



## Maya mental ray extreme performance - the role of film and animation rendering analysis (including the DVD disc 2)

By JU GUANG HAN HUA SHU ZI KE JI

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 305 Publisher: Electronic Industry Press Pub. Date :2010-05. the book to explain the use of Maya and mental ray rendering to create the role of film and television animation methods. The book is divided into nine chapters. include the following: realist marine life - sea devil fish. cartoon characters - hill turtles. representation of the original beast - Liger animal. reshaping the role of classic online games - Warcraft Juggernaut. re-temperature of the classic StarCraft - Hydralisk. Jurassic dominant - Tyrannosaurus Rex Easter. explore the ancient animal - Stalker. challenge the role of film-level simulation - Ares Achilles. shaping the brave warriors. Through this analysis of nine cases of rendering. explained the role of film and television animation. and rendering the idea of ??creating skills. Contents: Chapter 1 realistic marine life - sea devil fish. devil fish of 11.1 pairs of deep-sea maps to explain the deep-sea devil fish 31.1.1 the normal map drawn deep sea devil fish processing 31.1.2 maps 51.1.3 of the glow Drawing deep-sea devil fish deep drawn color map 61.1.4 maps 81.1.5 frontsss...



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