



WRITTEN BY JAHIRUL AMIN



BEGINNER'S GUIDE TO CHARACTER CREATION IN





Contents

III Cadaction	00	o ii iiggiiig alia	
		deformation in Maya	140
Meet the artist	09	Joint mechanics	142
		Muscles and motion	146
01: Pipeline and interface	10	Planning a rig	148
Introduction to the digital pipeline	12	Rigging fundamentals	150
Introduction to the Maya interface	14	Rigging the torso	158
Introduction to Mudbox interface	20	Rigging the neck and head	174
How the pipeline works	24	Rigging the arms	184
Creating a new project	28	Rigging the hands	190
		Rigging the legs	200
		Rigging the feet	206
02: Anatomy, modeling,		Cleaning up the rig	212
and sculpting	30	Adding the volume joints	220
The anatomical position	32	Skinning	224
Overview of the skeleton	36	Finalizing the rig	234
The bony landmarks	38		
Muscles and tendons	44		
Body fat and proportions	54	05: Locomotion and	
Introduction to the Maya		animation in Maya	238
modeling tools	56	Principles of animation	240
Using reference images in		Newton's laws of motion	244
Maya and Mudbox	60	Animating a bouncing ball	246
Creating a base mesh in Maya		Animating a walk cycle	252
and Mudbox	66		
Retopology in Maya and UVs	76		
		06: Lighting and	
		rendering in Maya	260
03: Texturing and shading		Light and color	262
in Maya and Mudbox	90	Gamma and linear workflow	266
Skin and eyes	92	Creating a look development	
Checking for UV distortion	96	environment and lighting	270
Unwrapping our character	100		
Preparing the reference images	108	Closing words	278
Painting the color map	114	Acknowledgments	280
Creating the additional maps	120	Bibliography	281
Look development	126	Index	282

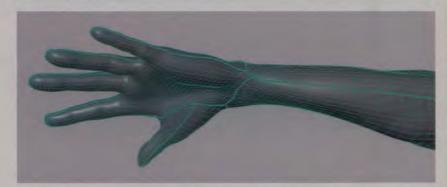
TR 894.72 M39A55 C.1

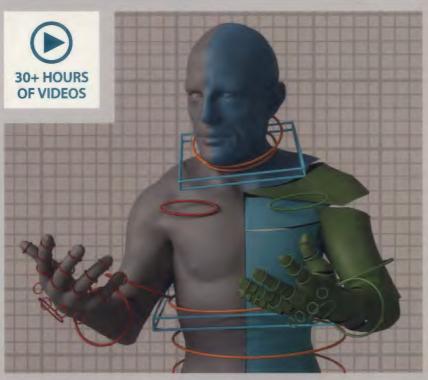




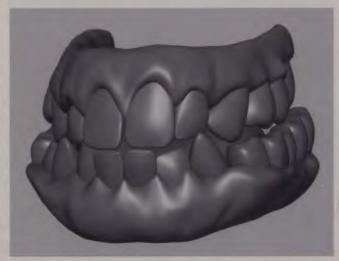
Bringing you practical tuition and advice from an experienced 3D Trainer, this invaluable book offers a comprehensive guide to character creation in Autodesk's very popular 3D software, Maya.

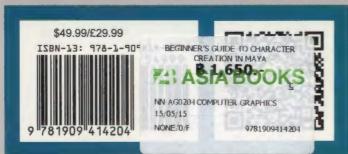
Beginner's Guide to Character Creation in Maya continues 3dtotal's tradition of offering helpful guides for beginners looking to step into the world of digital art. Talented 3D Animator and Trainer, Jahirul Amin, gives an insightful breakdown of how to model from scratch using Maya and Mudbox. Not only will you learn about the principles of rigging and animation, with a step-by-step guide detailing how to link the joints and create constraints and controls for animation, you will also learn how to correctly light and render your scene for porfolio-worthy presentation. Plus, in depth chapters on anatomy will provide you with a solid foundation on which to develop your 3D character skills, so that by the end of this book you will have created your very own realistic walk cycle.











About the Author

London, UK. Prior to this, he was an Associate Lecturer at for the Maya input on both the bachelor's and master's

