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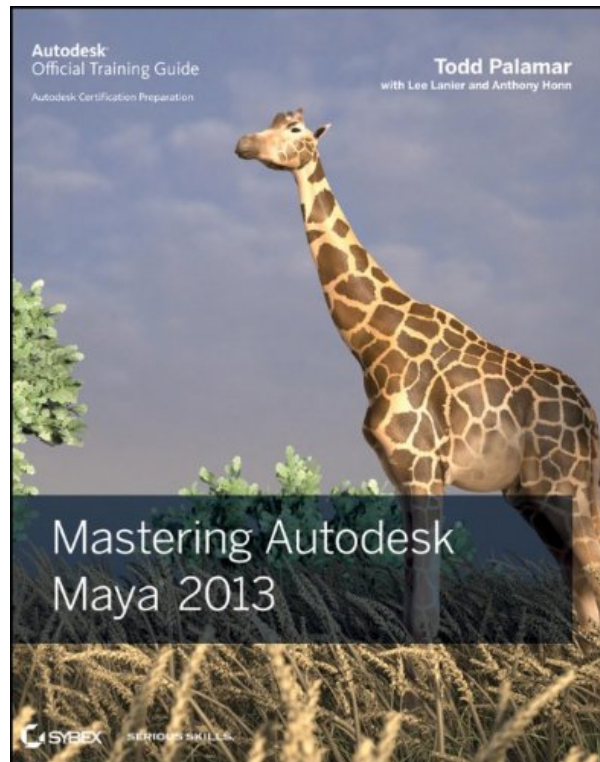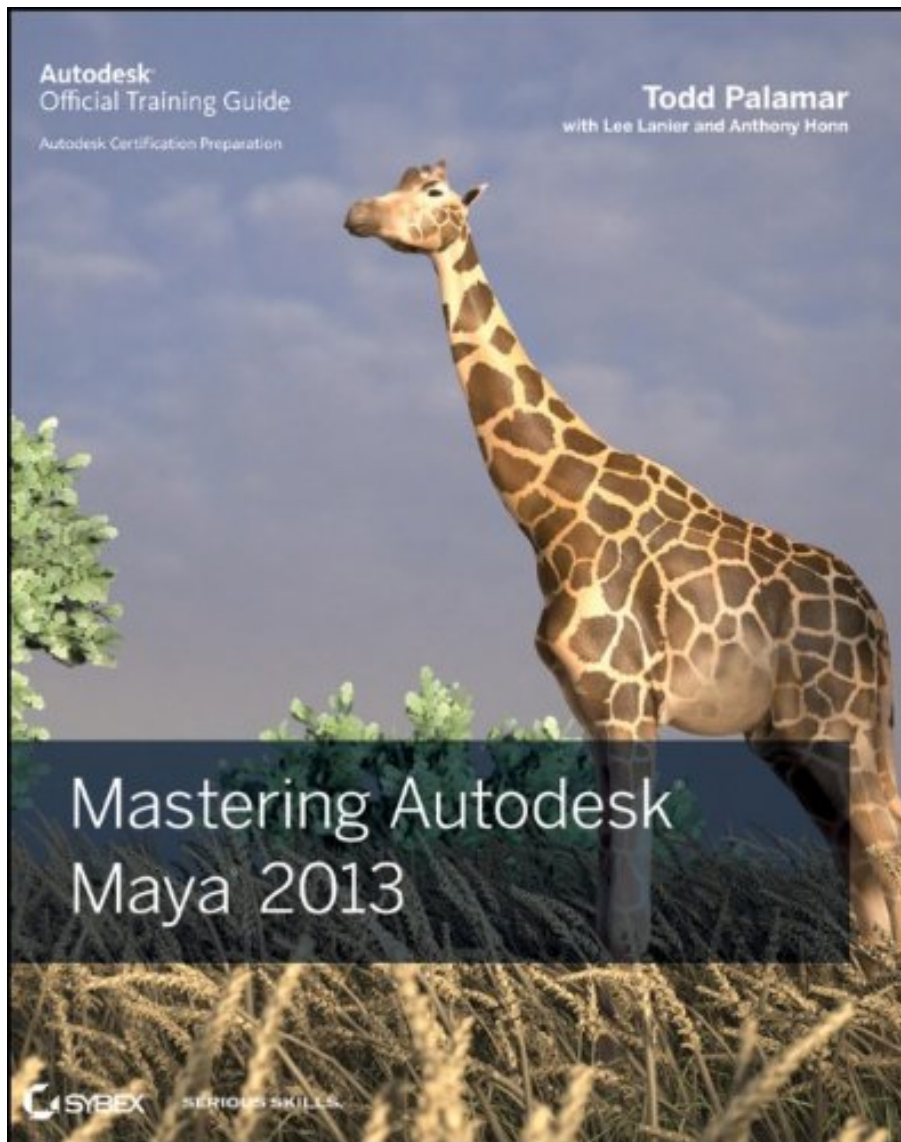

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From the Back Cover

Dive Deeper into the 3D Worlds You Can Create in Maya 2013

Go beyond the basics of Autodesk Maya and elevate your skills with the advanced coverage in this authoritative reference and tutorial. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, it prepares you for the real world of 3D animation and visual effects. You'll quickly get up to speed on the latest features in Maya 2013 as you expand your skills with professional instruction on cloth, fur, and fluids.

Packed with practical examples, this one-of-a-kind guide gives you valuable insight into the entire CG production pipeline. It emphasizes the features you're more likely to use working on a project, so you gain a real-world understanding of all of Maya's capabilities and functionality. With challenging tutorials, professional tips, and striking examples, this in-depth book helps you build career-worthy skills and also prepare for the Autodesk Maya 2013 Certified Professional exams.

Coverage includes:

- Taking advantage of standard and custom camera rigs
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About the Author

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Provides hands-on intermediate-to-advanced coverage of the leading 3D software

Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more.

- Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide
- This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids
- Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more
- Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry
- Provides valuable insight into the entire CG production pipeline

Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

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- 1008 pages

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3 of 3 people found the following review helpful.
With time and space this book is amazing!
By R. Madden
The only problem with this book is finding the space and time to absorb the information.
I thoroughly enjoyed "Introducing Autodesk Maya 2013" by Dariush Derakhshani, which took me 6 months to complete. I took notes each day and made screen shots of everything I created to document the progress while working through the book. This book is the next level up for learning Maya. It is also 600 pages and the material contained is essential to unraveling the creative workflows and production processes. This book is a prerequisite for working at production studios. I talked to one company and they basically said all their interns were already "Masters" and had worked through the book. There is no secret where the information comes from. You can learn it like everyone else if you want to with this book. The Autodesk University in Las Vegas is another place to get involved.

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This book explains in great detail all main concepts of Maya2013. If you want to learn this soft , don't even think about it - just buy it !!!!

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awesome
By Cristobal C.
The Mastering Autodesk Series is really good, and this edition addresses a lot of new stuff that comes with Maya 2013. If you have mastering Maya 2012, I don't think it is necessary, but it was a big improvement from Mastering Maya 2010.

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