

Maya User Guide

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arnold 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

the cancon user s guide contains 204 densely packed pages of independent honest advice recommendations and cultural information about cancon and mexico by an american family living here since 1981 written in a clear popular style and illustrated with photographs drawings and maps it will help you save money and have more fun when visiting cancon it s also funny and heartwarming written by celebrated author jules siegel whose works have appeared in playboy rolling stone best american short stories and many other publications completely updated for 2005 the cancon user s guide is the only independent locally produced guide

redshift is a high performance production quality renderer that supports biased rendering techniques for incredibly fast noise free renders with redshift you can get the rendering performance of a small render farm from your existing workstation saving you time and money and unleashing your creative potential this guide provides information on setting up and using redshift in addition to documenting the various features and settings of redshift this guide provides important tips to help you get the most out of redshift including helping you choose the most appropriate global illumination techniques to use for a given scene and how to troubleshoot problems like splotches or flickering during animations to navigate this guide simply pick a topic from the table of contents on the left you can also search for a specific keyword using the search box located in the top right corner of every page

preface hello everyone in this book we have reviewed all of the autodesk vred 2021 in detail in our book we will start with preparing scenes with vred and learn about animating thinking preparing materials using light and camera as well as navigating vred scenes with xr mr vr and ar devices now let s look at the topics in our book in order user interface vred basics animation assets autodesk vred app cameras collaboration geometry lights materials media opengl materials reference optimize preferences python documentation references rendering scene graph scene interaction sceneplates simple ui textures truelight materials reference uvs variants xr mr vr and setup serdar hakan düzgören autodesk expert elite autodesk official member autodesk int moderator autodesk consultant

arnold arnold is an advanced cross platform rendering library or api developed by solid angle and 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, why is Arnold different? Arnold is a highly optimized, unbiased, physically based Monte Carlo ray path tracing engine. It doesn't use caching algorithms that introduce artifacts like photon mapping and final gather. It is designed to efficiently render the increasingly complex images demanded by animation and visual effects facilities while simplifying the pipeline infrastructure requirements and user experience. Arnold provides interactive feedback, often avoiding the need for many render passes and allowing you to match on-set lighting more efficiently by removing many of the frustrating elements of other renderers. Arnold fits better with your workflow, produces beautiful, predictable, and bias-free results, and puts the fun back into rendering. What is wrong with algorithms like photon mapping or final gather? Such algorithms attempt to cache data that can be re-sampled later to speed up rendering. However, in doing so, they use up large amounts of memory, introduce bias into the sampling that cause visual artifacts, they also require artists to understand the details of how these algorithms work in order to correctly choose various control settings in order to get any speed up at all without ruining the render, worse than that, these settings are almost always affected by other things in the scene, so it's often possible to accidentally use settings for the cache creation that make things worse, not better, or that work fine in one situation but are terrible in another, seemingly similar situation. In short, they are not predictable other than for very experienced users and require artists to learn way too much about the algorithms in order to gain any benefit. At Solid Angle, we believe that your time is more valuable than your computer's time. Why spend an extra 30 minutes working with photon mapping or final gather settings, even if it saves 30 minutes render time and more often than not, it doesn't, that's still 30 minutes not spent modeling, animating, or lighting.

Real World Solutions for Real World Production Environments
Luis Cataldi, Bluesky Studios
Maya is a very powerful application. Before artists can create and share their ideas and visions, they must understand its complicated tools and learn to harness its power. Inside Maya 5 can help develop a functional understanding of Maya's many tools through solid examples and production-proven methods. From the back cover: Are you familiar with the basic Maya tools? Can you complete most tasks with little or no reliance on the help files? Do your questions about Maya center on how to put all the pieces together and use the software in a production

setting if so inside maya 5 is just what you want and need industry professionals who have worked for such houses as digital domain ilm pdi dreamworks and pixar provide insights into making great production decisions that take advantage of the power of maya without compromising production quality real world solutions to real world challenges you ll get coverage of using maya in the digital studio pipeline mel and the maya api modeling techniques for nurbs polygonal modeling and subdivision surfaces modeling characters sets and props maya s node based architecture particles and dynamics character animation and rigging lighting shading and rendering bonus interviews with scott clark pixar and paul thuriot tippett studios the companion cd includes the source files you need to complete the exercises in each chapter

rendering is the final stage in the 3d computer graphics production process though the wider context of rendering begins with shading and texturing objects and lighting your scene the rendering process ends when surfaces materials lights and motion are processed into a final image or image sequence visualization vs the final render as you build scenes shade and texture objects light scenes position cameras and so on you ll want to visualize them many times before producing the final rendered image or image sequence this process may involve depending on your particular project creating and setting up additional cameras see create a camera and adjust a camera and its attributes visualize a scene during early iterations to detect and correct image quality problems or to estimate and reduce the amount of time the final render takes before you spend time performing the final render you can visualize your scene in the viewport interactively render with the maya software renderer using ipr or if you are using the arnold for maya renderer interactively render in the arnold renderview you can render a single frame or a sequence of multiple frames that is an animation or part of an animation interactively from within maya alternatively you can batch render or command line render one or more frames before you start your final render be sure to select a renderer and set the file name format and resolution of your rendered images in the render settings window

