Complete Maya Programming Volume Ii Volume 2 An In Depth Guide To 3d Fundamentals Geometry And Modeling The Morgan Kaufmann Series In Computer Graphics

JAMARCUS JEFFERSON

Complete Maya Programming Springer Nature
This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.
The Ancient Secret of the Flower of Life, Volume 2 Elsevier
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providing the ultimate reference for every computer graphics professional's library. Get access to over 2400 pages of reference material, at a fraction of the price of the hard-copy books. This CD contains the complete ebooks of the following 4 titles: Gould, Complete Maya Programming Vol.I, 9781558608351 Gould, Complete Maya Programming Vol.II, 9780120884827 Wilkins, MEL Scripting for Maya Animators, 9780120887934 Patnode, Character Modeling with Maya and ZBrush: Professional polygonal modeling techniques, 9780240520346 *Four fully searchable titles on one CD providing instant access to the ULTIMATE library of materials for computer graphics professionals *2400 pages of practical and theoretical Maya information in one portable package. *Incredible value at a fraction of the cost of the print books

CRC Press

Mathematical optimization is used in nearly all computer graphics applications, from computer vision to animation. This book teaches readers the core set of techniques that every computer graphics professional should understand in order to envision and expand the boundaries of what is possible in their work. Study of this authoritative reference will help readers develop a very powerful tool- the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today. *Distills down a vast and complex world of information on optimization into one short, self-contained volume especially for computer graphics *Helps CG professionals identify the best technique for solving particular problems quickly, by categorizing the most effective algorithms by application *Keeps readers current by supplementing the focus on key, classic methods with special end-of-chapter sections on cutting-edge developments

Digital Modeling of Material Appearance Springer Science & Business Media

Complete Maya Programming Volume IIElsevier

Complete Maya Programming Volume II Light Technology Publishing

"David Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and the C++ API, and is written to be informative for both novice and expert programmers. Highly recommended!" -Larry Gritz, Exluna/NVIDIA, co-author of Advanced RenderMan: Creating CGI for Motion Pictures "This book should be required reading for all Maya programmers, novice and expert alike. For the novice, it provides a thorough and wonderfully well thought-out hands-on tutorial and introduction to Maya. The book's greatest contribution, however, is that in it David shares his deep understanding of Maya's fundamental concepts and architecture, so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces." -Philip J. Schneider, Disney Feature Animation, co-author of Geometric Tools for Computer Graphics "Having provided a technical review of David Gould's Complete Maya Programming, I must say that this book is the definitive text for scripting and plug-in development for Maya. Never before has there been such a concise and clearly written guide to programming for Maya. Any user smart enough to pick up this book would be better off for it." -Chris Rock, a Technical Director at "a Large Animation Studio in Northern California" "If you ever wanted to open the Maya toolbox, this is your guide. With clear step-by-step instructions, you will soon be able to customize and improve the application, as well as create your own extensions, either through the MEL scripting language or the full C++ API." -Christophe Hery, Industrial Light & Magic Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Progamming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. FEATURES: *Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more *Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need *Explains when to use MEL, when to use the C++ API, and how to use them together *Provides a multitude of real-world examples illustrating applications of Maya programming *Ideal for technical directors, developers, or anyone wishing to master Maya *Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at www.davidgould.com

Point-Based Graphics Morgan Kaufmann

The Ultimate Resource on Solaris 10. Includes full details on all the new features. Maximize all the capabilities of Sun Microsystems' FREE, innovative, and powerful UNIX-based operating system with help from this authoritative guide. Get full details on installation, process and device management, access control and security, networking, services, directories, and applications. You'll learn to take advantage of the new features available in Solaris 10, including the rewritten TCP/IP stack, the enhanced cryptographic framework, cross-platform optimization, Linux interoperability, and much more. Whether you're new to Solaris or migrating from Linux or Windows, you'll need this comprehensive resource. Install and run Solaris 10 on UltraSPARC or Intel systems Manage files, directories, and processes, and use shell commands Set up user- and role-based access control Use the Solaris Management Console (SMC) to manage users and groups Configure devices and file systems Implement efficient backup and recovery services Enable system logging, monitoring, accounting, and tuning Configure DHCP, firewalls, and remote access Work with DNS, NIS/NIS+, and LDAP Enable shared file systems and printers using Samba and/or NFS Use Sun Java System Application Server and Apache HTTP Server

Practical Maya Programming with Python Elsevier

Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.

