

Maya Visual Effects The Innovators Guide Free

This book presents a broad overview of computer graphics (CG), its history, and the hardware tools it employs. Covering a substantial number of concepts and algorithms, the text describes the techniques, approaches, and algorithms at the core of this field. Emphasis is placed on practical design and implementation, highlighting how graphics software works, and explaining how current CG can generate and display realistic-looking objects. The mathematics is non-rigorous, with the necessary mathematical background introduced in the Appendixes. Features: includes numerous figures, examples and solved exercises; discusses the key 2D and 3D transformations, and the main types of projections; presents an extensive selection of methods, algorithms, and techniques; examines advanced techniques in CG, including the nature and properties of light and color, graphics standards and file formats, and fractals; explores the principles of image compression; describes the important input/output graphics devices.

Create innovative CG solutions with Maya and this creative guide Professional Maya artists have to think on their feet. It's nothing for them to receive just vague sketches or incomplete ideas of what the studio wants and have to come up with something brilliant. If you're an intermediate to advanced Maya user, Maya Visual Effects: The Innovator's Guide, Second Edition is what you need to meet the challenge. Professional Maya artist Eric Keller offers inspired solutions and hands-on projects, as well as numerous practical shortcuts and deadlines, so you learn to produce innovative CG assets from scratch, using Maya, on a deadline. Shows intermediate to advanced Maya users new solutions, workarounds, and shortcuts for creating Maya visual effects on deadline Gives readers plenty of hands-on projects, so they come up with solutions that they can add to their Maya toolsets Offers workable ideas that can be applied, no matter which version of Maya software is being used Presents projects in an engaging style, with pages of full-color imagery to illustrate concepts Create amazing effects with the creative insights and fresh advice in this new edition of Maya Visual Effects: The Innovator's Guide.

This volume is the proceedings of the 3rd IEEE International Conference on Knowledge Innovation and Invention 2020 (IEEE ICKII 2020). The conference was organized by the IEEE Tainan Section Sensors Council (IEEE TSSC), the International Institute of Knowledge Innovation and Invention (IIKII), and the National University of Kaohsiung, Taiwan, and held on August 21-23, 2020 in Kaohsiung. This volume of Knowledge Innovation on Design and Culture selected 95 excellent papers from the IEEE ICKII 2020 conference in the topics of Innovative Design and Cultural Research and Knowledge Innovation and Invention. This proceedings presents the research results based on the interdisciplinary collaboration of social sciences and engineering technologies by international networking in the academic and industrial fields.

Just about every major film now comes to us with an assist from digital effects. The results are obvious in superhero fantasies, yet dramas like Roma also rely on computer-generated imagery to enhance the verisimilitude of scenes. But the realism of digital effects is not actually true to life. It is a realism invented by Hollywood—by one company specifically: Industrial Light & Magic. The Empire of Effects shows how the effects company known for the puppets and space battles of the original Star Wars went on to develop the dominant aesthetic of digital realism. Julie A. Turnock finds that ILM borrowed its technique from the New Hollywood of the 1970s, incorporating lens flares, wobbly camerawork, haphazard framing, and other cinematography that called attention to the person behind the camera. In the context of digital imagery, however, these aesthetic strategies had the opposite effect, heightening the sense of realism by calling on tropes suggesting the authenticity to which viewers were accustomed. ILM's style, on display in the most successful films of the 1980s and beyond, was so convincing that other studios were forced to follow suit, and today, ILM is a victim of its own success, having fostered a cinematic monoculture in which it is but one player among many.

The Game Artist's Guide to Maya

Innovation, Communication and Engineering

Lean CX

Design, Learning, and Innovation

The Computer Graphics Manual

Autodesk Official Press

Knowledge Innovation On Design And Culture - Proceedings Of The 3rd Ieee International Conference On Knowledge Innovation And Invention 2020 (Ieee Ickii 2020)

