



# Maya Studio Projects Photorealistic Characters

*Todd Palamar*

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## **Maya Studio Projects Photorealistic Characters** Todd Palamar

Create realistic characters with Maya tools and this project-based book Maya character generation tools are extremely sophisticated, and there's no better way to learn all their capabilities than by working through the projects in this hands-on book. This official guide focuses on understanding and implementing Maya's powerful tools for creating realistic characters for film, games, and TV. Use a variety of tools to create characters from skeleton to clothing, including hairstyles and facial hair, and learn how to use Performance Capture. A DVD includes supplementary videos, project support files, textures, tools, professional shaders, and more. This project-based book focuses on Maya's powerful tools for creating realistic characters for TV, film, and games Covers key techniques necessary to make a character work in a professional setting: texturing, sub-surface scattering, hair, fur, homemade motion-capture, muscle systems, and clothing Includes a DVD featuring supplementary videos, project support files, textures, tools, professional shaders, and more An Autodesk Official Training Guide Maya Studio Projects: Photorealistic Characters is an excellent training aid for both Maya newcomers and seasoned pros.

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