Paint Effects

Dariush Derakhshani

Paint Effects:

The New Paint Effects Project Book Sacha Baron Cohen,2004 Provides projects fully illustrated with step by step instructions for painting objects to decorate the home **Creating Motion Graphics with After Effects** Chris Meyer,Trish Meyer,2013-02-11 After Effects CS5 5 Update tv adobe com show after effects cs55 new creative techniques Chris and Trish Meyer have created a series of videos demonstrating how to use their favorite new and enhanced features in After Effects CS5 5 Virtually all of these videos use exercise files from Creating Motion Graphics with After Effects 5th Edition for CS5 as their starting point extending the usefulness of this book for its owners These videos may be viewed for free on AdobeTV 5th Edition of best selling After Effects book by renowned authors Trish and Chris Meyer covers the important updates in After Effects CS4 and CS5 Covers both essential and advanced techniques from basic layer manipulation and animation through keying motion tracking and color management The downloadable resources are packed with project files for version CS5 source materials and nearly 200 pages of bonus chapters Trish and Chris Meyer share over 17 years of hard earned real world film and video production experience inside this critically acclaimed text More than a step by step review of the features in AE readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently This full color book is packed with tips gotchas and sage advice that will help users thrive no matter what projects they might encounter Creating Motion Graphics 5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5 New chapters cover the revolutionary new Roto Brush feature as well as mocha and mocha shape The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repouss Vanishing Point Exchange and 3D model import using Adobe Photoshop Extended The print version is also accompanied by downloadable resources that contain project files and source materials for all the techniques demonstrated in the book as well as nearly 200 pages of bonus chapters on subjects such as expressions scripting and effects Subjects include Animation Techniques Layer Management Modes Masks and Mattes Mastering 3D Space Text Animation Effects Painting and Rotoscoping Parenting Nesting and Collapsing Color Management and Video Essentials Motion Tracking and Keying Working with Audio Integrating with 3D Applications Puppet Tools Expressions Exporting and Rendering and much more **The After Effects Illusionist** Chad Perkins,2012-09-10 Covers CS4 This cookbook contains recipe after recipe that allow you to harness the full power of the native plug in effects in the After Effects application In a step by step manner author Chad Perkins guides you through the creation and application of each and every native plug in effect available for use in the AE toolset The book also shows you how each can be used optimally in your media project when and why it makes sense to use each and also how to combine multiple effects From 3D Channel Effects to Audio Effects to Expression Controls Effects and all in between this book puts the full power of the AE plug in effects in your hands It shows you how to create among others the shatter effect the matte choker effect the fractal noise effect the radial shadow effect the timecode effect the venetian blinds effect A DVD that contains tutorial project files is included with the book allowing you to work hand in hand with the lessons in the book **Maya Professional Tips and Techniques** Lee Lanier,2007-06-05 Designed for busy Maya users like you this guide offers dozens of how tos workarounds and shortcuts culled from years of experience in a fast paced deadline driven production pipeline You ll discover tricks and timesavers on texturing particles customizing Paint Effects brushes modeling polygon faces creating facial rigs with wire deformers and much more and helpful full color illustrations reinforce the concepts From modeling animating and rigging to texturing and lighting this book will help you streamline workflow and improve your skills *Mastering Maya 2009* Eric Keller,2011-01-13 The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level instruction on Maya Complete and Maya Unlimited This fully updated book brings you up to speed on Maya 2009 s new features and expands your skills with advanced instruction on cloth fur and fluids You ll learn Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Filled with challenging tutorials and real world scenarios from some of the leading professionals in the industry this one of a kind guide gives you valuable insight into the entire CG production pipeline If you ve been looking for a complete professional quality Maya resource to turn to again and again this is the book for you Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Mastering Autodesk Maya 2015** Todd Palamar,2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya s latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can t be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program Mastering Autodesk Maya is an excellent investment in the future of your career **Mastering Autodesk Maya 2016** Todd Palamar,2015-08-10 Go from beginner to expert with this professional tutorial based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands on coverage to getting the most out of Maya If you already know the basics of Maya this book is your ticket to full coverage of all Maya 2016 s latest features and showcases the tools and methods used in real world 3D animation and visual effects From modeling texturing animation and effects to high level techniques for film television games and more this book expands your skill set and helps you prepare for the Autodesk Maya certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam *Maya 8 at a Glance* George Maestri,2006-12-26 The Visual Key to Maya One look and you ll see that this Maya book is different from all the others It presents the core Maya features visually using pages packed with striking graphics and loaded with concise explanations of the Maya interface This expanded edition includes more tutorials updated material on modeling animation rendering and dynamics and new coverage of Toon Shaders along with other exciting Maya tools Engaging step by step lessons provide hands on reinforcement as you learn Start your adventures in Maya with this full colour visual guide the perfect introduction to Maya 8 Use Paint Effects to create images from scratch or add painterly qualities to existing images Learn how Maya s MEL scripts can help with tasks such as connecting a curve s CVs to joints to pre visualize a skeleton The enclosed CD includes the Maya Personal Learning Edition and all the files you need to complete the tutorials Mastering Maya 8.5 John Kundert-Gibbs,Mick Larkins,Dariush Derakhshani,Eric Kunzendorf,2007-07-02 Take your Maya skills to new levels with the sophisticated coverage in this authoritative Autodesk Maya Press reference and tutorial From key basics through advanced techniques a team of Maya experts provides you with the very latest professional level instruction on Maya Complete and Maya Unlimited through tutorials and hands on practice Whether a novice or an advanced user of Maya you ll find everything from key basics through advanced techniques Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Introducing Maya 6** Dariush Derakhshani,2006-12-26 If you re just beginning to dive into the world of 3D this is the book for you Animation Magazine Alias Academy Award winning Maya 3D animation and effects software leads the industry in technological innovation Film and video artists computer game developers and design professionals rely on Maya to create brilliant digital imagery animation and visual effects Now you can enter this exciting imaginative world and learn to build render and animate your own digital characters and scenes Brought to you by Maya Press a publishing partnership between Sybex and Alias Introducing Maya 6 3D for Beginners is the ideal initiation to 3D and Maya Written explicitly for the Maya novice the easy to grasp text offers a practical and fun approach to learning Maya s core features