The book presents high-quality research papers presented at the 1st AUE International research conference, AUEIRC 2017, organized by the American University in the Emirates, held on November 15th-16th, 2017 in Dubai. The book is broadly divided into three sections: Media and Smart Cities, Creative Technologies and Innovation, and Security Risks and Strategic Challenges. The areas covered under these sections are cyber-psychology and digital forensics, cloud RAN architecture, networking functions virtualization, e-Governance and IoT semantic interoperability, ERP security, web-based application and problem-solving skills, smart technologies and advertising, smart technologies for smart cities, smart adaptable navigation systems, turbo codes for security key generation, technology advanced student learning and mobile devices, big data security and privacy, multi-channel buffer enabled technique, physiological signal acquisition in electro-oculography, blockchain and donation-based crowdfunding, smart city and framework development approach, news channel and media education, UAE foreign policy, China-GCC relations, diplomacy in the Internet age, intelligent cyber-security strategies, industry securities and strategic challenges, hybrid alliances and corporate security, security and privacy in smart cities, human computer interaction and e-learning solution, complexity of smart cities governance. The papers included in this book present insightful information on the most recent and relevant research, theories and practices in the field, which aim for a sustainable future.

Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From preproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

"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.

The Maya Textile Tradition provides an in-depth look at the life and art of the Maya of southern Mexico and Central America. Some 145 stunning images, made by the award-winning photographer Jeffrey Jay Foxx and arranged in breathtaking color portfolios, capture the glorious Maya arts and culture as preserved since ancient times. The photographs combine with artful line drawings made especially for this book, an introduction by Linda Schele, co-author of the groundbreaking study of Maya civilization The Blood of Kings, and texts by four leading Mayanists to provide a unique portrait of these proud and vital people. Ecologist James D. Nations introduces us to the history and ecology of the Maya world; Guatemalan author and curator Linda Asturias de Barrios discusses how the old ways still guide the people in their farming, marketing, and weaving; textile specialist Margot Blum Schevill writes on innovation and change in Maya textile art; and anthropologist Robert S. Carlsen discusses ceremony and ritual in the Maya world.

The Innovator's Guide

Introducing Autodesk Maya 2015

The Journal of the Industrial Designers Society of America

Innovation

Application of Intelligent Systems in Multi-modal Information Analytics

The Seduction of Reality

Software, Animation and the Moving Image brings a unique perspective to the study of computer-generated animation by placing interviews undertaken with animators alongside an analysis of the user interface of animation software. Wood develops a novel framework for considering computer-generated images found in visual effects and animations.

Alias Wavefront's Maya is the premier tool for 3D modeling, animation, and rendering. It is used by such film houses as Industrial, Light & Magic, Pixar, and Disney for creating 3D animation and special effects. This Maya Press title—a cooperative publication between Sybex and Alias Wavefront—is the perfect introduction to 3D and Maya. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

In recent years, many companies have realised customer experience (CX) is the new marketing battle ground. Substantial investments have been made to map customer journeys, identify pain points and improve CX to try and create cut-through. Using real world applications to introduce next generation design tools based on proven concepts from strategy, marketing, psychology and creative problem solving, Lean CX: How to Differentiate at Low Cost and Least Risk discusses how to use Lean Management approaches to innovate your customer experience. This practical book describes how the tools from Lean Management can be applied to the CX innovation problem. The authors draw on hundreds of CX design and strategic innovation projects across a range of industries, both B2B and B2C, from primary research through client work and secondary case studies available in the public domain. The examples include many different vertical industry sectors, including those involving hybrid business models. The cases included share what worked really well and where CX failed. The content goes beyond what actually happened to present an idea of what might be possible with the right design approach and committed resources.

Maya 4.5 Fundamentals takes the user from a review of 3D fundamentals to a working knowledge of creating content in Maya 4.5. Topics covered include the interface and primary tools, modeling with NURBS and polygons, applying materials and textures, lighting, using modifiers and deformers, animating scenes, using cameras, rendering stills and animations, and using particle systems, dynamics, and paint effects. New features in 4.5 are also included in this updated and expanded version. Special appendices cover making the change from 3ds max or LightWave to Maya. Video-captured movies on the accompanying CD supplement the tutorial foundation of the book and will provide a salient selling point. The most exciting thing to be included on the CD is the video-captured tutorial movies created to supplement the tutorials in the book. This feature alone has the equivalent value of several training videos. In addition, the CD will include project files and color screen captures.