universal v ray settings this page provides a tutorial on universal settings for v ray that work for most still images overview the universal settings comprise a set of settings that work very well for still images in many situations and are the default for v ray next please note that these settings are not optimal in the sense that with enough tweaking you can probably get similar quality with faster render times the beauty of these settings though is that they require almost no tweaking and you are guaranteed to get a good result in the end the advantages of these settings are o very little parameters for controlling render quality vs speed o works for a very large number of scenes o produces high quality results with the progressive image sampler the default render time min is set to 1 0 which might be insufficient for some scenes you can reset this to 0 0 min and rendering will continue until the noise threshold is reached setting the v ray renderer 1 set v ray

as the current rendering engine with the default v ray settings 2 the default settings are optimized to work universally so it is recommended to keep them progressive image sampler with 100 max subdivs and 1 min subdivs gi enabled using brute force as primary gi engine and light cache as secondary gi engine 3 you can further refine the noise levels from the progressive image sampler rollout by adjusting the noise threshold and placing a 0 value for the render time min 4 you can control the amount of aa vs shading samples for materials lights gi using the min shading rate parameter in the image sampler rollout but the default value is optimised to work well for the majority of scenes

explore disney s 12 principles of animation while learning how to animate in maya you can develop your own leading digital techniques rooted to traditional workflows from squash and stretch to timing and appeal you will enhance your creative toolset with strong classics training and cutting edge techniques trusted maya authority lee montgomery offers the only artistic guide to applying the principles of traditional animation with maya s tools which are used in production by the best animators and vfx artists today add another webpage to your favourites and expand your digital workflow to include the practical resources of the tradigital maya with the robust companion web site that include demonstrations project files links to further resources available at tradigitalmaya.com

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 programming 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 provides a multitude of real world examples illustrating applications of maya programming 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 ideal for technical directors developers or anyone wishing to to master maya provides a storehouse of mel scripts and c source code glossary and list of resources available at davidgould.com

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the rough guide to mexico is the most comprehensive guide you ll find from the pre hispanic pyramid sight of tula to the breathtaking train ride across copper canyon this guide introduces all the countries must sees this revised 7th edition includes hundreds of incisive accounts of the sights providing fresh takes on lesser known gems as well as the well established attractions including the maja ruins in chiapas and the yucatan to mariachi in mexico city use the clearest maps available to investigate every corner of this vibrant nation from the beaches to the bustling cities and ancient mayan temples there are complete listings of all the best places to stay and eat to suit every budget and significant historical information to give you a well rounded understanding of mexico s feast of architecture and rich cultural heritage the rough guide to mexico is like having a local friend plan your trip

december 21 2012 the internet bookshelves and movie theaters are full of prophecies theories and predictions that this date marks the end of the world or at least the end of the world as we know it whether the end will result from the magnetic realignment of the north and south poles bringing floods earthquakes death and destruction or from the return of alien caretakers to enlighten or enslave us or from a global awakening a sudden evolution of homo sapiens into non corporeal beings theories of great impending changes abound in the end of time award winning astronomer and maya researcher anthony aveni explores these theories explains their origins and measures them objectively against evidence unearthed by maya archaeologists iconographers and epigraphers he

probes the latest information astronomers and earth scientists have gathered on the likelihood of armageddon and the oft proposed link between the maya long count cycle and the precession of the equinoxes he then expands on these prophecies to include the broader context of how other cultures ancient and modern thought about the end of things and speculates on why cataclysmic events in human history have such a strong appeal within american pop culture

discover the game changing strategies that successful entrepreneurs and sme managers are using to skyrocket their profits and fuel rapid growth in 2024 in procurement power we unveil the key to unlocking your business s full potential through savvy procurement practices procurement power is not just a entrepreneurship book it s a strategic arsenal for the ambitious entrepreneur it cuts through the complexities of procurement offering a clear actionable roadmap to transforming this often overlooked area into a powerhouse of business growth competitive edge and increased profitability the author with a unique blend of depth and simplicity unlocks the secrets of procurement for entrepreneurs and small businesses who have been left behind chasing their tale and without any results to show for the efforts and time invested in the enterprise until the capital is eroded and companies close shop immerse yourself in real world scenarios and practical wisdom that procurement power brings to your fingertips this book is your compass in setting up a profitable procurement function mastering sourcing for competitiveness and implementing strategies that boost your cash flow it goes further guiding you in collaborating with suppliers for product development and scaling your business these are not just theories they are tried and tested strategies forged in the fires of real business challenges adaptable across diverse industries embrace these principles and watch them transform into instinctive strategies that unveil opportunities sidestep pitfalls and outsmart your competition whether you re an established sme owner or a budding entrepreneur procurement power offers actionable insights to reshape your business ideas and business plans for 2024 and beyond don t miss your chance to harness the full potential of procurement and secure your business s success in the competitive landscape of the future iamsimba co za

the idea of recovery is that people learn to live with the past and with their imperfections and find positive steps forward that work for them whole person recovery wpr aims to co design treatment with the addict build recovery capital and maximise chances of success by supporting the addict to take control of their recovery this joint process has been shown to be more effective than traditional approaches to treatment and is fast influencing and overtaking such approaches at the heart of the process is self acceptance safe space trust learning human warmth and kindness topics include substance abuse disorder and addictive behaviour disorder related mental health problems such as severe depression traditional recovery methods eg 12 step programmes the importance

of person centred counselling the baggage finding ways to manage past feelings and experiences breaking routines developing skills and capabilities for the future treatment formal and informal services and support making a plan formal and informal coping strategies the rest of my life getting well and staying well

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