

Painting Skin Weights In Maya

The Game Animator's Guide to Maya Michael McKinley.2008-05-05 The Ultimate Resource for Professional Game Animators Game animation is a demanding art. Not only do you have to deliver realistic, beautiful animations, but you have to do so under strict real-time, video-game constraints. The Game Animator's Guide to Maya is your focused resource for using Maya to create professional-level game animations for console and PC games. Written by a game industry veteran and featuring interviews with professional animators and artists from around the country, this focused book features specific, detailed, real-world game animation techniques. It's the perfect reference and tutorial for those looking to develop or refine their game animation skills. The enclosed CD features more than \$3000 worth of exclusive content, including models, high-resolution textures, animations, concept art, and animation reference videos. It also includes the Maya Personal Learning Edition and project files so you can complete the hands-on tutorials. The Game Animator's Guide to Maya gives you an insider's view of the animation business and teaches the skills necessary to animate everything from characters to vehicles to lip-synching audio. First, you'll get an introduction to the industry and typical game development pipelines, then learn rigging and animation basics before moving on to advanced techniques and the detailed tutorials. Inside, you'll find: * Game Career Guide: Industry information, demo reel advice, job descriptions, game asset pipeline overview * Animation Techniques: detailed explanation of animation terms, techniques, tools, concepts, and editors * Rigging and Animation Setup: IK and FK, joint hierarchies, skeleton controls, constraints, selection handles, and more * True Game Animation: real-world assignments that mimic the day-to-day jobs of professional game animators--walk cycles, run cycles, idle cycles, action sequences, lip-synching to audio, and more

An Essential Introduction to Maya Character Rigging with DVD Cheryl Cabrera.2012-09-10 Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

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 lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya.

Maya Manual Daniel Lavender.2006-04-18 Alias|Wavefront's Maya 3D animation software is an integrated collection of tools for creating computer generated images, used in nearly every blockbuster special effects film that has been released in the last few years. The first choice for digital content creators, Maya combines animation, dynamics, modelling and rendering tools, enabling you to create digital characters and visual effects for live action films or stand-alone animation.

Mastering Maya 7 John Kundert-Gibbs.2006-04-03 Provides information on the Maya interface, covering such topics as modeling, texturing and rendering, and rigging and animation.

Introducing Autodesk Maya 2014 Dariush Derakhshani.2013-05-02 What you need to get up and running on Autodesk Maya 2014 Autodesk Maya is the industry-leading 3D animation and effects software, and this detailed Autodesk Official Press book is the ideal way to get you started using Maya like a studio veteran. Professional visual effects artist and Maya expert Dariush Derakhshani clearly explains the basics of modeling, texturing, animating and visual effects for new users, while leading you through fun and challenging lessons that give you plenty of hands-on practice. The book includes a color insert featuring dazzling examples from talented beginners, so you can see what's possible. Gets beginners and those migrating from other 3D applications up and running on Autodesk Maya 2014 Helps users master the Maya interface and the basics of modeling, texturing, animating, and visual effects Provides practical and fun, step-by-step tutorials that illustrate realistic, professional challenges Includes a full-color insert of amazing examples from talented beginners Written by an Autodesk Authorized Author and is an Autodesk Official Press book Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya will kickstart your creativity and get you up and running on Maya.

Maya 8: The Complete Reference Tom Meade,Shinsaku Arima.2007-04-22 Learn cutting-edge 3D animation techniques Create breathtaking content for film, TV, games, print media, and the Web using Autodesk Maya and the detailed information contained in this comprehensive resource. Maya experts and special effects gurus Tom Meade and Shinsaku Arima cover every step in the Maya production workflow using easy-to-follow tutorials, real-world examples, and insider tips and tricks. Maya 8: The Complete Reference shows you how to use the latest version of Maya to its full potential. You'll learn to integrate motion, create complex effects, manipulate lighting, render your final animation, and prepare for postproduction. Build 3D models using polygons, NURBS, and subdivision surfaces Use displacement maps to enhance geometry Create and skin skeletons Connect the attributes of any nodes together Build a control rig to manipulate skeletons Create your own tools using MEL scripts Master the Hypershade to control textures, cameras, and lights Work with the Artisan tools, Paint Effects tools, and 3D Paint tools Render your animation for postproduction Ready-to-use sample files on DVD

Introducing Autodesk Maya 2012 Dariush Derakhshani.2011-03-29 A practical, step-by-step guide to Maya 2012 This book is the ideal primer to getting started with Maya, the premier 3D animation and effects software used in movies, visual effects, games, cartoons, short films, and commercials. You'll learn the Maya interface and the basics of modeling, texturing, animating, and visual effects. Professional visual effects artist and instructor Dariush Derakhshani explains the nuances of the complex software, while creative tutorials offer realistic, professional challenges for those new to 3D. You'll be up and running in no time with the world's most popular professional 3D software application. Provides a thorough, step-by-step introduction to Maya 2012 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Concepts are reinforced with tutorials that offer realistic challenges and clear explanations Color insert provides real-world examples from talented beginning Maya users Build your Maya and animation skills from the ground up with this practical, thorough guide.

