

Maya 5 Killer Tips

The hottest collection of cool tips and hidden secrets for Maya



Eric Hanson

Killer Tips series developed by Scott Kelby

New
Riders

Maya 5 Killer Tips, Eric Hanson, New Riders, 2003, 0132932660, 9780132932660, 208 pages. Ready to learn from a seasoned visual effects veteran? Then sit down and pay attention! In Maya 5 Killer Tips, effects wizard Eric Hanson lets the genie out of the bottle, revealing all of the Maya tricks, techniques, and shortcuts he's employed to create visual marvels for films like The Day After Tomorrow, Cast Away, Fifth Element, and more. By focusing on concise tips, informative nuggets, and seasoned productivity secrets that are rarely found in other volumes, this book takes you straight to the heart of the matter: the productivity enhancers that you usually only acquire after working with a program in an intensive professional environment. In this case, Eric reveals many of these road-tested Maya secrets: efficient modeling with NURBS and polygons; creating rich rendering results with shader networks; conveying professional camera techniques; using particle systems, dynamics; and more. Along the way he explores Maya 5's new features as well, including improved rendering and character setup options..

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A Book of Ages An Eccentric Miscellany of Great and Offbeat Moments in the Lives of the Famous and Infamous, Ages 1 to 100, Eric Hanson, Sep 23, 2008, Reference, 309 pages. AGE IS NOT JUST A NUMBER IT'S A WAY OF KEEPING SCORE. THIS IS YOUR SCORECARD. The day we turn any age, we become contemporaries of everyone who has ever been that age, and it

MASTERING MAYA 8.5 (With CD) , John Kundert, Mick Larkins, Dariush Derakhshani, May 1, 2007, , 880 pages. Market_Desc: Appeals particularly intermediate to advanced Maya users, but across a broad spectrum of Maya users, including students, instructors, and professional animators

Maya 5 Fundamentals, Volume 1 , Garry Lewis, Jim Lammers, 2004, Computers, 553 pages. 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

Maya Ultimate Workshop , Luc Petitot, 2003, Computers, 798 pages. Here is a comprehensive, hands-on, media tutorial on Maya, the world's leading professional 3-D animation software. Written by a certified instructor, this complete package

Maya Textures and Shaders F/X & Design , Darrell Spencer, Robert Rusick, Nov 1, 2001, , 436 pages. This guide is designed for the intermediate to advanced Maya user. It provides a strong grounding in texture and shader fundamentals, and teaches readers how to combine texture

Maya Secrets of the Pros , John Kundert-Gibbs, Dariush Derakhshani, Feb 20, 2006, Computers, 279 pages. Featuring completely original material from a new team of Maya know-it-alls, this second edition of an award-winning book is sure to inform and inspire even the most seasoned

Digital Character Animation 3 , George Maestri, Apr 12, 2006, Computers, 320 pages. Whether you're creating animation for television, advertising, games, or multimedia, [digital] Character Animation 3 can help you bring your imagination to life. In this

Maya 7 For Windows And Macintosh: Visual Quickstart Guide , Danny Riddell, Morgan Robinson, Nathaniel Stein, Sep 1, 2006, , 560 pages. .

Mastering Maya Complete 2, Volume 1 , Perry Harovas, John L. Kundert-Gibbs, Peter Lee, 2000, , 842 pages. A much-needed resource for Maya users--for learning, reference, and content management. The book features a full-color insert to best illustrate the true effects of the

Stop Staring Facial Modeling and Animation Done Right, Jason Osipa, Aug 6, 2007, Computers, 384 pages. Breathe life into your creations With detailed examples, high-quality professional images, and a touch of humor, this is the fully revised and updated second edition of Jason