Digital Visual Effects in Cinema

Maya Visual Effects

Introducing Maya 6

Non-Bullshit Innovation

The HDRI Handbook 2.0

Workflow and Techniques

Design and Manufacturing

This volume represents the proceedings of the 2013 International Conference on Innovation, Communication and Engineering (ICICE 2013). This conference was organized by the China University of Petroleum (Huadong/East China) and the Taiwanese Institute of Knowledge Innovation, and was held in Qingdao, Shandong, P.R. China, October 26 - November 1, 2013. The conference received 653 submitted papers from 10 countries, of which 214 papers were selected by the committees to be presented at ICICE 2013. The conference provided a unified communication platform for researchers in a wide range of fields from information technology, communication science, and applied mathematics, to computer science, advanced material science, design and engineering. This volume enables interdisciplinary collaboration between science and engineering technologists in academia and industry as well as networking internationally. Consists of a book of abstracts (260 pp.) and a USB flash card with full papers (912 pp.).

Programming has become a significant part of connecting theoretical development and scientific application computation. Computer programs and processes that take into account the goals and needs of the user meet with the greatest success, so it behooves software engineers to consider the human element inherent in every line of code they write. Research Anthology on Recent Trends, Tools, and Implications of Computer Programming is a vital reference source that examines the latest scholarly material on trends, techniques, and uses of various programming applications and examines the benefits and challenges of these computational developments. Highlighting a range of topics such as coding standards, software engineering, and computer systems development, this multi-volume book is ideally designed for programmers, computer scientists, software developers, analysts, security experts, IoT software programmers, computer and software engineers, students, professionals, and researchers.

! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBooks) ! In 2007, The HDRI Handbook was the first book to present this revolutionary new field to a larger audience. These days HDRI is a fully mature technology available to everyone. Real estate and landscape photographers have adopted it as part of their regular workflow, it has become one of the hottest trends for ambitious amateurs and creative professionals alike, and the modern movie industry would be completely dysfunctional without it. Now The HDRI Handbook 2 redefines its own gold standard. It has been completely rewritten and is packed with practical hints and tips, background knowledge, reference tools, breathtaking artist portfolios, and inspiring interviews. The book includes dozens of new step-by-step tutorials. Beginners will get a methodically solid introduction and advanced readers will be able to refine their technique to perfection. Topics include:- Understanding the foundation of HDRI- HDR software comparisons and evaluations- Capturing HDR images: today and tomorrow- Tonemapping for creating superior prints- HDR image processing and compositing- Shooting and stitching HDR panoramas- Image-based lighting and CG rendering 2.0 updates include:- New cameras, sensors, and HDR beamsplitter rigs- Open Camera Controller for endless auto-bracketing- Correct RAW pre-processing and ghost removal- Dozens of practical, easy-to-follow tutorials- A structured approach to tonemapping, inspired by Ansel Adams- Set etiquette and tips for capturing HDR panos for visual effects- Seven artist spotlights showing unique perspectives on HDRI- Seven crossword puzzles: a fun way to test yourself ! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBooks) !

Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation.

Visual Effects Society Handbook

Software, Animation and the Moving Image

Maya 5 Fundamentals

Introducing Maya 5

Maya Textile Tradition

Information Technology Innovation

From Innocence to Self-Consciousness, 1955-1985

Avatar. Inception. Jurassic Park. Lord of the Rings. Ratatouille. Not only are these some of the highest-grossing films of all time, they are also prime examples of how digital visual effects have transformed Hollywood filmmaking. Some critics, however, fear that this digital revolution marks a radical break with cinematic tradition, heralding the death of serious realistic movies in favor of computer-generated pure spectacle. Digital Visual Effects in Cinema counters this alarmist reading, by showing how digital effects-driven films should be understood as a continuation of the narrative and stylistic traditions that have defined American cinema for decades. Stephen Prince argues for an understanding of digital technologies as an expanded toolbox, available to enhance both realist films and cinematic fantasies. He offers a detailed exploration of each of these tools, from lighting technologies to image capture to stereoscopic 3D. Integrating aesthetic, historical, and theoretical analyses of digital visual effects, Digital Visual Effects in Cinema is an essential guide for understanding movie-making today.