Creating Games with Unity and Maya Adam Watkins.2012-10-12 Unity brings you ever closer to the author once, deploy anywhere dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an

increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. *Creating Games with Unity and Maya* gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a non-programmer entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

Mastering Autodesk Maya 2016 Todd Palamar.2015-07-22 Go from 'beginner' to 'expert' with this professional, tutorial-based guide to Maya 2016 *Mastering Autodesk Maya 2016* is your professional hands-on coverage to getting the most out of Maya. If you already know the basics of Maya, this book is your ticket to full coverage of all Maya 2016's latest features, and showcases the tools and methods used in real-world 3D animation and visual effects. From modeling, texturing, animation, and effects to high-level techniques for film, television, games, and more, this book expands your skill set, and helps you prepare for the Autodesk Maya certification exam. Filled with challenging tutorials and real-world scenarios this book provides valuable insight into the entire CG production timeline. Take your Maya skills to the next level with step-by-step instruction and insight from the industry professionals. Learn professional techniques used in real-world visual effects Master Dynamics, Maya Muscle, Stereo Cameras, mental ray, and more Expand your skills with advanced techniques for cloth, fur, and fluids Understand everything you need to know for the Maya certification exam

Maya Character Creation Chris Maraffi.2003-09-11 A unique, in-depth approach to creating realistic characters in Maya. *Maya Character Creation: Modeling and Animation Controls'* author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a must-have! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as *Spiderman*, *Lord of the Rings*, *Jurassic Park 3*, and *Star Wars Episode 2*, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. *Maya Character Creation: Modeling and Animation Controls* is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Creating Games with Unreal Engine, Substance Painter, & Maya Kassandra Arevalo,Matthew Tovar,Jingtian Li.2021-01-12 Description: This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Maya, Substance Painter, and Unreal Engine. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. Then, the book covers rigging and animation solutions to create assets to be placed in the game including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book. • Written by industry professionals with real-world experience in building assets and games. • Build a complete game from start to finish. • Learn what the pros use: construct all assets using the tools used at industries across the world. • All software used are free to students. • When complete, students will have a playable version of an FPS game. Jingtian Li is a graduate of China's Central Academy of Fine Arts and New York's School of Visual Arts, where he earned an MFA in Computer Art. He currently is an

Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Cassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel's Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition Prof. Sham Tickoo.2020-04-08
Autodesk Maya 2020 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier. Autodesk Maya 2020: A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple, lucid, and comprehensive manner. It will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. In this edition, new tools and enhancements in modeling, animation, rigging as well as performance improvements in bifrost are covered. Additionally, the newly introduced Mash module, which is used for creating motion graphics, is also covered in the book. Salient Features: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2020. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2020 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Bifrost Chapter 17: Bullet Physics and Motion Graphics Index

Mastering Autodesk Maya 2015 Todd Palamar.2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software. Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level. Written for those who already know the basics of this enormous program, the book covers advanced topics and professional techniques for modeling, animation, texturing, and visual effects. Fully updated to reflect Maya's latest features, the book takes a hands-on approach to instruction, providing readers with a diverse set of tutorials designed by real-world professionals to showcase 3D animation and visual techniques used in industry settings. Complete and comprehensive, the book makes an excellent desk reference for the working animator, and is an ideal resource for those seeking Maya certification. The unique combination of challenging material and practical instruction make this one-of-a-kind guide the ultimate Maya handbook. Topics include: Animation using inverse kinematics, keyframes, and deformers Hard surface and organic modeling Proper rigging techniques, and working with Maya Muscle Xgen, Paint Effects, and rendering with mental ray Texture mapping, compositing, nParticles, and more Virtual filmmaking and scene management The most complex skills are useless if they can't be applied, so the book emphasizes the practical, day-to-day uses of each skill, and discusses which solutions best fit which scenario. For the computer animation professional seeking a more in-depth mastery of this popular animation program, Mastering Autodesk Maya is an excellent investment in the future of your career.

