Maya Featuring Creature Creations (Graphics Series)

MAYA FEATURE CREATURE CREATIONS

- Learn the fundamentals of developing, creating, and implementing your own Hollywood-quality character
- Develop the skills needed to create anatomy-based characters using step-by-step instructions, tips and techniques
- Expand your knowledge of how to use Maya polygons, NURBS, subdivision surfaces, inverse kinematics, polygonal texturing, and dynamic simulations





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出版者:Charles River Media

出版时间:2002-07-30

装帧:Paperback

isbn:9781584502258

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