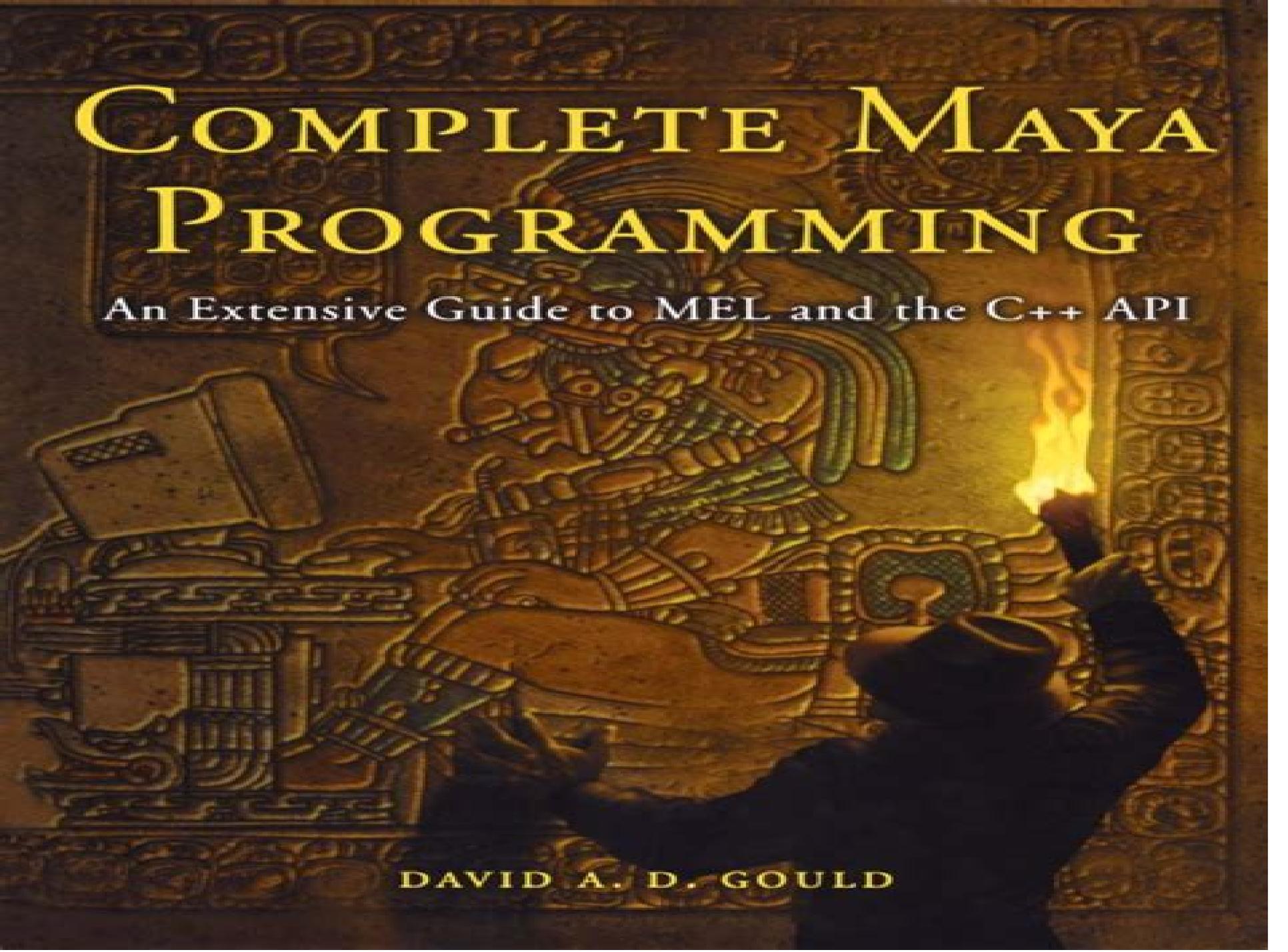


COMPLETE MAYA PROGRAMMING

The book cover features a dark, textured background with intricate Mayan-style carvings. In the center, a person is depicted from the chest up, wearing a traditional Mayan headdress and holding a glowing torch aloft in their right hand. To the left, a laptop computer is visible, suggesting a blend of ancient and modern technology. The overall color palette is dominated by earthy browns, golds, and dark blues.

