

Autodesk Maya 138 Tutorials And Tips By Antonio Bosi 138 Useful Maya Tutorials Tips Tricks For Experts And Beginners

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Trainen van interpersoonlijke vaardigheden Stephen P. Robbins 2003 Studie- en trainingsboek voor leidinggevenden en personeelsfunctionarissen om medewerkers leiding te geven en te motiveren.

Word 2007 voor Dummies D. Gookin 2007

Windows Vista voor Dummies Andrew Rathbone 2007

Geheimhouding John T. Lescroart 2010-05-19 In een meervoudige moordzaak, geteisterd door leugens en misleiding, is advocaat Dismas Hardy wettelijk verplicht om een verschrikkelijk geheim te bewaren ook al staat het leven van zijn cliënt op het spel. Als Dylan Vogler, bedrijfsleider van het populaire koffietentje Bay Beans, dood wordt gevonden in een steegje, leidt de vondst van marihuana in zijn rugzak tot de ontdekking dat de high society van San Francisco haar drugs bij het onschuldig ogende koffietentje kocht. Politie en media wijzen al snel met een beschuldigende vinger naar Maya Townshend, de eigenaar van Bay Beans en het nichtje van de burgemeester. Op Dylans klantenlijst blijken een paar zeer belangrijke en invloedrijke personen te staan en Maya lijkt de spil in een levensgevaarlijk web te zijn geweest.

Vurig verlangen Kristina Lloyd 2013 Een nimfomane bareigenaresse

ontmoet een man met een duister verleden. Hij sleept haar mee in vernederende seksuele avonturen.

Six Sigma voor Dummies Craig Gygi 2007 Inleiding tot een methode voor het doorvoeren van extreme procesverbeteringen in bedrijven en bij de overheid.

Autodesk 3ds Max 2013 Bible Kelly L. Murdock 2012-08-13 Updated version of the bestselling 3ds Max book on the market Autodesk 3ds Max is top animation software used by developers, visual effects artists, and graphic designers in film, television, and the game industry. One place designers turn for crucial information on how to use 3ds Max is this in-depth book. Whether you're a beginner just itching to create something right away or an experienced user checking out the latest and greatest features, you'll find it here. See what's new, what's tried and true, and just how creative you can get using the tips, tricks, and techniques in this essential reference. Every previous edition has been a top-seller. Packs expert advice, timesaving tips, and more than 150 step-by-step tutorials into over 800 pages that help you master this complex software Gives you in-depth coverage of all new features, as well as the basics Jump-starts your learning on day one with a Quick Start tutorial, so you can create an exciting animation right away Provides you with access to all before-and-after example files from each tutorial, plus unique models and textures that you can customize on the companion CD Includes extra content from previous editions of the 3ds Max Bible, including bonus Quick Start tutorials from previous editions Whether you're just starting out or getting up to speed on 3ds Max 2013, this comprehensive book will get you there.

Databases David M. Kroenke 2017

Lengtegraad Dava Sobel 1996

Parametric Building Design Using Autodesk Maya Ming Tang 2014-03-26 Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into

various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts, and Maya source files.

Autodesk Maya 2017 Basics Guide Kelly Murdock 2017 Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2017 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2017 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text.

Kaizen in business Robert Maurer 2013-11-06 De principes uit de bestseller De kunst van Kaizen toegespitst op de werkvloer. Elk doel kan gehaald worden als je er met kleine stappen consistent naar toe werkt. Bijvoorbeeld: verlaag kosten door kleine beloningen uit te

loven; haal het beste uit mensen door kleine veranderingen te vragen; verbeter sfeer en productiviteit door vijf minuten per dag te investeren. Kortom: realiseer grote ideeën in kleine maar effectieve stappen.

Materiaalkunde Kenneth G. Budinski 2009 In Materiaalkunde komen alle belangrijke materialen die toegepast worden in werktuigbouwkundige constructies aan de orde, zoals metalen, kunststoffen en keramiek. Per materiaalgroep behandelen de auteurs: · de belangrijkste eigenschappen; · de manier van verwerking; · de beperkingen; · de belangrijkste keuzeaspecten met betrekking tot constructies; · de manier van specificatie in een technische tekening of een ontwerp. De eerste editie van Materiaalkunde verscheen alweer dertig jaar geleden. In de tussentijd is het voortdurend aangepast aan de nieuwste ontwikkelingen en het mag dan ook met recht een klassieker genoemd worden.

Eenrichtingstraat Walter Benjamin 1994 Verzameling notities en aforismen van de Duitse filosoof (1892–1940).

