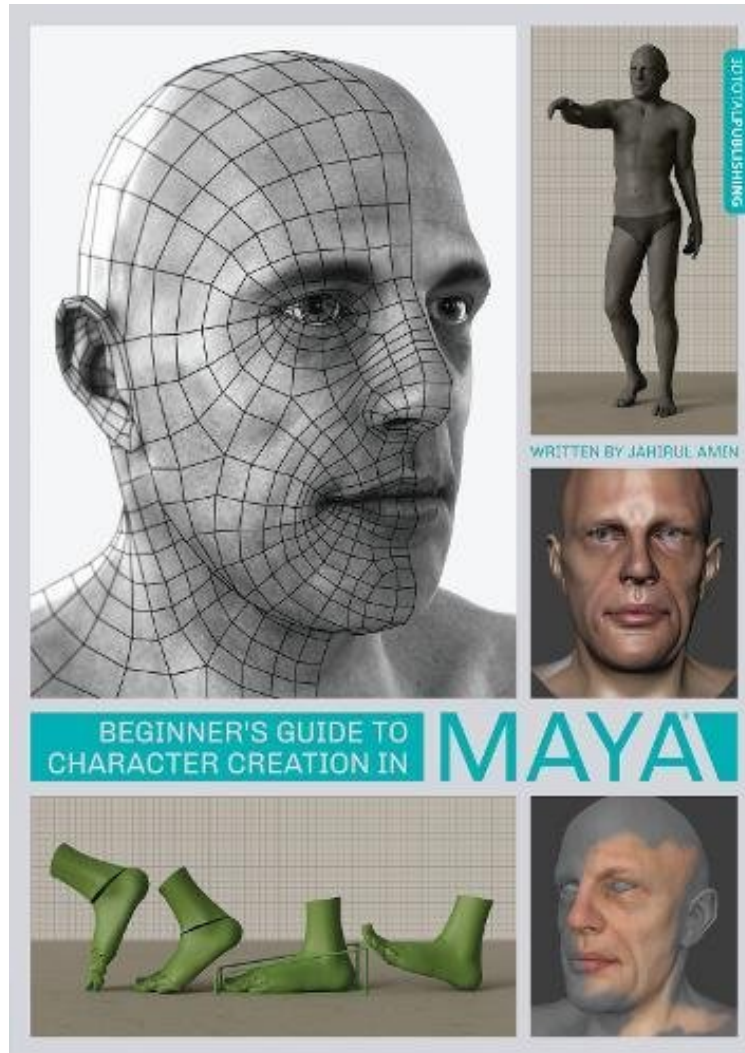


Beginner's Guide to Character Creation in Maya

Jahirul Amin

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Jahirul Amin : Beginner's Guide to Character Creation in Maya before purchasing it in order to gage whether or not it would be worth my time, and all praised Beginner's Guide to Character Creation in Maya:

0 of 0 people found the following review helpful. Good for referenceBy Luke A FallisWhile it is very clear on the structure and progression of character creation, this book fall to to the "add some edge loops wherever" and "go ahead and retopologize" problems that I was hoping would be answered through following the instructions. It is hard to get very far into the book without needing to stop and find instruction elsewhere. I understand that you hand should not be held throughout all steps, but being dropped in before a foundation is set will scare away those this book was made for.I found a great number of the instructions helpful, and will continue to use this book as a reference, but be prepared to take breaks from it for more detailed help near the beginning.1 of 1 people found the following review helpful.

Good butBy David LopezHi, I am from Mexico and the book is great I have started to read immediately... But the video 2 in chapter 01 has troubles please reload it or load a different version of it if I find more bad things I will write1 of 1 people found the following review helpful. they're they best instructional art books on the marketBy Graham B. WilsonAll of the 3DTotal books are incredible, they're they best instructional art books on the market.

Autodesk's Maya is the industry standard software used in the movie and video game business for creating assets. In *Beginner's Guide to Character Creation in Maya*, the artist will learn transferable skills for modeling anatomy with Maya and Mudbox, covering topics such as texturing and shading skin, hair, and eyes; kinesiology; deformation; locomotion; and lighting. Step-by-step guidance by expert tutor Jahirul Amin (3D trainer at Double Negative, London) will also detail how to create links, constraints, and controls for animation. With over 30 hours of downloadable videos, this is a book of amazing value that you won't want to miss

About the AuthorJahirul AminJahirul Amin is a generalist with a particular passion for rigging and animation. He lectured in computer animation at the National Center for Computer Animation at Bournemouth University, UK, and is now a 3D Trainer at Double Negative in London.3dtotal Publishing3dtotal was founded in 1999 as a simple 3D resource website. Over the last decade the site has evolved into one of the premier CG art websites in the world, offering a variety of training products, an inspirational gallery, a free texture library and hundreds of free tutorials on a variety of subjects.In 2006, 3dtotal entered into partnership with Focal Press and launched the popular book series *Digital Art Masters* and *Digital Painting Techniques*. The premise for these books was to provide high-quality content that would inspire and educate the next generation of digital artists. Featuring the work of top industry professionals, detailed tutorials and image breakdowns, these series have become firmly established as indispensable resources for every digital artist.After five successful years working with Focal Press, 3dtotal Publishing was launched in early 2010. As well as self-publishing the next volumes in the pre-existing *Digital Art Masters* and *Digital Painting Techniques* series, 3dtotal Publishing has launched a number of new titles including: *Sketching from the Imagination: Fantasy*, the *Beginner's Guide to Digital Painting in Photoshop Elements* and the successful Kickstarter campaign, *Sketch Workshop*.