An Extensive Guide to MEL and the C++ API

DAVID A. D. GOULD

Complete Maya Programming

Adrian Herbez



Complete Maya Programming:

Complete Maya Programming Volume II David Gould, 2005-08-05 David Gould's acclaimed first book *Complete Maya Programming* An Extensive Guide to MEL and the C API provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming In his new book David offers a gentle intuitive introduction to the core ideas of computer graphics Each concept is explained progressively and is fully implemented in both MEL and C so that an artist or programmer can use the source code directly in their own programs Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features David Gould's first volume is widely regarded as the most authoritative reference on Maya programming Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks Covers a spectrum of topics in computer graphics including points and vectors rotations transformations curves and surfaces polygonal NURBS subdivision and modeling Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions Discusses problem solving with MEL Maya's scripting language and the more powerful and versatile C API with plenty of code examples for each *Complete Maya Programming* David Gould, 2003 David Gould is an expert at using programming and teaching Maya and it shows People who need to program Maya will find this book essential Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood Compact yet thorough it covers both MEL and the C API and is written to be informative for both novice and expert programmers Highly recommended Larry Gritz Exluna NVIDIA co author of *Advanced RenderMan Creating CGI for Motion Pictures* This book should be required reading for all Maya programmers novice and expert alike For the novice it provides a thorough and wonderfully well thought out hands on tutorial and introduction to Maya The book's greatest contribution however is that in it David shares his deep understanding of Maya's fundamental concepts and architecture so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces Philip J Schneider Disney Feature Animation co author of *Geometric Tools for Computer Graphics* Having provided a technical review of David Gould's *Complete Maya Programming I* must say that this book is the definitive text for scripting and plug in development for Maya Never before has there been such a concise and clearly written guide to programming for Maya Any user smart enough to pick up this book would be better off for it Chris Rock a Technical Director at a Large Animation Studio in Northern California If you ever wanted to open the Maya toolbox this is your guide With clear step by step instructions you will soon be able to customize and improve the application as well as create your own extensions either through the MEL scripting language or the full C API Christophe Hery Industrial Light Magic Learning Maya the world's leading 3D animation and effects package is a challenge especially for those who want to master Maya's versatile programming features in addition to its built in tools Finally here is a practical step by step guide

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Complete Maya Programming David Gould,2003 Learning Maya the world s leading 3D animation and effects package is a challenge especially for those who want to master Maya s versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics Readers of Complete Maya Programming will first gain a thorough understanding of Maya s inner workings and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels Users new to programming can apply Maya s easy scripting language MEL Maya Embedded Language while more advanced users can work with the C API Application Programming Interface Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers Complete Maya Programming is every user s guide to Maya mastery Provides a multitude of real world examples illustrating applications of Maya programming Demonstrates how to use MEL to control Maya customize its interface automate procedures and more Details how to use the C API to modify Maya functionality and develop tools and features to meet any need Explains when to use MEL when to use the C API and how to use them together Ideal for technical directors developers or anyone wishing to to master Maya Provides a storehouse of MEL scripts and C source code glossary and list of resources available at www.davidgould.com

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product development cultural heritage documentation visual simulation and training as well as traditional digital application areas such as feature film television and computer games will benefit from this much needed resource

ABOUT THE AUTHORS Julie Dorsey and Holly Rushmeier are professors in the Computer Science Department at Yale University and co-directors of the Yale Computer Graphics Group Fran ois Sillion is a senior researcher with INRIA Institut National de Recherche en Informatique et Automatique and director of its Grenoble Rh ne Alpes research center

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Visualization in Medicine Bernhard Preim,Dirk Bartz,2007-06-21 Visualization in Medicine is the first book on visualization and its application to problems in medical diagnosis education and treatment The book describes the algorithms the applications and their validation how reliable are the results and the clinical evaluation of the applications are the techniques useful It discusses visualization techniques from research literature as well as the compromises required to solve practical clinical problems The book covers image acquisition image analysis and interaction techniques designed to explore and analyze the data The final chapter shows how visualization is used for planning liver surgery one of the most demanding surgical disciplines The book is based on several years of the authors teaching and research experience Both authors have initiated and lead a variety of interdisciplinary projects involving computer scientists and medical doctors primarily radiologists and surgeons A core field of visualization and graphics missing a dedicated book until now Written by pioneers in the field and illustrated in full color Covers theory as well as practice

Learning Processing Daniel Shiffman,2009-04-17 The free open source Processing programming language environment was created at MIT for people who want to develop images animation and sound Based on the ubiquitous Java it provides an alternative to daunting languages and expensive proprietary software This book gives graphic designers artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language followed by careful step by step explanations of select advanced techniques The author teaches computer graphics at NYU s Tisch School of the Arts and his book has been developed with a supportive learning experience at its core From algorithms and data mining to rendering and debugging it teaches object oriented programming from the ground up within the fascinating context of interactive visual media Previously announced as Pixels Patterns and Processing A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics Step by step examples approachable language exercises and LOTS of sample code support the reader s learning curve Includes lessons on how to program live video animated images and interactive sound