Autodesk Maya 2019 Basics Guide Kelly Murdock 2018–10 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2019 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn How to create models using curves, NURBS, Polygons and more How to assign materials and

textures to make realistic-looking models
How to use Paint Effects to paint on and quickly create complex 3D Models
How to use lights, cameras, and depth of field to render captivating scenes
How to use keyframes, motion paths and the Graph Editor to create animations
How to use character rigging, skinning, and inverse kinematics to animate realistic movements
How to add influence objects, skin weights and hair to a character for a more realistic look
How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects
How to enable raytracing, motion blur, and fog effects for increased realism
How to render stills and animations using Maya Vector and Mental Ray for different looks
How to use the Command Line and MEL Scripting to work faster
About Autodesk Maya
Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

De bruid Catherine Cookson 2012-10-01 Noordoost-Engeland, 1926. Drie maanden nadat ze elkaar in Londen hebben ontmoet, komt Elaine (of Elly, zoals Joe Remington haar graag noemt) als Joe's bruid naar zijn grote huis op de heuvels net buiten Fellburn. Waar Joe al bang voor was gebeurt ook: Elly kan absoluut niet aarden in haar nieuwe omgeving. Ze keurt de vriendschappelijke manier waarop haar man met zijn personeel omgaat af en toont een regelrechte afschuw voor David Brooks, Joe's chauffeur en tuinman maar bovenal zijn boezemvriend. En of Elly's vooroordelen nog niet genoeg zijn, wordt Joe ook nog eens geconfronteerd met een algehele staking. De gevolgen ervan zullen vooral in het industriële noordoosten, waar Fellburn ligt, desastreuus zijn. Wanneer Elly veel eerder zwanger raakt dan ze wil, eist ze dat haar ongetrouwde zus Betty bij hen komt wonen om haar bij te staan. Dat lijkt niet zo'n verstandige beslissing, want Betty's aanwezigheid maakt de kloof tussen de pasgehuwden alleen nog maar breder. Of helpt ze juist de afstand te verkleinen?

Games in Libraries Breanne A. Kirsch 2014-01-28 Librarians are beginning to see the importance of game based learning and the incorporation of games into library services. This book is written for them--so they can use games to improve people's understanding and enjoyment of the library. Full of practical suggestions, the essays discuss not only innovative uses of games in libraries but also the game making process. The contributors are all well versed in games and game-based learning and a variety of different types of libraries are considered. The essays will inspire librarians and educators to get into this exciting new area of patron and student services.

De kunst van het oorlogvoeren voor vrouwen Chin-ning Chu 2009-10-28 Dit is geen feelgoodboek. (Maar ik weet zeker dat je je goed voelt nadat je dit boek hebt gelezen.) Dit is geen motivatieboek. (Maar ik

beloof je dat je als je het boek uit hebt gemotiveerd zult zijn om te bereiken wat je wilt.) Het uiteindelijke doel van het boek is vrouwen strategieën aan te reiken die ze nodig hebben om alles te bereiken wat ze willen. Chin-Ning Chu De klassieker De kunst van het oorlogvoeren van de taoïstische filosoof-generaal Sun Tzu is veelgelezen, maar weinig begrepen. Het wordt al honderden jaren bestudeerd door militair leiders, politici en zakenmensen. Eigenlijk gaat het boek helemaal niet over oorlogvoeren, maar leert je hoe je je doelen kunt bereiken op de efficiëntste manier. De adviezen van Sun Tzu zijn er altijd op gericht om met zo min mogelijk conflict het beste resultaat te behalen. Het is geen boek waar een set regels wordt gegeven die je in een bepaalde situatie moet toepassen. De strategieën van Sun Tzu vereisen een diep begrip van de mensen en de omgeving waar je mee te maken krijgt. Maar nog belangrijker is dat je jezelf kent je sterktes en zwaktes, doelen en angsten. De kunst van het oorlogvoeren voor vrouwen is het eerste boek waarin het meesterwerk van Sun Tzu specifiek voor vrouwen wordt uitgelegd en geïnterpreteerd. In korte hoofdstukken met onderwerpen als Eerst winnen, dan vechten en Verander je zwakheden in je sterke punten en aan de hand van voorbeelden uit het dagelijks leven laat Chin-Ning Chu zien hoe iedere vrouw kan bereiken wat ze wil. Chin-Ning Chu is een nakomeling van de bedelaar die de eerste keizer van de Ming-dynastie werd. Op haar tiende begon haar vader haar les te geven over de klassieke Chinese teksten. Als student werkte ze als televisieactrice en later als marketeer voor Taiwanese en Europese farmaceutische bedrijven. Momenteel is ze een veelgevraagd spreker over de toepassing van de inzichten uit De kunst van het oorlogvoeren van Sun Tzu. Ze werkt als consultant voor overheden en internationale bedrijven en ze is directeur van het Strategic Learning Institute en Asian Marketing Consultants. Regelmatig wordt ze door de media gevraagd als expert over de politieke situatie in Azië. Haar boeken zijn vertaald in zeventien talen.

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide
Kelly Murdock 2016-08-25 Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so

beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills.

De architectuur van het geluk Alain de Botton 2022-02-14 'De architectuur van het geluk' neemt je mee op een betoverende reis door de geschiedenis en psychologie van architectuur en interieurontwerp, en verandert de manier waarop je naar je huis kijkt. In 'De architectuur van het geluk' beschrijft Alain de Botton de wensen en eisen die wij voor onze huizen hebben. Hij neemt de lezer mee op een reis door de esthetiek van de westerse en oosterse beschavingen en stelt vragen als: waarom verschillen mensen en volken zoveel in smaak? Kan een prachtige omgeving ons gelukkiger maken?

