

## Advanced Maya Texturing and Lighting



Filesize: 7.54 MB

### ***Reviews***

*A high quality pdf as well as the typeface applied was exciting to see. It really is written in simple words and phrases rather than difficult to understand. You will not really feel monotony at any time of your time (that's what catalogs are for relating to in the event you question me).*

***(Robyn Nolan)***

## ADVANCED MAYA TEXTURING AND LIGHTING

DOWNLOAD



To save **Advanced Maya Texturing and Lighting** PDF, make sure you refer to the button below and save the file or have access to other information which might be have conjunction with ADVANCED MAYA TEXTURING AND LIGHTING book.

Sybex, 2006. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Introduction. Chapter 1: Applying the Correct Maya Light Type. Selecting Light Types. Linking Lights. Using Light Fog and Light Glow. Chapter Tutorial: Lighting an Interior. Chapter 2: Creating High-Quality Shadows. Rendering Depth Maps. Raytracing Shadows. Creating Effects Shadows. Chapter Tutorial: Lighting a Flickering Fire Pit with Shadows. Chapter 3: Applying the Correct Material and 2D Texture. Reviewing Shading Models and Materials. Reviewing 2D Textures. Mastering Extra Map Options. Stacking Textures. Mastering the Blinn Material. with Basic Texturing Techniques. Chapter 4: Applying 3D Textures and Projections. Exploring 3D Textures. Applying Environment Textures. 2D Texture Projection Options. Chapter Tutorial: Creating Skin with Procedural Textures. Chapter 5: Creating Custom Connections and Color Utilities. Mastering the Hypershade Window. Shifting Colors. Chapter Tutorial: Creating a Custom Paint Material. Chapter 6: Automating a Scene with Sampler Nodes. Employing Samplers. Tying into Nonmaterial Nodes. Connecting Multiple Materials in One Network. Using the Studio Clear Coat Utility. Chapter Tutorial: Building a Custom Cartoon Shading Network. Chapter 7: Harnessing the Power of Math Utilities. Math Utilities. Using Esoteric Utilities and Scene Nodes. with Advanced Math Utilities. Chapter 8: Improving Textures through Custom UVs, Maps, and Sliders. Preparing UV Texture Space. Using the 3D Paint Tool. PSD Support. Bump and Displacement Mapping. Custom Sliders. Chapter Tutorial: Preparing the UVs of a Polygon Model. Chapter 9: Prepping for Successful Renders. Determining Critical Project Settings. Mastering the Render Settings Window. Rendering with the Command Line. Organizing the Render. Selecting Image Formats and Render Resolutions. Creating Depth of Field. Applying Motion Blur. Step-by-Step: Splitting Up a Render. Chapter 10: Raytracing with Maya Software and mental ray. Raytracing with Maya Software. Raytracing with mental ray. Reproducing Water. Reproducing Glass. Chapter Tutorial: Texturing and Rendering an Ice Cube. Chapter...



[Read Advanced Maya Texturing and Lighting Online](#)



[Download PDF Advanced Maya Texturing and Lighting](#)

## Relevant Books



**[PDF] The Web Collection Revealed, Premium Edition: Adobe Dreamweaver CS6, Flash CS6, and Photoshop CS6 (Stay Current with Adobe Creative Cloud)**

Access the link beneath to get "The Web Collection Revealed, Premium Edition: Adobe Dreamweaver CS6, Flash CS6, and Photoshop CS6 (Stay Current with Adobe Creative Cloud)" file.

[Read Document »](#)



**[PDF] Grandpa Spanielson's Chicken Pox Stories: Story #1: The Octopus (I Can Read Book 2)**

Access the link beneath to get "Grandpa Spanielson's Chicken Pox Stories: Story #1: The Octopus (I Can Read Book 2)" file.

[Read Document »](#)



**[PDF] Star Flights Bedtime Spaceship: Journey Through Space While Drifting Off to Sleep**

Access the link beneath to get "Star Flights Bedtime Spaceship: Journey Through Space While Drifting Off to Sleep" file.

[Read Document »](#)



**[PDF] Maisy's Christmas Tree**

Access the link beneath to get "Maisy's Christmas Tree" file.

[Read Document »](#)



**[PDF] TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)**

Access the link beneath to get "TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)" file.

[Read Document »](#)



**[PDF] With Chatwin: Portrait of a Writer**

Access the link beneath to get "With Chatwin: Portrait of a Writer" file.

[Read Document »](#)