Mathematical Optimization in Computer Graphics and Vision Luiz Velho,Paulo Carvalho,Jonas Gomes,Luiz de Figueiredo,2011-08-09

Mathematical optimization is used in nearly all computer graphics applications from computer vision to animation This book teaches readers the core set of techniques that every computer graphics professional should understand in order to envision and expand the boundaries of what is possible in their work Study of this authoritative reference will help readers develop a very powerful tool the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today Distills down a vast and complex world of information on optimization into one short self contained volume especially for computer graphics Helps CG professionals identify the best technique for solving particular problems quickly by categorizing the most effective algorithms by application Keeps readers current by supplementing the focus on key classic methods with special end of chapter sections on cutting edge developments

Digital Character Development Rob O'Neill,2015-10-07 Every animated film and video game production spends a large percentage of its resources and time on advancing the quality of the digital characters inhabiting the world being created This book presents the theory and practice behind the creation of digital characters for film and games using software agnostic descriptions that apply to any animation application It provides insight from a real production environment and the requirements that such an environment imposes With rich illustrations and visual code examples throughout this book provides a comprehensive roadmap to character development for both professionals and students

Point-Based Graphics Markus Gross,Hanspeter Pfister,2011-05-04 The polygon mesh approach to 3D modeling was a huge advance but today its limitations are clear Longer render times for increasingly complex images effectively cap image complexity or else stretch budgets and schedules to the breaking point Comprised of contributions from leaders in the development and application of this technology Point Based Graphics examines it from all angles beginning with the way in which the latest photographic and scanning devices have enabled modeling based on true geometry rather than appearance From there it s on to the methods themselves Even though point based graphics is in its infancy practitioners have already established many effective economical techniques for achieving all the major effects associated with traditional 3D Modeling and rendering You ll learn to apply these techniques and you ll also learn how to create your own The final chapter demonstrates how to do this using Pointshop3D an open source tool for developing new point based algorithms The first book on a major development in computer graphics by the pioneers in the field Shows how 3D images can be manipulated as easily as 2D images are with Photoshop

High Dynamic Range Imaging Erik Reinhard,Greg Ward,Sumanta Pattanaik,Paul Debevec,2005-11-21 High dynamic range imaging produces images with a much greater range of light and color than conventional imaging The effect is stunning as great as the difference between black and white and color television High Dynamic Range Imaging is the first book to describe this exciting new field that is transforming the media and entertainment industries Written by the foremost researchers in HDRI it will explain and define this new technology for anyone who works with images whether it is for computer graphics film video photography or lighting design Written by the leading researchers in HDRI Covers all the areas

of high dynamic range imaging including capture devices display devices file formats dynamic range reduction and image based lighting Includes a DVD with over 4 GB of HDR images as well as source code and binaries for numerous tone reproduction operators for Windows Linux and Mac OS X

Practical Maya Programming with Python Robert Galanakis,2014-07-25 Practical Maya Programming with Python is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable independent modules and handling unexpected errors If you are a developer looking to build a powerful system using Python and Maya s capabilities then this book is for you Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills *Thông báo sách mới* ,2008

Maya Python for Games and Film Adam Mechtley,Ryan Trowbridge,2011-09-28 Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya Written by trusted authorities in the field this in depth guide will help you master Maya Python whether you re a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for

Animation Magazine ,2003-03

Yoga & Pilates for Everyone Françoise Barbira Freedman,Bel Gibbs,Doriel Hall,Emily Kelly,Jonathan Monks,Judy Smith,2005 Comprehensive sourcebook of yoga and pilates exercises to tone and strengthen the body with 1500 step by step photographs Amazon com

Maya Programming with Python Cookbook Adrian Herbez,2016-07-29 Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software used to develop interactive 3D applications and games with stupendous visual effects The Maya Programming with Python Cookbook is all about creating fast powerful automation systems with minimum coding using Maya Python With the help of insightful and essential recipes this book will help you improve your modelling skills Expand your development options and overcome scripting problems encountered whilst developing code in Maya Right from the beginning get solutions to complex development concerns faced when implementing as parts of build Style and approach This book is comprised of a set of practical recipes grouped under specific topics which can be referred to independently or in sequence These recipes provide quick solutions to common problems and cover most of the real world scenarios that

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