

David Goulds 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 Mayas possible programming features. David Goulds 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 Mayas inner workings so that an artist or programmer can design and develop customized tools and solutions.* Discusses problem solving with MEL (Mayas scripting language) and the more powerful and versatile C++ API, with plenty of code examples for each.

The History of the American Revolution (Vol. 2), A New Green History Of The World: The Environment and the Collapse of Great Civilizations, The Mount Street Club: Dublins Unique Response to Unemployment 1934-Present, Mobilizing Women For War: German and American Propaganda, 1939-1945, Chess Masterpieces,

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