Clear cut engaging lessons let you try out these features using working files provided on the CD You ll also find an abundance of instructional and inspirational art on the CD and full color insert Enter a New Dimension Get a solid grasp of the core Maya and 3D Learn to navigate the new Maya 6 interface Experiment with Maya modeling Explore the basics of NURBS polygons and subdivision surfaces Discover the nuances of shading and texturing Try your hand at animation Get a feel for Maya lighting rendering and dynamics Find out how to use Maya and Photoshop in unison Note CD ROM DVD and other supplementary materials are not included as part of eBook file **Introducing Autodesk Maya 2014** Dariush Derakhshani,2013-05-02 What you need to get up and running on Autodesk Maya 2014 Autodesk Maya is the industry leading 3D animation and effects software and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling texturing animating and visual effects for new users while leading you through fun and challenging lessons that give you plenty of hands on practice The book includes a color insert featuring dazzling examples from talented beginners so you can see what s possible Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling texturing animating and visual effects Provides practical and fun step by step tutorials that illustrate realistic professional challenges Includes a full color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you re new to 3D or migrating from another 3D application Introducing Autodesk Maya will kickstart your creativity and get you up and running on Maya **Mastering Maya 7** John Kundert-Gibbs,2006-04-03 Provides information on the Maya interface covering such topics as modeling texturing and rendering and rigging and animation

