

Rigging for Games A Primer for Technical Artists Using Maya and Python



BOOK DETAILS

- Author : Eyal Assaf
- Pages : 391 Pages
- Publisher : Focal Press
- Language : English
- ISBN :

[↓ DOWNLOAD](#)

BOOK SYNOPSIS

Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game Tin, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project. You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for! Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics. Keep up with all the action with behind-the-scenes images and code scripts. Refine your rigging skills with tutorials and project files available on the companion website.

RIGGING FOR GAMES A PRIMER FOR TECHNICAL ARTISTS USING MAYA AND PYTHON - Are you looking for Ebook Rigging For Games A Primer For Technical Artists Using Maya And Python? You will be glad to know that right now Rigging For Games A Primer For Technical Artists Using Maya And Python is available on our online library. With our online resources, you can find Applied Numerical Methods With Matlab Solution Manual 3rd Edition or just about any type of ebooks, for any type of product.

Best of all, they are entirely free to find, use and download, so there is no cost or stress at all. Rigging For Games A Primer For Technical Artists Using Maya And Python may not make exciting reading, but Applied Numerical Methods With Matlab Solution Manual 3rd Edition is packed with valuable instructions, information and warnings. We also have many ebooks and user guide is also related with Rigging For Games A Primer For Technical Artists Using Maya And Python and many other ebooks.

We have made it easy for you to find a PDF Ebooks without any digging. And by having access to our ebooks online or by storing it on your computer, you have convenient answers with Rigging For Games A Primer For Technical Artists Using Maya And Python. To get started finding Rigging For Games A Primer For Technical Artists Using Maya And Python, you are right to find our website which has a comprehensive collection of manuals listed.