Advances in Visual Computing CRC Press

Lung diseases are leading causes of death and disability globally, with about 65 million people suffering from COPD, and 334 million from asthma. Each year, tens of millions of people develop and can die from lung infections such as pneumonia and TB. Systemic inflammation may induce and exacerbate local inflammatory diseases in the lungs, and local inflammation can in turn cause systemic inflammation. There is increasing evidence of the coexistence of systemic and local inflammation in patients suffering from asthma, COPD, and other lung diseases, and the co-morbidity of two or more local inflammatory diseases often

occurs. For example, rheumatoid arthritis frequently occurs together with, and promotes the development of, pulmonary hypertension. This co-morbidity significantly impacts quality of life, and can result in death for some patients. Current treatment options for lung disease are neither always effective, nor condition-specific; there is a desperate need for novel therapeutics in the field. Additionally, the molecular and physiological significance of most major lung diseases is not well understood, which further impedes development of new treatments, especially in the case of coexistent lung diseases with other inflammatory diseases. Great progress has been made in recent years in many areas of the field, particularly in understanding the molecular geneses, regulatory mechanisms, signalling pathways, and cellular processes within lung disease, as well as basic and clinical technology, drug discovery, diagnoses, treatment options, and predictive prognoses. This is the first text to aggregate these developments. In two comprehensive volumes, experts from all over the world present state-of-the-art advances in the study of lung inflammation in health and disease. Contributing authors cover well-known as well as emerging topics in basic, translational, and clinical research, with the aim of providing researchers, clinicians, professionals, and students with new perspectives and concepts. The editors hope these books will also help to direct future research in lung disease and other inflammatory diseases, and result in the development of novel therapeutics.

High Dynamic Range Imaging Morgan Kaufmann

"Practical Maya Programming with Python" is a practical tutorial packed with plenty of examples and sample projects which guides you through building reusable, independent modules and handling unexpected errors. If you are a developer looking to build a powerful system using Python and Maya's capabilities, then this book is for you. Practical Maya Programming with Python is perfect for intermediate users with basic experience in Python and Maya who want to better their knowledge and skills.

3D-Druck für Dummies McGraw Hill Professional

The sacred Flower of Life pattern, the primary geometric generator of all physical form, is explored in even more depth in this volume, the second half of the famed Flower of Life workshop. The proportions of the human body, the nuances of human consciousness, the sizes and distances of the stars, planets and moons, even the creations of humankind, are all shown to reflect their origins in this beautiful and divine image. Through an intricate and detailed geometrical mapping, Drunvalo Melchizedek shows how the seemingly simple design of the Flower of Life contains the genesis of our entire third-dimensional existence. From the pyramids and mysteries of Egypt to the new race of Indigo children, Drunvalo presents the sacred geometries of the Reality and the subtle energies that shape our world. We are led through a divinely inspired labyrinth of science and stories, logic and coincidence, on a path of remembering where we come from and the wonder and magic of who we are. Finally, for the first time in print, Drunvalo shares the instructions for the Mer-Ka-Ba meditation, step-by-step techniques for the re-creation of the energy field of the evolved human, which is the key to ascension and the next dimensional world.if done from love, this ancient process of breathing prana opens up for us a world of tantalizing possibility in this dimension, from protective powers to the healing of oneself, of others and even of the planet. Embrace the expanded vision and understanding that Drunvalo offers to the world. Coincidences abound, miracles flourish and the amazing stories of mysteries unveiled arise as the author probes the Ancient Secrets of the Flower of Life.

Books in Print Packt Publishing Ltd

Helps readers to develop their own professional quality computer graphics. Hands-on examples developed in OpenGL illustrate key concepts.

AB Bookman's Weekly Packt Pub Limited

Publisher Description

Maya Ebook Collection Firewall Media

Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya’s scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance.