Sams Teach Yourself Maya in 24 Hours Kenny Roy, Fiona Rivera.2014 Full color, learn how to

create impressive 3D imagery!--Cover.

Maya Professional Tips and Techniques Lee Lanier.2007-06-05 Designed for busy Maya users like you, this guide offers dozens of how-tos, workarounds, and shortcuts culled from years of experience in a fast-paced, deadline-driven production pipeline. You'll discover tricks and timesavers on texturing particles, customizing Paint Effects brushes, modeling polygon faces, creating facial rigs with wire deformers, and much more—and helpful full-color illustrations reinforce the concepts. From modeling, animating, and rigging to texturing and lighting, this book will help you streamline workflow and improve your skills.

Introducing Autodesk Maya 2016 Dariush Derakhshani.2015-07-27 Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 *Introducing Autodesk Maya 2016* is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, *Introducing Autodesk Maya 2016* is the perfect primer for getting started.

Autodesk Maya 2013 Essentials Paul Naas.2012-04-30 Recommended text for those preparing for the Maya Associate exam Maya, the industry-leading 3D animation and effects software used in movies, games, cartoons, and commercials, is challenging to learn. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that allow new users to quickly become productive with the program and familiar with its workflow in a professional environment. You'll learn the basics of modeling, texturing, animating, and lighting; explore different parts of the production pipeline; and practice on some real-world projects. Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners essential training in Maya basics This book is an Autodesk Official Training Guide, recommended for students planning to take the Maya Associate exam Provides task-based tutorials and hands-on exercises to get you up to speed and introduce you to production workflows Teaches the basics of modeling, texturing, animating, and lighting Helps you create simple animations, model with polygons, and add detail with blend shapes and surfaces Starting and ending files for the exercises and additional learning tutorials are available online *Autodesk Maya Essentials* provides beginners with a solid foundation in Maya 3D software.

Autodesk Maya 2020 Basics Guide Kelly Murdock. Written by renowned author and 3D artist Kelly L. Murdock, *Autodesk Maya 2020 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 2020 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.

Autodesk Maya 2020 Character Animation Book Serdar Hakan DÜZGÖREN. Character Animation Before you animate the characters and objects in your scene, set up the scene by rigging all your characters and by applying the appropriate constraints and deformers to all the objects you want to animate. Rigging a character, also known as character setup, involves creating skeletons and IK handles for your characters, binding skins to the skeletons, and setting up deformers and constraints. You can also create deformers for your character and animate them to produce effects; for example, the jiggling belly (jiggle deformer), frowning brow (wire deformer), and flexing biceps (lattice deformer) of a sumo wrestler model. Non-character objects are also very important to bringing your scene to life. You can limit and control the transformations of objects by constraining them to characters or other models in your scene. You can also create deformers for objects to create complex deformation effects. For example, you can apply a squash deformer to the model of a ball and then parent constrain the ball to the hands of a character. With this setup, you can key the weights of the character's hands and the squash deformer's attributes to create an animation of the character bouncing the ball from hand to hand while the ball squashes on the ground and stretches as it rises back into the air. In addition to setting up characters and objects for animation, you can set up Maya® Dynamics™ for animation. You can constrain dynamic objects such as particle emitters, fields, and fluids to objects or characters in your scene. For more information, see nDynamics Simulation Framework and Fluid Effects.

Mastering Maya 2009 Eric Keller.2011-01-13 The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya, now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level instruction on Maya Complete and Maya Unlimited. This fully updated book brings you up to speed on Maya 2009's new features and expands your skills with advanced instruction on cloth, fur, and fluids. You'll learn Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more. Filled with challenging tutorials and real-world scenarios from some of the leading professionals in the industry, this one-of-a-kind guide gives you valuable insight into the entire CG production pipeline. If you've been looking for a complete, professional-quality Maya resource to turn to again and again, this is the book for you. Note: CD-

ROM/DVD and other supplementary materials are not included as part of eBook file.