Advanced Maya Texturing and Lighting Lee Lanier,2015-04-03 Level up your skills with powerful texturing and lighting techniques Advanced Maya Texturing and Lighting Third Edition leads you through the latest advanced techniques for adding realistic detail to your models This new edition is up to date with the latest Maya texturing lighting and rendering features including an exploration of the Node Editor new Maya utility nodes and expanded coverage of mental ray shaders and render settings The proven tutorials are culled from real world experience and refined to give you the ultimate in practical skills You ll learn workflow tips and tricks the construction of custom shading networks and the application of time saving tools that bring your project from concept to reality The companion website features several gigabytes of Maya scene files texture bitmaps and QuickTime movies that support the exercises in the book giving you everything you need to advance your animation skillset This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great Learn the theory behind expert lighting design Understand shadows shading components and texture mapping Work with node networks raytracing and global illumination Try new approaches to rendering using Maya Software and mental ray If you re ready to take a big step forward and fine tune your style

Advanced Maya Texturing and Lighting Third Edition is the practical hands on guide you need Autodesk Maya 2020 Basics Guide Kelly Murdock,2020 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2020 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2020 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to create models using curves NURBS 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visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences Autodesk Maya 2025 Basics Guide Kelly Murdock, Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes extensive video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2025 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide 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Autodesk Maya 2026 Basics Guide Kelly L. Murdock,2025-07 Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes extensive video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2026 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is enriched by an extensive collection of video tutorials Each chapter has a series of corresponding videos that parallel the tutorials in the textbook They introduce you to the topics and allow you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2026 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you ll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text What you ll learn How to create models using primitives curves NURBS Polygons and more How to assign materials and textures to make realistic looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights cameras and depth of field to render captivating scenes How to use keyframes motion paths and the Graph Editor to create animations How to use character rigging skinning and inverse kinematics to animate realistic movements How to use various deformers to manipulate objects animations and special effects How to add influence objects skin weights and hair to a character for a more realistic look How to use dynamics to create fire smoke lightning explosions cloth and ocean effects How to enable raytracing motion blur and fog effects for increased realism How to render stills and animations using Maya Vector and Mental Ray for different looks How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program created by Autodesk used to model animate and render 3D scenes 3D scenes created with Maya have appeared in movies television advertisements games product visualizations and on the Web With Maya you can create and animate your own 3D scenes and render them as still images or as animation sequences **Autodesk Maya 2024 Basics Guide** Kelly Murdock,2023-08-23 Designed for users completely new to 3D modeling and animation Covers the fundamentals of Autodesk Maya using easy to follow steps Includes video instruction to make learning Maya clear and easy Introduces you to the Maya interface modeling texturing animating visual effects and more Advanced topics such as character rigging skinning animating with dynamics and MEL scripting are also introduced Teaches you how to use Maya to create stunning 3D models stills and animations like a pro Written by renowned author and 3D artist Kelly L Murdock

Autodesk Maya 2024 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2024 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the 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Murdock Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by video instruction Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each 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Maya 5 Savvy John Kundert-Gibbs,Peter Lee,Dariush Derakhshani,Eric Kunzendorf,2006-07-14 Savvy n Practical know how Maya the premier high end 3D application is so powerful that no one masters it without help Maya 5 Savvy a thorough update to Maya 4 5 Savvy is written for the Maya user looking to boost their skills to the next level Running throughout this book is a completely new cohesive expertly organized animation project that teaches specific Maya skills and at the same time gives you valuable hands on exposure to the entire animation production process Staged support files mean that you can begin and end work on this project anywhere you like which in turn means you can read this book cover to cover or use it as a reference dipping in wherever you need information on or practice with specific modeling animation and rendering techniques Everywhere you turn you ll find expert advice on the latest Maya features time saving shortcuts and advanced capabilities Coverage includes Core Maya interface briefing plus planning writing and storyboarding your animation Modeling NURBS polygons and subdivision surfaces character modeling Animation paths and bones deformers binding Trax rigid body dynamics MEL scripting particle animation expression driven animation Output rendering architecture rendering shading and texturing lighting special light effects Advanced Tools and Techniques Paint Effects ramps and volumes soft body dynamics Fluid Effects Fur Cloth Note CD ROM DVD and other supplementary materials are not included as part of eBook file

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