The Definitive Resource for Up-and-Coming 3D Game Artists Alias' award-winning Maya 3D animation and effects software continues to lead the industry in technological innovation and is being adopted by more and more console and computer game developers. The Game Artist's Guide to Maya is an official introduction to creating 3D game art and animations with Maya, brought to you by Maya Press, a publishing partnership between Alias and Sybex. Written by a production artist at a prominent game company, this detailed book focuses on the skills real game artists use daily to create stunning characters and environments. By following the discussions and tutorials, you'll bring a concept through the entire game art development pipeline, learning everything from modeling, texturing, rigging, and animation, to special effects. You'll also glean insights from industry professionals and see how Maya has been used in popular games. If you're a 3D game artist, or looking to become one, this book will help you master the skills and techniques you'll need to excel in the competitive games industry. Inside, you'll learn how to: Create a game model using a concept image as your guide Model with predetermined real-time polycount limitations in mind View martial arts videos on the book's CD to animate your character more realistically Prepare a model for texturing with UV mapping and layout techniques Create different kinds of textures Master the rigging process, from setting up a skeleton to preparing blend shapes Practice techniques for creating animation clips to work within the Trax Editor Use particle effects, such as sprites and animated geometry, to add pizzazz to your model 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.

"Comprehensive synthesis of ancient Maya scholarship. Extensive summary of the archaeology of the Maya world provides the historical context for a detailed topical synthesis of chronological and geographic variability within the Maya cultural tradition"--

Engineering Innovation and Design

6th EAI International Conference, DLI 2021, Virtual Event, December 10-11, 2021, Proceedings

Creating Striking Graphics with Maya and Photoshop

Graphonomics and Your Brain on Art, Creativity, and Innovation

Proceedings of the 7th International Conference on Innovation, Communication and Engineering (ICICE 2018), November 9-14, 2018, Hangzhou, China

VFX Artistry

Radical Ideas from the World's Smartest Minds

The Game Artist's Guide to Maya John Wiley & Sons

Create positively dazzling effects with the unique insights and practical advice in this innovative guide from a working professional Maya artist. Need to create plasmatic energy by lunch? Animate a field of sprouting daisies before tomorrow’s meeting? Fashion a force field by Friday? With Maya’s flexible toolset and the unique tutorials in this book, you’ll learn how to solve real-world problems, improvise, and finish your professional assignments on time and with flair.

Most moviegoers think of editing and special effects as distinct components of the filmmaking process. We might even conceive of them as polar opposites, since effective film editing is often subtle and almost invisible, whereas special effects frequently call attention to themselves. Yet, film editors and visual effects artists have worked hand-in-hand from the dawn of cinema to the present day. Editing and Special/Visual Effects brings together a diverse range of film scholars who trace how the arts of editing and effects have evolved in tandem. Collectively, the contributors demonstrate how these two crafts have been integral to cinematic history, starting with the “trick films” of the early silent era, which astounded audiences by splicing in or editing out key frames, all the way up to cutting-edge effects technologies and concealed edits used to create the illusions. Throughout, readers learn about a variety of filmmaking techniques, from classic Hollywood’s rear projection and matte shots to the fast cuts and wall-to-wall CGI of the contemporary blockbuster. In addition to providing a rich historical overview, Editing and Special/Visual Effects supplies multiple perspectives on these twinned crafts, introducing readers to the analog and digital tools used in each craft, showing the impact of changes in the film industry, and giving the reader a new appreciation for the processes of artistic collaboration they involve.

Be inspired by the masters! This visually stunning book showcases the work and creative process of several of today's leading VFX studios. Over 1000 vibrant four color images provide great visual insight as to how the studios start with a concept then arrive at their finished VFX shot. Also included are case studies that delve further into the techniques applied, insight into the production process, and listings of the tools used to create each effect. Among the studios featured are ILM, Pixar, Weta Digital, Sony Pictures and more

Editing and Special/Visual Effects

Industrial Light and Magic and the Rendering of Realism

Maya 4.5 Fundamentals

Innovation in Ethnographic Film

Maya Visual Effects The Innovator's Guide

How to Differentiate at Low Cost and Least Risk

A History of Computer Animation

One issue each year consists of an annual conference review.

This volume explores the development of the Maya writing system in Middle-Late Formative and Early Classic period (700 BC-AD 450) Mesoamerica.

updated with new material 'Digital transformation' and 'disruptive innovation' used to be empty buzzwords serving to justify pointless box-ticking and absurd corporate posturing. And then a global pandemic suddenly forced every kind of organization to embrace genuine, urgent innovation as a matter of survival. But how can we ensure that the non-bullshit version of innovation delivers economic recovery at this crucial moment? Are there strategies we can all adapt from the world's most creative leaders to innovate effectively in our own lives? David Rowan, founding editor-in-chief of WIRED UK, embarked on a twenty country quest to find out. Packed full of tips for anyone looking for radical ways to adapt and thrive in the digital age, this carefully curated selection of stories will prepare you for whatever the future may bring - because the world will never move this slowly again.

