



Maya (the latest version of the model articles of multimedia animation creative series of textbooks)

By -

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 247 Publisher: Nanjing University Pub. Date: 2010-04-01 version 1. Contents: NURBS Modeling 1Curve curve 1.1Curve-- Detailed composition curve 1.2CV Curve Tool - Control Point Curve tool 1.3EP Curve Tool - edit point curve tool 1.4Pencil Curve Tool - Pencil Curve tool 1.5Arc-arc curve editing tool 2 2.1Duplicate Surface Curve reproduction curve 2.2Attach Curve - binding curve 2.3Detactl Curve - separation curve 2.4Align Curve - 2.5 curve alignment curve connecting 2.60 penclose Curve - and close the open curve .2.7 Move seam - mobile joints 2.8Cut Curve - shear curve 2.9Intersect-- intersection curve 2.10Fillet Curve - lead edge curve 2.11Insert Knot - insert node 2.12Extend-- Extended 2.13Offset-- offset 2.14Rebuild Curve - rebuild curve 2.15CV H ardness - hardness adjustment 2.16AddPoints Tool - add tools 2.17CurveEditing Tool - 2.18Project Tangent-curve editing tools - tangent mapping tool 2.19Modify Curves - Curves tool to modify 2.20Selection -- Select Tools 3 Surfaces - Surfaces menu 3.1Revolve-- spin forming 3.2Loft-- Loft forming 3.3Planar-plane forming 3.4Extrnde-- 3.5 out of shape Birail - track molding 3.6Boundary-- border molding 3.7Square-- four sides forming 3.8Bevel-- chamfer...



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