Learning Processing John Wiley & Sons

This book presents comprehensive results from case studies of five innovations in science education that have much to offer toward understanding current reforms in this field. Each chapter tells the story of a case in rich detail, with extensive documentation, and in the voices of many of the participants-the innovators, the teachers, the students. Similarly, Volume 3 of Bold Ventures pre sents the results from case studies of five innovations in mathematics education. Volume 1 provides a cross-case analysis of all eight innovations. Many U.S. readers certainly will be very familiar with the name of at least one if not all of the science innovations discussed in this volume-for example, Project 206l-and probably with their general substance. Much of the education community's familiarity with these arises from the projects' own dissemination efforts. The research reported in this volume, however, is one of the few detailed studies of these innovations undertaken by researchers outside the projects them selves. Each of the five studies was a large-scale effort involving teams of researchers over three years. These teams analyzed many documents, attended numerous critical project meetings, visited multiple sites, conducted dozens of individual interviews. The team leaders (Atkin, Huberman, Rowe), having spent much time with science education over long careers, looked at these innovations through many lenses. It was a daunting task for each team to sift through the mountains of detail in order to bring the most compelling themes to the surface.

Maya Python for Games and Film Springer Science & Business Media

David Gould's acclaimed first book, Complete Maya Programming: An Extensive Guide to MEL and the C++ API, provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming. In his new book David offers a gentle, intuitive introduction to the core ideas of computer graphics. Each concept is explained progressively and is fully implemented in both MEL and C++ so that an artist or programmer can use the

source code directly in their own programs. Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya's possible programming features. David Gould's first volume is widely regarded as the most authoritative reference on Maya programming. Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks. Covers a spectrum of topics in computer graphics including points and vectors, rotations, transformations, curves and surfaces (polygonal, NURBS, subdivision), and modeling Offers insights to Maya's inner workings so that an artist or programmer can design and develop customized tools and solutions Discusses problem solving with MEL (Maya's scripting language) and the more powerful and versatile C++ API, with plenty of code examples for each

American Book Publishing Record John Wiley & Sons

The polygon-mesh approach to 3D modeling was a huge advance, but today its limitations are clear. Longer render times for increasingly complex images effectively cap image complexity, or else stretch budgets and schedules to the breaking point. Comprised of contributions from leaders in the development and application of this technology, Point-Based Graphics examines it from all angles, beginning with the way in which the latest photographic and scanning devices have enabled modeling based on true geometry, rather than appearance. From there, it’s on to the methods themselves. Even though point-based graphics is in its infancy, practitioners have already established many effective, economical techniques for achieving all the major effects associated with traditional 3D Modeling and rendering. You’ll learn to apply these techniques, and you’ll also learn how to create your own. The final chapter demonstrates how to do this using Pointshop3D, an open-source tool for developing new point-based algorithms. The first book on a major development in computer graphics by the pioneers in the field Shows how 3D images can be manipulated as easily as 2D images are with Photoshop

Mastering C++ Multithreading Elsevier

This two-volume set (CCIS 915 and CCIS 916) constitutes the refereed proceedings of the 5th Workshop on Engineering Applications, WEA 2018, held in Medellín, Colombia, in October 2018. The 41 revised full papers presented in this volume were carefully reviewed and selected from 101 submissions. The papers are organized in topical sections such as green logistics and optimization, Internet of Things (IoT), digital signal processing (DSP), network applications, miscellaneous applications.

Computer Animation Complete Springer

High dynamic range imaging produces images with a much greater range of light and color than conventional imaging. The effect is stunning, as great as the difference between black-and-white and color television. High Dynamic Range Imaging is the first book to describe this exciting new field that is transforming the media and entertainment industries. Written by the foremost researchers in HDRI, it will explain and define this new technology for anyone who works with images, whether it is for computer graphics, film, video, photography, or lighting design. * Written by the leading researchers in HDRI * Covers all the areas of high dynamic range imaging including capture devices, display devices, file formats, dynamic range reduction, and image-based lighting * Includes a DVD with over 4 GB of HDR images as well as source code and binaries for numerous tone reproduction operators for Windows, Linux, and Mac OS X

Solaris 10 The Complete Reference Springer Science & Business Media

Explains how to create professional-looking, two- and three-dimensional computer generated characters.

Bowker's Complete Video Directory Elsevier

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing" *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound

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