Autodesk Maya 2014 Essentials Paul Naas.2013-06-05 The premiere book on getting started with Maya 2014 Whether you're just beginning, or migrating from another 3D application, this step-by-step guide is what you need to get a good working knowledge of Autodesk Maya 2014. Beautifully illustrated with full-color examples and screenshots, Autodesk Maya 2014 Essentials explains the basics of Maya as well as modeling, texturing, animating, setting a scene, and creating visual effects. You'll absorb important concepts and techniques, and learn how to confidently use Maya tools the way professionals do. Each chapter includes fun and challenging hands-on projects, which you can do as you go using the downloadable files from the book's website. They include starting and ending files, so you can compare your results to how professionals do the projects. This information-packed Autodesk Official Press book also helps you prepare for the Autodesk Maya 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk Maya 2014 Features step-by-step tutorials, hands-on exercises with downloadable files, and four-color examples and screenshots Covers modeling, texturing, animating, visual effects, lighting, compositing, setting a scene, and more Written by an Autodesk Authorized Author and is an Autodesk Official Press Autodesk Maya is the industry-leading 3D animation and effects software used in movies, games, cartoons, short films, commercials, and other animation Get firsthand experience with Maya 2014, as well as an initial start on preparing for the Autodesk Maya 2014 Certified Professional exam, with Autodesk Maya 2014 Essentials.

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 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.

An Essential Introduction to Maya Character Rigging Cheryl Briggs. 2021-01-28 While some rigging books focus too much on the theory of rigging and provide little instruction, others do the exact opposite and offer no reasoning behind the button-pushing. An Essential Introduction to Maya Character Rigging, 2nd Edition, however, offers a perfect balance. Cheryl Briggs' text is built for the classroom, with step-by-step tutorials that guide the reader through the rigging process. With vibrant screenshots and a plethora of helpful tips, this book provides a strong foundation in character rigging for anyone who wants to pursue 3D animation or more advanced rigging topics. Features Provides readers with fundamental techniques to give them a firm grasp on Maya character rigging. Thorough step-by-step tutorials, which provides instruction on how to create biped, quadruped, and prop rigs. Continuous updates and further support can be located at www.cherylcreates.com Cheryl Briggs (formerly Cabrera) is an award-winning animated short film director. She has advised and guided aspiring animators, game artists, and visual effects artists for 20 years. Since 2009, Cheryl has taught all aspects of production in the Character Animation specialization in the School of Visual Arts and Design at the University of Central Florida. She also taught as Professor of Animation at the Savannah College of Art and Design from 2001 to 2009. Cheryl is currently on the Board of Directors for the Animation Hall of Fame. She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), the International Animated Film Society (ASIFA-Hollywood), Women in Animation, Women in Film and Television, and the Society for Animation Studies. Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya. She is the author of An Essential Introduction to Maya Character Rigging (Focal Press, 2008), Reel Success: Creating Demo Reels and Animation Portfolios (Focal Press, 2013), and Animating Short Stories: Narrative Techniques and Visual Design (Bloomsbury Academic, 2019). Cheryl holds a B.A. and M.Ed. in Education and an M.F.A. in Computer Art with a specialization in 3D Animation. She is a digital artist and animator that blends the lines between digital imagery and the traditional painting medium. She has participated in numerous group and solo exhibitions in the United States and her work is featured in several private collections. Her award-winning students have been featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

Getting Started in 3D with Maya Adam Watkins. 2012-11-12 Deliver professional-level 3D content in no time with this comprehensive guide to 3D animation with Maya. With over 12 years of training experience, plus several award winning students under his belt, author Adam Watkins is the ideal mentor to get you up to speed with 3D in Maya. Using a structured and pragmatic approach Getting Started in 3D with Maya begins with basic theory of fundamental techniques, then builds on this knowledge using practical examples and projects to put your new skills to the test. Prepared so that you can learn in an organic fashion, each chapter builds on the knowledge gained in the previous chapter, showing you all the essentials of 3D in Maya, from modeling and UV layout, to texture creation, rigging animating and rendering. As you go from project to project you'll develop a strong arsenal of skills that combined will form a complete end to end process to creating complete projects in Maya. The accompanying website provides all the tools you need to develop your skills. Project files to accompany the practical examples used throughout the text, so you can work along with the examples. Additional textures and models will give you all the resources you need to start making your own projects in no time at all.

Inside Maya 5 Mark Adams, Max Sims, Erick Miller. 2003 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.

Autodesk Maya 2018: A Comprehensive Guide, 10th Edition Prof. Sham Tickoo. 2017-08-29
Welcome to the world of Autodesk Maya 2018. Autodesk Maya 2018 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2018 have made the job of design visualization specialists a lot easier. Autodesk Maya 2018: A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists, and designers. This book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2018 and is ideally suited for learning at your convenience and at your pace. Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2018. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2018 concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge.