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Ready to learn from a seasoned visual effects veteran? Then sit down and pay attention! In *Maya 5 Killer Tips*, effects wizard Eric Hanson lets the genie out of the bottle, revealing all of the Maya tricks, techniques, and shortcuts he's employed to create visual marvels for films like *The Day After Tomorrow*, *Cast Away*, *Fifth Element*, and more. By focusing on concise tips, informative nuggets, and seasoned productivity secrets that are rarely found in other volumes, this book takes you straight to the heart of the matter: the productivity enhancers that you usually only acquire after working with a program in an intensive professional environment. In this case, Eric reveals many of these road-tested Maya secrets: efficient modeling with NURBS and polygons; creating rich rendering results with shader networks; conveying professional camera techniques; using particle systems, dynamics; and more. Along the way he explores Maya 5's new features as well, including improved rendering and character setup options.

This "Killer Tips!" (An idea of Scott Kelly) series consists of a little book with around 180-200 pages with wide collection of useful tips. "Maya 5 Killer Tips!" includes tips and tricks for Alias|Wavefront Maya 5. The book is written by Eric Hanson visual effects artist worked on movies like *Spider-Man*, *Hollow Man* and *Fantasia 2000*.

Maya 5 Killer Tips! Is a great book of resources to enhance and pepper up your knowledge about Alias|Wavefront Maya in general, a book from the beginner and the experts. The book includes tips and tricks you might never have found, if you had to find it yourself. It's a great resource for saving time when working with Maya 5. Especially the tips about (speeding) rendering and modelling were of big value for me.

This book has something for everyone. As an animation supervisor I was of course particularly interested in the sections on Character Animation and Rigging, but I was able to glean good information from the books other sections as well. Its written in a clear, concise (and sometimes witty) manner, and the book walks you through each tip and trick in a economical but thorough way. The great thing about this book IMHO is that because of its approach to each problem, it is able to fit a *lot* of different tips between the covers of its relatively slim profile. This makes it an ideal companion to larger, more pedestrian tomes on Maya, while keeping one step ahead with its insightful and often invaluable professional instruction. I recommend it for both the novice and seasoned user alike.

This book is great for unleashing new ideas on how to use Maya. Great at showing easier ways to accomplish common task. Best all around book ever on Maya with a catch. These are tips only, without detailed explanations. But that's okay, because once you can look online or in reference manuals for more details on the tools. This book is must for any Maya artist. One other negative is there is no CD. It was frustrating when you wanted to see for yourself how the steps were all put together.

This little book is a worth while addition to any Maya users desktop library. It contains a collection of tips that might take hours upon hours of probing the tool set to discover. Some of the tips included in the book could save a great deal of time as well as ease the headaches associated with the everyday use of a tool as complex as Maya. I have no problems recommending this book to both beginner and experienced Maya users alike.

This is a book that every Maya artist should have in "the little room off their master bedroom". The compact format that Hanson used in writing these tips makes it perfect for flipping through when you are sitting down for a couple of minutes in the morning... Seriously, when I saw the title I thought 'big deal, I've been using Maya for more than seven years now, why would I care about a book like this?', but it's an incredible treasure trove of quick little goodies for newbie and seasoned pro alike. Perhaps as importantly, the layout and design of the book are by far the best of any CG reference

text I've ever encountered. I've probably spent many hundreds of dollars over the years on reference books that I never used because the layouts were so reader-unfriendly, and having been burned that way too many times I now put a lot of value on good design work. Hanson's Maya 5 Killer Tips just raised the book design bar to a new height. It looks good. The tips are good. It will help you make your art. Buy it.

I could not more highly recommend a book than this one, "Maya 5 Killer Tips." It truly is a killer book. I am very new to Maya, but with this book I have been able to work with some of the more powerful features of Maya 5 with greater ease thanks to this book. It is books like this one that greatly shortens the learning curve of powerful programs like Maya as well as enabling new users to enjoy the learning process at the same time. For the price of admission for two to a movie and a couple soft drinks you can have this excellent book.

