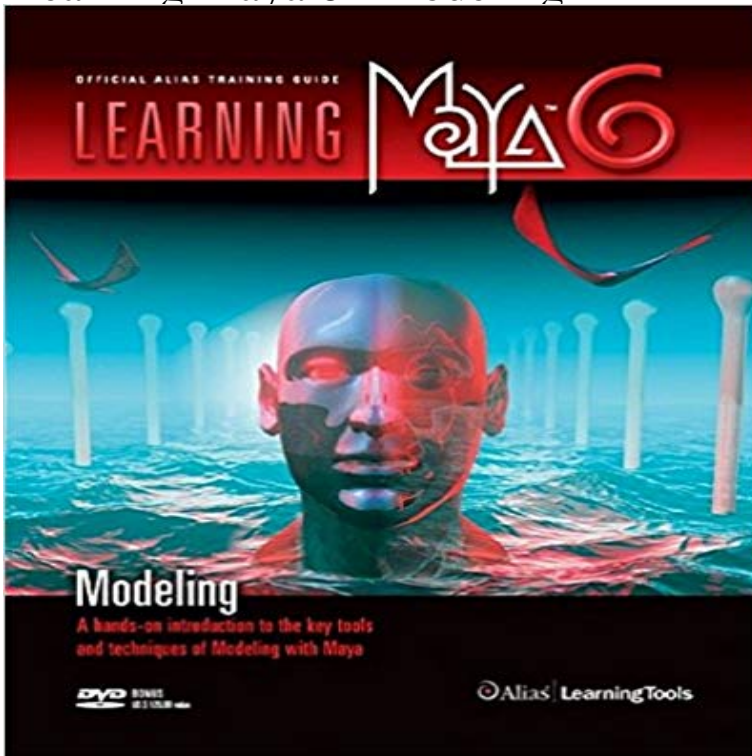


Learning Maya 6 Modeling



Learning Maya 6: Modeling, is your key to creating effective and efficient models in Maya. Building smart models means you'll save time and frustration at each stage of your pipeline. Learn to create realistic models for both organic and non-organic surface types and avoid mistakes at the modeling stage. Get the theory you need to understand what's happening in Maya and then work your way through helpful step-by-step exercises as you create characters and their environments. Learning Maya 6: Modeling, will allow you to make the right decisions throughout the modeling process to get the results you need quickly and efficiently. Each chapter includes a theoretical discussion to help you understand the concepts at play, as well as easy to follow step-by-step tutorials so that you can start working right away. The book also includes an accompanying CD-ROM on a human head. This book will teach you: Polygon Modeling; Working with Image Planes; Building a Human Figure; Building a Human Head; NURBS Modeling Parameterization; Figure Modeling; Industrial Modeling; Subdivision Surface Modeling; Hierarchical Modeling; Building a Shark; General Modeling Issues; Tessellation; and Texturing.

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