Additional learning resources at 'mayaexperts.blogspot.com'.
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Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller. 2011-07-07
The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

Maya 8 at a Glance George Maestri.2006-12-26 The Visual Key to Maya One look and you'll see that this Maya book is different from all the others. It presents the core Maya features visually, using pages packed with striking graphics and loaded with concise explanations of the Maya interface. This expanded edition includes more tutorials; updated material on modeling, animation, rendering and dynamics; and new coverage of Toon Shaders, along with other exciting Maya tools. Engaging step-by-step lessons provide hands-on reinforcement as you learn. Start your adventures in Maya with this full-colour, visual guide—the perfect introduction to Maya 8. Use Paint Effects to create images from scratch or add painterly qualities to existing images. Learn how Maya's MEL scripts can help with tasks, such as connecting a curve's CVs to joints to pre-visualize a skeleton. The enclosed CD includes the Maya Personal Learning Edition and all the files you need to complete the tutorials.

Creating Games with Unity, Substance Painter, & Maya Jingtian Li,Adam Watkins,Kassandra Arevalo,Matthew Tovar.2020-12-29 This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Unity, Substance Painter, and Maya. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. The book then covers rigging and animation solutions to create assets to be placed in the game, including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book. • Written by industry professionals with real-world experience in building assets and games • Build a complete game from start to finish • Learn what the pros use: construct all assets using the tools used at game studios across the world • All software used are free to students • When complete, students will have a playable version of an FPS game Jingtian Li is a graduate of China's Central Academy of Fine Arts and New York's School of Visual Arts, where he earned an MFA in Computer Art. He currently is an Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Adam Watkins is a 20-year veteran of 3D education. He holds an MFA in 3D Animation and a BFA in Theatre Arts from Utah State University. He currently is the Coordinator and Professor of the 3D Animation & Game Department at the University of the Incarnate Word in San Antonio, Texas. Kassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel's Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Prof. Sham Tickoo.2018 Autodesk Maya 2019 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 3D software finds its application in the development of films, games, and design projects. A wide range of 3D visual effects, computer graphics, and character animation tools make it an ideal platform for 3D artists. The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier. Autodesk Maya 2019: A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists, and designers. This Autodesk Maya 2019 book will help you transform your imagination into reality with ease. Also, it will unleash your creativity, thus helping you create realistic 3D models, animation, and visual effects. It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2019. The first page of every

chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts & commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Bifrost Chapter 17: Bullet Physics Index

Mastering Autodesk Maya 2014 Todd Palamar.2013-06-12 Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than Mastering Autodesk Maya 2104.

Mastering Autodesk Maya 2011 Eric Keller,Todd Palamar,Anthony Honn.2010-08-06 A beautifully-packaged, advanced reference on the very latest version of Maya If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more Offers complete coverage of advanced topics such as cloth, fur, and fluids Showcases the techniques of professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines Includes a CD with all support files from the book, along with movies to illustrate concepts If you're looking for an in-depth, professional Maya resource to turn to again and again, Mastering Maya is the book you need. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

Maya 7 for Windows and Macintosh Danny Riddell,Morgan Robinson,Nathaniel Stein.2006-04-12 Adding tools that allow users to realize the 2D Toon look of comic books, cartoons, manga and anime; create spectacular clothing, fur or long hair for characters; and move data quickly back and forth between Maya and Adobe Photoshop or Illustrator, an already cool program just got even cooler. Here to take budding animators and modelers from 0 to 60 fast in Maya 7 is the eagerly anticipated update to everybody's favorite Maya tome: Maya 7: Visual QuickStart Guide! In these pages, best-selling authors Danny Riddell and Steve Anzovin use a combination of task-based instruction and strong visual aids to take readers step by step through all of Maya's essentials: unsurpassed character rigging and posing, integration with essential production tools such as Photoshop, Illustrator, Flash and more. Both beginning users, who want a thorough introduction to

the topic, and more advanced users, who are looking for a convenient reference, will find what they need here in straightforward language and through readily accessible examples, peppered with tons of timesaving tips and tricks. By the end of the volume, users will be creating their own alternate universes in Maya 7!

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.