'In this remarkable book, David Rowan tells a story of transformation: how an organisation has found a new way of doing things through innovation driven by ruthless entrepreneurial imagination. What is especially useful is that he does not just stick with small startups, let alone dreamy "inventors". He finds innovation in big companies and even within governments.'

- Matt Ridley, The Times

This volume represents the proceedings of the 7th International Conference on Innovation, Communication and Engineering (ICICE 2018), which was held in P.R. China, November 9-14, 2018. The conference aimed to provide an integrated communication platform for researchers in a wide range of fields including information technology, communication science, applied mathematics, computer science, advanced material science, and engineering. Hopefully, the conference and resulting proceedings will enhance interdisciplinary collaborations between science and engineering technologists in academia and industry within this unique international network.

3D for Beginners

Resurgence, Confluence, and Continuing Impact

Architecture in the Digital Age

The VES Handbook of Visual Effects

The 4th International Conference on Multi-modal Information Analytics (ICMMIA 2022), Volume 2

Maya 5 Savvy

A Proposal for Tracing the Role of Interaction in Mayan Script Innovation via Material Remains

This book provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. Specifically, it addresses a number of broad themes, including multi-modal informatics, data mining, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The book covers a wide range of topics such as AI applications and innovations in health and education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals and a useful reference guide for newcomers to the field. This book is a compilation of the papers presented in the 4th International Conference on Multi-modal Information Analytics, held online, on April 23, 2022.

Architecture in the Digital Age addresses contemporary architectural practice in which digital technologies are radically changing how buildings are conceived, designed and produced. It discusses the digitally-driven changes, their origins, and their effects by grounding them in actual practices already taking place, while simultaneously speculating about their wider implications for the future. The book offers a diverse set of ideas as to what is relevant today and what will be relevant tomorrow for emerging architectural practices of the digital age.

In the first comprehensive introduction to the nature and development of ethnographic film, Peter Loizos reviews fifty of the most important films made between 1955 and 1985. Going beyond programmatic statements, he analyzes the films themselves, identifying and discussing their contributions to ethnographic documentation. Loizos begins by reviewing works of John Marshall and Timothy Asch in the 1950s and moves through those of Jean Rouch, Robert Gardner, and many more recent filmmakers. He reveals a steady course of innovations along four dimensions: production technology, subject matter, strategies of argument, and ethnographic authentication. His analyses of individual films address questions of realism, authenticity, genre, authorial and subjective voice, and representation of the films' creators as well as their subjects. Innovation in Ethnographic Film, as a systematic and illuminating review of developments in ethnographic film, will be an important resource for the growing number of anthropologists and other scholars who use such films as tools for research and teaching.

Learn Autodesk Maya from an award-winning insider Best-selling author, visual effects supervisor, and technical educator Dariush Derakhshani brings you a newly-updated, step-by-step guide to the most popular and complex 3D application on the market, Autodesk Maya. Introducing Autodesk Maya 2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital models and scenes right away. The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya. From there, the books helps you: Learn the Maya user interface, including menus and plug-ins Build simple animations and 3D images right away Explore polygons, modeling, and NEX tools Get started with HDRI lighting, rendering, dynamics, simulations, and effects Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.

Industry Standard VFX Practices and Procedures

What's in the Box?

High Dynamic Range Imaging for Photographers and CG Artists

Creative Technologies for Multidisciplinary Applications

Research Anthology on Recent Trends, Tools, and Implications of Computer Programming

