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Advanced Maya Texturing and Lighting

Lee Lanier

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Advanced Maya Texturing and Lighting Lee Lanier
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
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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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