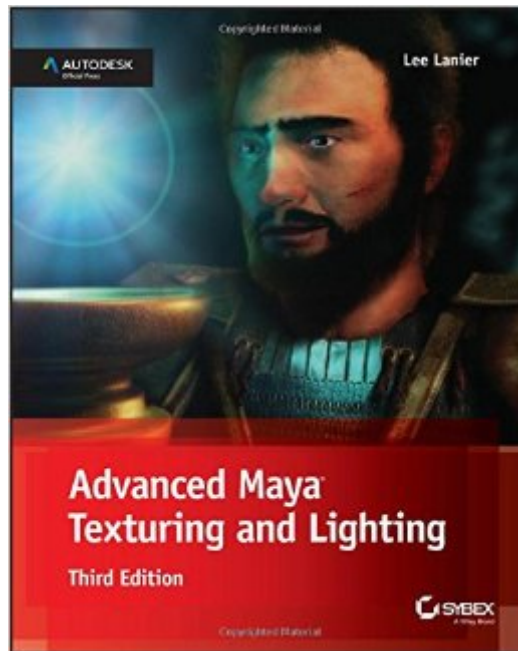**The book was found**

Advanced Maya Texturing And Lighting

Synopsis

Level up your skills with powerful texturing and lighting techniques Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texture mapping Work with node networks, raytracing, and global illumination Try new approaches to rendering using Maya Software and mental ray If you're ready to take a big step forward and fine-tune your style, Advanced Maya Texturing and Lighting, Third Edition is the practical, hands-on guide you need.

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Customer Reviews

This book it's a must have for 3D artists that want to enhance their lighting, texturing and a bit of

scripting abilities. The book will guide you from the simple concepts all the way and even teach you how to properly setup lights and configure them with the connection editor. The lighting is pretty detailed as you would expect. The examples given guide you through the basics (identifying light sources and types) to the connection editor and also theres a big part of the book dedicated to rendering settings. This is a neat addition given that you will how to configure Maya's Software render to look on par with Mental Ray or boost the quality of Mental Ray's power.It's a big book, so you are getting a lot for your money and all the pictures are well placed and good sized.For the texturing portion you will also learn a lot from the connection editor and link lights and specific color maps and values so you get the best result.I can't reccomend it enough as you are getting a solid book with light, textures, and rendering practical contents (and excersises). All well explained, step by step by Lee Lanier.

This book is full of the best tips and tricks for MAYA users. From understanding how and when to use the most basic lighting setups to some of the most beautiful, advanced techniques possible. This book isn't a course; it's not meant to teach you from scratch. You need a basic knowledge and understanding of MAYA and how it works. But this book will take your projects to the next level and help you create works you never knew you were capable of!

It's always a pleasure reading through a book written by Lee Lanier, because you know you're getting the knowledge and experience of a true professional that knows what he's talking about. Having been fortunate enough to have been a student of Lee's before, I am glad to see that Lee is just as helpful and thorough in his book as he was as a teacher. Great job with the book Lee!

I have the 1st and 2nd editions as well. Autodesk is continuing to build on this amazing program and Lee's third edition of this book is updated to reflect recent application changes as well as add new and useful information. Highly recommend this book and his other titles as well.

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