The Empire of Effects

Mastering Maya 7

Add Another Dimension to Your Portfolio—And Move to the Top of Your Craft Professional artists who strive to bring a new look to their illustrations are using Alias' premier 3D software in tandem with Adobe's prominent digital imaging program to create cutting-edge graphics, better integrated than before. Creating Striking Graphics with Maya and Photoshop—brought to you from Maya Press, a publishing partnership between Sybex and Alias—is a dazzling introduction to the vibrant world of 3D and Maya. Graphics wiz Daniel Gray, with help from an expert, takes you 3D into your graphics and think more artistically when approaching your creations. And if you're already familiar with Maya, you'll learn how Maya 6 makes it even easier to work between both applications. First you'll get the essential Photoshop user's introduction to Maya and then you'll discover how high-profile artists use Maya and Photoshop together in real-world scenarios where 2D and 3D collide in a burst of creativity. Through a series of interviews that address a variety of 3D applications, you'll discover how: Maya Master Meats Meier depicts Motion Graphics Elins combines photography and classical painting with the 3D world Damon Riesberg cranks out a daily comic strip by posing and rendering his cast of characters guru studios crafts beautiful 3D cartoons with a cool retro feel for TELETOON Meteor Studios brings ultra-realistic Motion Graphics Channel's Dinosaur Planet IBM painstakingly re-creates ancient artifacts, such as the Sphinx, for the Egyptian Museum in Cairo Meshwerks digitizes automobiles for use in movies, advertising, and video games and creates the ultra-cool chopped and channeled Honda EleMENTAL VFX. supplementary materials are not included as part of eBook file.

A behind-the-scenes history of computer graphics, featuring a cast of math nerds, avant-garde artists, cold warriors, hippies, video game players, and studio executives. Computer graphics (or CG) has changed the way we experience the art of moving images. Computer graphics has a rich history, between ping pong and PONG. It began in 1963 when an MIT graduate student named Ivan Sutherland created Sketchpad, the first true computer animation program. Sutherland noted: “Since motion can be put into Sketchpad drawings, it might be exciting to try to create a world of moving images.” In Moving Innovation, Tom Sito—himself an animator and industry insider for more than thirty years—describes the evolution of CG. His story features a memorable cast of characters, including cold warriors, hippies, video game enthusiasts, and studio executives: disparate types united by a common vision. Sito shows us how fifty years of work by this motley crew made movies like Toy Story and Avatar possible.

An introduction to the latest version of Maya provides detailed coverage of essential product and workflow data and covers such topics as materials and textures, lighting effects, and rendering stills and animation.

Information technology (IT) is widely understood to be the enabling technology of the 21st century. IT has transformed, and continues to transform, all aspects of our lives: commerce and finance, education, energy, health care, manufacturing, government, national security, transportation, and engineering. IT and its impact on the U.S. economy—both directly (the IT sector itself) and indirectly (other sectors that are powered by advances in IT)—continue to grow in size and importance. IT’s impacts on the U.S. economy—both directly (the IT sector itself) and indirectly (other sectors that are powered by advances in IT)—continue to grow. IT enabled innovation and advances in IT products and services draw on a deep tradition of research and rely on sustained investment and a uniquely strong partnership in the United States among government, industry, and universities. Past research has been extraordinary for both U.S. society and the U.S. economy. This IT innovation ecosystem fuels a virtuous cycle of innovation with growing economic impact. Building on previous National Academies work, this report describes key features of the IT research ecosystem that fuel its long-standing impact across the U.S. economy. In addition to presenting established computing research areas and industry sectors, it also considers emerging candidates in both categories.

The Ancient Maya

Moving Innovation

Archaeological Paleography

Proceedings of the 1st American University in the Emirates International Research Conference — Dubai, UAE 2017

Smart Technologies and Innovation for a Sustainable Future

A Visual Tour of How the Studios Create Their Magic

This book constitutes the refereed post-conference proceedings of the 6th EAI International Conference on Design, Learning and Innovation, DLI 2021, which took place in December 2021. Due to COVID-19 pandemic the conference was held virtually. The theme for DLI 2021 was “Shifting boundaries to discover novel ways and emerging technologies to realise human needs, ideas, and desires” targeting a conceptualisation of the effects and impact of digital technologies for, in an inclusive and playful way, fostering human beings to realising their needs, ideas and desires. The 17 revised full papers presented were carefully selected from 36 submissions and are organized in four thematic sessions on: digital technologies, design and learning; tools and models; artificial intelligence, virtual reality and augmented reality in learning; innovative designs and learning.

Given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study, creative technology may seem oxymoronic. On the contrary, the very basis of western thought is found in the idea of transcendent knowledge. The marriage of opposing disciplines therefore acts as a more holistic approach to education. Creative Technologies for Multidisciplinary Applications acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines. Because creative technology encompasses many applications with the realm of art, gaming, the humanities, and digitization, this book features a diverse collection of relevant research for the modern world. It is a pivotal reference publication for educators, students, and researchers in fields related to sociology, technology, and the humanities.