Maya 5 Savvy John Kundert-Gibbs,Peter Lee,Dariusz Derakhshani,Eric Kunzendorf.2006-07-14 Savvy—n. Practical know-how. Maya, the premier high-end 3D application, is so powerful that no one masters it without help. Maya 5 Savvy—a thorough update to Maya 4.5 Savvy—is written for the Maya user looking to boost their skills to the next level. Running throughout this book is a completely new, cohesive, expertly organized animation project that teaches specific Maya skills and, at the same time, gives you valuable hands-on exposure to the entire animation production process. Staged support files mean that you can begin and end work on this project anywhere you like—which in turn means you can read this book cover to cover or use it as a reference, dipping in wherever you need information on or practice with specific modeling, animation, and rendering techniques. Everywhere you turn,you'll find expert advice on the latest Maya features, time-saving shortcuts, and advanced capabilities. Coverage includes: Core Maya: interface briefing, plus planning, writing, and storyboarding your animation. Modeling: NURBS, polygons and subdivision surfaces, character modeling. Animation: paths and bones, deformers, binding, Trax, rigid body dynamics, MEL scripting, particle animation, expression-driven animation. Output: rendering architecture, rendering, shading and texturing, lighting, special light effects. Advanced Tools and Techniques: Paint Effects, ramps and volumes, soft body dynamics, Fluid Effects, Fur, Cloth. Note:CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

MEL Scripting a Character Rig in Maya Chris Maraffi.2010-04-16 Whether for big budget films and game productions or lower budget TV and Internet content, creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life. As the leading software used for cutting-edge animation, Maya has an established rigging toolset for creating realistic character controls. Traditionally, however, the process of manually building custom rigs in the software interface has been time-consuming and expensive for those who want to produce high-quality 3D characters. Now for the first time and from the author of the best-seller, Maya Character Creation, comes an in-depth guide on how the pros are using MEL (Maya Embedded Language) scripting to streamline and automate the rigging process. With MEL Scripting a Character Rig in Maya, you'll learn how you can build custom character rigs in a matter of seconds, as opposed to

days or weeks. In this detailed guide, you'll learn:

- The techniques used to build a complex character rig in the software interface, followed by instructions for writing the equivalent MEL code for scripting the entire process.
- Fundamental concepts of creating animation controls in Maya, from the basics of creating, editing, and binding skeletons, to more complex rigs with controls that employ spline IK and channel connections.
- Important coding techniques such as using conditional statements, loops, variables, and procedures.
- How to create a character animation GUI (Graphical User Interface) that makes animating the character easy and fast.
- Important skills for building rigs using numerous hands-on exercises, all code examples and Maya files available on the companion Web site.

Mastering Maya 8.5 John Kundert-Gibbs, Mick Larkins, Dariush Derakhshani, Eric Kunzendorf. 2007-07-02 Take your Maya skills to new levels with the sophisticated coverage in this authoritative Autodesk Maya Press reference and tutorial. From key basics through advanced techniques, a team of Maya experts provides you with the very latest professional-level instruction on Maya Complete and Maya Unlimited through tutorials and hands-on practice. Whether a novice or an advanced user of Maya, you'll find everything from key basics through advanced techniques. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Rig it Right! Maya Animation Rigging Concepts Tina O'Hailey. 2013-03-20 Rigging a character can be a complicated undertaking. Move from a bi-pedal character to a quad- or poly-pedal and, well, things just got real. Where do you begin? Unlike all of those button-pushing manuals out there, *Rig it Right!* breaks down rigging so that you can achieve a fundamental understanding of the concept, allowing you to rig more intuitively in your own work. Veteran animation professor Tina O'Hailey will get you up and rigging in a matter of hours with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. After you have moved beyond basic bi-pedal characters, *Rig it Right!* will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!) Read Tina's 10 Rules of Rigging and build the foundational knowledge needed to successfully rig your characters. Visit the companion website (www.focalpress.com/cw/ohailey) and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book. Coffee is not required - but encouraged.

Autodesk Maya 2023: A Comprehensive Guide, 14th Edition Prof. Sham Tickoo. 2022-08-08 Autodesk Maya 2023 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node-based 3D software finds its application in the development of films, games, and design projects. The intuitive user interface and workflow tools of Maya 2023 have made the job of design visualization specialists a lot easier. *Autodesk Maya 2023: A Comprehensive Guide* book covers all features of Autodesk Maya 2023 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2023 for 3D and visual effects artists and designers. Salient Features - Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, XGen Fur, Fluids, Particles, nParticles, Bullet Physics, Motion Graphics, and MASH in Autodesk Maya 2023. - The first page of every chapter summarizes the topics that are covered in it. - Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2023 concepts & commands. - Real-world 3D models and examples focusing on industry experience. - Step-by-step instructions that guide the user through the learning process. - Additional information is provided throughout the book in the form of tips and notes. - Self-Evaluation tests, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS

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Painting Skin Weights In Maya Introduction

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