With more than 90 percent of film effects houses and half of the North American game studios using Maya in their projects, the pressure is on for 3D modelers to prove their Maya chops! It's not enough to just know how to use the program; you need to demonstrate that you can do so swiftly, efficiently, and with dazzling results! Here to ensure you do is a fun, full-colored guide that's been pared down to just the essentials: the hundreds of tips, shortcuts, and tricks the pros use every day to speed their Maya 6 workflows. Along with tips for customizing the Maya interface, polygonal modeling, rendering, and more, veteran author Eric Hanson also provides tons of insider techniques for working with Maya 6's newest features including tips for working with new tools like the Soft Modification Tool, Animation Retargeting, and High Quality Shading; advice for working with the new particle behavior features; cool new hotkeys; and insight into streamlining the texturing process with Maya's new Photoshop integration, to name only a few. You'll quickly find that the techniques revealed here allow you to work faster, smarter, and more creatively!

Visual effects designer Eric Hanson creates digital backgrounds for feature films. He has worked for Digital Domain, Sony Imageworks, Dream Quest Images, Walt Disney Feature Animation, and more. He is also a teacher and lecturer on the topic of visual effects as well as the author of the previous edition of this book.

I was not disappointed; in fact I was bordering on elation. Here finally is a well-laid out, very easy to understand Maya 6 manual. While the authors state in the introduction that this book is designed for the advancing intermediate Maya artist, I had no problems whatsoever understanding what they were trying to show. This book is well illustrated, with clear screenshots showing exactly what the tip is saying.

Reading through Maya 6: Killer Tips actually made me feel some enthusiasm for attempting once again to conquer the Maya beast. I would highly recommend this book to anyone who uses Maya 6, from the newbie like myself to the advanced artist who thinks there is nothing more to learn about using Maya. This book is definitely a five star edition.

I continue to find inspiration and new ideas from this book day after day. Each page has an insight or tip that you will likely not have considered before. It's rare to find a book with so much production-oriented real-world knowledge. This is an essential book for any 3D animator's bookshelf whether you use Maya or some other 3D application.

If you are tired of buying 300 page books where you might find 2 or 3 new tips you didn't know about Maya before, than this book is a must have. Almost twice as thick as its predecessor (Maya 5 Killer Tips), this book is chalk full of cool stuff you probably don't know about. Written with a sense of humor (yes, I have actually chuckled out loud while reading), and by some of the industries leading professionals, this book is easy to read, and every tip in here makes you go "ahhh...thats cool!" Page after page of short, but very sweet tips on how to get the most out of Maya, this book covers everything from customizing your Maya startup screen to character rigging, lighting and rendering, to modeling and professional camera work, to dynamics and MEL scripting, this book delivers and plethora (yes I used plethora) of Killer Tips. I can't recommend this book enough!

...but I absolutely LOVE this one. It is everything it says it is. I'm an intermediate user of Maya 5 and found every page had a meaty, time-saving killer tip. It does not waste time with step-by-step instruction, but rather describes the process to achieve a certain effect or technique. If you don't know the Maya interface, this book is not for you. But if you have exhausted all the obvious functions, this book will turn the leftovers in your fridge into a gourmet meal. "Killer Tips" is intended for version 6, but as a version 5 user, in a few pages it was already worth the purchase. Humor is a little corny at times, but this book earns the right to dress whatever way it wants. Can't wait for more from Hanson...Keep 'em coming!!!

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Eric Hanson is a visual effects artist specializing in digital environments and effects for feature films. Originally an architect, he established early 3D visualization studios for some of the country's largest architectural firms, including The Callison Partnership in Seattle and Gensler in Los Angeles. An expanding interest in film led to a move into visual effects work, resulting in senior CG artist positions with leading visual effects houses Digital Domain, Sony Imageworks, Dream Quest Images, Walt Disney Feature Animation, and SimEx Digital Studios. His work can be seen in Spider-Man, Cast Away, Hollow Man, Mission to Mars, Bicentennial Man, Fantasia 2000, Atlantis, and The Fifth Element, as well as many large-format special-venue films worldwide.

