# Maya Studio Projects Texturing And Lighting

# Synopsis

Learn to create realistic digital assets for film and games with this project-based guide Focused entirely on practical projects, this hands-on guide shows you how to use Maya's texturing and lighting tools in real-world situations. Whether you need to sharpen your skills or you're looking to break into the field for the first time, you'll learn top industry techniques for this important skill as you follow the instructions for several specific projects. You can even create your own version, using final Maya scene files to validate results. The companion DVD includes supplemental videos, project support files, textures, tools, professional shaders, and more.  Lighting and texturing projects are often an excellent way for new animators to break into the business This is the only project-based book dedicated to understanding and implementing Maya's texturing and lighting tools for creating realistic digital assets for film, video, and games Walks you step by step through lighting and texturing objects, characters, and locations Written by a professional CG artist who has worked on high-profile films including Antz and Shrek Includes a DVD with supplemental video instruction, additional tools, and more  Practical, project-based instruction in this guide will help you perfect your skill with Maya's texturing and lighting tools.

# Book Information

Paperback: 272 pages

Publisher: Sybex; 1 edition (May 31, 2011)

Language: English

ISBN-10: 0470903279

ISBN-13: 978-0470903278

Product Dimensions:  7.4 x 0.5 x 9.2 inches

Shipping Weight: 1 pounds

Average Customer Review:  4.1 out of 5 stars  See all reviews (9 customer reviews)

Best Sellers Rank: #835,713 in Books (See Top 100 in Books)   #154 in Books > Computers & Technology > Graphics & Design > 3D Graphics   #350 in Books > Computers & Technology > Software > Design & Graphics   #358 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

# Customer Reviews

I've read and followed many Maya tutorial books, this one is leaps better than most. Mr. Lanier's assumes the reader has a pretty good grasp of maya and modeling so doesn't go into the interface and mouse controls that a lot of authors start their books with. He understands that his audience

knows how to use Maya but they need a better grasp of texturing and lighting. His style of helping the reader by telling them exactly what to do early on is extremely helpful, then gradually he lets go and you start making the adjustments you need to attributes and settings because you have the confidence to do so. The author explains difficult concepts like mental ray settings in a very non technical way so that you understand what is important to change and exactly what those changes will do. The best thing about this book is the lessons are complete, most other books I've read will show you step 1, 2, then jump to step 10, and assume you've made your own way there. Mr. Lanier goes through all the steps and includes scene files on the DVD and most importantly references them in the book so that you can compare your work to his. Again, this is one of the best Maya tutorial books that I've had the pleasure of learning from. Thank you.

I use Maya everyday for my school work (I'm an animation student).Texturing and Lighting have always given me problems but this book helps with figuring out quick and usually easy solutions for Texturing and Lighting. My instructor highly recommended this book to me and I must say I'm glad he did.It is very easy to read and the author makes it a point to keep everything concise and to the point. It's not overly wordy and provides excellent supplement learning material. The lessons are straight forward and allow for following the text but also allow for experimentation.

I purchased this book for a student of mine to reference and learn a bit more about the texturing process. I think it gave a good overview of texturing that other books have seem to leave out. It is not an end all solution to learning about texturing and lighting but it is a great resource for beginner to intermediate Maya artists.

I just downloaded this as a Kindle version of the book. I have so many tech books I thought this would be the perfect use for my Kindle. Well I guess it's my fault for not thinking this through, but the entire book is based on a set of content that comes on a DVD with the book. Light bulb goes on. Yes that's right there is no DVD with the e-book version. Now you would think that there would be an place on the publishers web site to download it. But as of right now. I have not been able to locate it. I do have a request into customer service, but I am feeling very ripped off at the moment. Might be a great book, might be the worst ever. I have no way of knowing.EDIT--------I was able to acquire the DVD content from the publisher. But It took a few days, and several emails back and forth. I think  needs to find a way to smooth this process out with publishers of this type of material. If I can get the book instantly, I think they should be able to find a way to get all of the necessary

content with it as well.PS So far I like the book but have only just begun I may still raise the stars again.

I picked this one because it was in the price we needed it to be. I was amazed when my son called and said he got his book in 4 days. Thanks

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