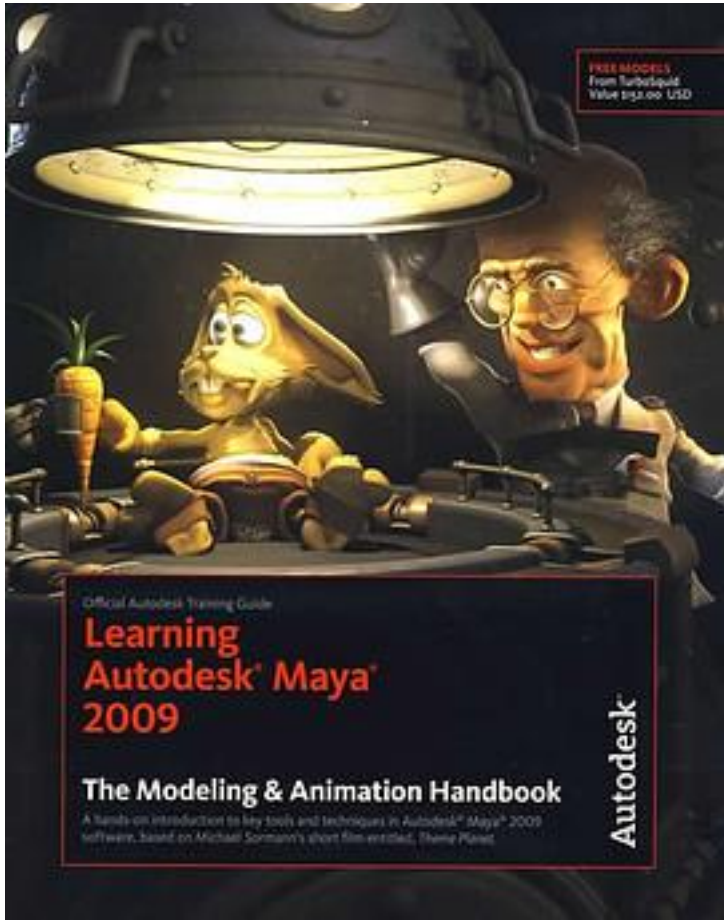# Learning Autodesk Maya 2009 The Modeling & Animation Handbook

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著者:Autodesk Maya Press

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This exceptional, full-color Autodesk Maya Press title -- produced by Autodesk, the software's creators -- uses an award-winning movie short as the basis for the book's

all-new hands-on tutorials. The book provides clear step-by-step projects to help you understand the modeling and animation stages of production. You'll learn how to build models with a variety of surface types and then make them move with a wide range of animation techniques as well as how to make sound decisions from the beginning to save unnecessary challenges further down the pipeline. As a bonus feature, this book also introduces some animation techniques using Alias MotionBuilder. Topics include: Polygon Modeling. NURBS Modeling. General Modeling Issues. Tessalation; Texturing. Using layers to organize your work. Creating Skeleton Chains and edit joint orientation. Setting up Single Chain, Rotation Plane, and Spline IK Solvers. Using Set Driven Key to create powerful yet simple control systems. Understanding and using Forward and Inverse Kinematics. Simulating the deformation of clothing using Wire Deformers and Set Driven Key. Drive joint rotation with a Blendshape Slider to help consolidate control windows. Using Pole Vector constraints as a fast and easy way of achieving realistic motion in arms and legs. Creating complex and subtle character deformations through the use of Clusters and Lattice. Order your copy today.

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