Eric specializes in 3D work with Maya, RenderMan, and Shake, and is an active teacher of those packages. He has taught for several years, having instructed courses on advanced 3D techniques at SGI's Silicon Studio and Gnomon School of Visual Effects, and is currently leading a curriculum on visual effects at the University of Southern California's School of Cinema-TV. He frequently speaks and holds workshops at various trade shows and schools domestically, as well as in Japan, even though he is not sure what to eat while there.

Hey, Split It. Use the Fields, Luke. Strawberry Outliner Fields Forever. Trash That Pref. Field Operators Are Standing By. Nudge 'Em. Annotate Away. Outliner Revealed at Last. Get in Line, Lowly Vertices. Scrub It. Tumble Camp. Got Spreadsheets? Panel Hopping. It's the Right Thing to Do. Drag-Drop Fever. Last Action Hero. Last Command Hero. Marquee Zooming. Gestural Transforms. Incremental Saves. Rotation Snapping. Clip It, Clip It Good. Tools Versus Actions. RMB Selection Menus.

Start Up Your Own Image. True Gestural Marking Menus. Color My World. Do-It-Yourself Shelving. Shelf Icon Decor. Custom Marking Menus the Bomb. My Very Own Attributes. Click, Drag, Select! To GUI or Not to GUI? Massive or Tiny Manipulation. Pick Nothing, Nothing at All. Prefs in Your Pocket. Working Your Units. Y-Up Versus X-Up. Smooth Mover. Click Box Size for High-Res Monitors. Top-Priority Clearance. We Don't Need No Stinkin' Dynamics. Don't Lower Yourself to Component Mode. More and More Image Formats.

Aligned Image Planes. Alpha Onion Skins. Maya Card Tricks. Mapping Versus Modeling. Insert Here While Drawing Curves. Explicit, R-Rated Nurb Tessellation. Tessellation Versus CVs. Linear Versus Cubic Heroics. Constrain Those Unruly Curves. The Revolutions Will Not Be Televised. Bi-Railing the Missing Glass Slipper. Slipper Rebuilding. Shady, Undesirable Elements in Maya. Randomize Those CVs. Junkyard Dumping Simulation. Use of Photoshop as a Modeling Tool. Autotracing for Fun and Profit. Photoshop Paths to Maya Curves. Wrestling with Displacement.

Animate Your Modeling. Set Subtleties. Transform Tools Shortcut. Interrogating Points as to Where They Live. Face Propagation Via Shell in Poly Selection Constraints.

Tweaking Lots o' Lights. Reuse Those Depth Maps. Cookies and Gobos. Lighting with Paint. Kill That Ambient! Cubic Point Arrays. Fear of Point Light Shadow Maps. Light Color Mapping Versatility. Poor Man's Global Illumination. HDR GI CGI TLA. Paint Those Shadows. Shadow Platters. Glows, Fogs, and Flares, Oh My! Shadow Map Woes. Use of Thresholded Shader Glows. Dancing Fire Light. Link Those Lights. Shadow Lights. Light Cycles. Spotlight Decay Regions. Consulting Sun Charts. Directional Shadow Maps.

Imperfection Is Your Goal. Procedural Mapping Versus Scanned Files. Multilister Versus HypershadeQue Es Mas Macho? Baking the Light. Color Offset and GainThe Key to Shader Networks. The Joy of Ramps. The Underdog of Specular Mapping. Green Screen Playblasting. Heavy Metal Rendering. Embracing Dirt and Grime. Triplanar Projection to the Rescue. ...

Eric Hanson has assembled over 200 tips, showing you how to use Maya 5 more efficiently. He's cut to the chase in coverage of efficient modeling with NURBS and polygons, creating rich rendering results with shader networks, conveying professional camera techniques, using particle systems and dynamics, and more.

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