Vang me als ik val Nicci French 2011-05-27 Holly Krauss leidt een prettig leven. Ze is succesvol en heeft privé alles goed voor elkaar. Maar dat is één kant van haar persoonlijkheid. De andere Holly is losbandig en wild, zoekt de verkeerde mensen op en belandt in riskante situaties. Wanneer de roekeloze uitspattingen elkaar steeds sneller opvolgen en haar wilde kant de overhand neemt, dreigt ze de controle over haar leven te verliezen en begint het geduld van Holly s geliefde en vrienden op te raken. Is zij paranoïde of zijn haar angsten reëel? En als Holly niet meer op haar eigen intuïtie kan vertrouwen, wie is er dan om haar op te vangen als ze valt?

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created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn • How to create models using curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Algemene kunstgeschiedenis / druk 16 Hugh Honour 2010-01

Autodesk Maya 2018 Basics Guide Kelly Murdock 2017-11 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2018 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2018 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step

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Autodesk Maya 2022 Basics Guide Kelly Murdock 2021-07-26 Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn • How to create models using primitives, curves, NURBS, Polygons and more • How to assign materials and textures to make realistic-looking models • How to use Paint Effects to paint on and quickly create complex 3D Models • How to use lights, cameras, and depth of field to render captivating scenes • How to use keyframes, motion paths and the Graph Editor to create animations • How to use character rigging, skinning, and inverse kinematics to animate realistic movements • How to use various deformers to manipulate objects, animations and special effects • How to add influence objects, skin weights and hair to a character for a more realistic look • How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects • How to enable raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes

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Autodesk Arnold Render User Guide for MAYA Serdar Hakan DÜZGÖREN
Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

Autodesk Maya 2016 Basics Guide Kelly Murdock 2015-09-18 Written by renowned author and 3D artist, Kelly L. Murdock, *Autodesk Maya 2016 Basics Guide* is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. *Autodesk Maya 2016 Basics Guide* makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya.

Digitale fotografie voor Dummies Julie Adair King 2009 Dit boek richt

zich met name op de meer serieuze hobby-fotograaf. Het eerste deel laat zien wat er belangrijk is bij de keuze voor een veelzijdige camera, deel twee bespreekt de technieken voor het maken van de perfecte foto. Hierbij is aandacht voor digitale aspecten als pixels en bestandsformaten, maar meer nog voor de foto-techniek van alle tijden: het gebruik van f-stops, sluitertijden, belichting en scherptediepte en het maken van goede portret-, landschaps- en actie-foto's. Deel drie behandelt de computerkant: foto's digitaal archiveren, nabewerken, afdrukken of op het web publiceren. Het afsluitende deel van de tientallen geeft tips voor nog betere digitale foto's, informatiebronnen op internet en onderhoudstips voor de camera.

Over fotografie Susan Sontag 2019-10-01 'Nog altijd domineert Over fotografie het denken over fotografie. De schrijfstijl is vintage Sontag: trefzeker, stoer en stellig. Ze bracht de angsten en ambivalenties die veel mensen voelen tegenover moderne technologie in het algemeen, en fotografie in het bijzonder, messcherp onder woorden. Zelfs nu kun je amper een column, recensie of boek over fotografie lezen waarin Sontag niet wordt aangehaald - zeker wanneer het over foto's van oorlog, honger of geweld gaat.' - Lynn Berger in De Correspondent Over fotografie is een boeiend relaas over wat foto's eigenlijk zijn, over esthetische en morele problemen waarmee we door hun alomtegenwoordigheid in onze mediacultuur worden geconfronteerd en over de (on)bedoelde effecten van fotografie. Het is een klassiek geworden, baanbrekend onderzoek naar de rol en de betekenis van beelden. Sontag weet het moderne leven zo scherpzinnig te vangen dat kritische vragen niet uit kunnen blijven. 'Sontag heeft ons als geen ander geleerd na te denken over de rol en het effect van fotografie in onze tijd. Prachtige essays.' - Trouw 'Een mijlpaal in de reflectie over fotografie. De opstellen over camp en pornografie zijn virtuoos.' - De Tijd 'Over fotografie is het origineelste en meest verlichte boek over dit onderwerp.' - The New Yorker 'Elke pagina roept belangrijke en prikkelende vragen op, en bespreekt die vervolgens op de beste, briljante manier.' - The New York Times Book Review

Compositing Visual Effects in After Effects Lee Lanier 2015-11-19 Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In Compositing Visual Effects in After Effects, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D

render passes Particle simulation Color grading and distressing Expressions and project management The companion website (www.focalpress.com/cw/lanier) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

Autodesk Maya 2015 Basics Guide Kelly L. Murdock 2014-11-19 Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by accompanying video instruction that's included with each book. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text.