

Autodesk  
Official Training Guide

Eric Keller  
with Todd Palamar  
and Anthony Horn

# Mastering Autodesk Maya 2011

 SYBEX SERIOUS SKILLS.



A grayscale image of a futuristic, off-road vehicle with large, treaded tires, positioned on a rocky, hazy landscape. The vehicle is the central focus, with its front wheel and suspension system clearly visible. The background is a misty, mountainous terrain. The overall tone is technical and industrial.

# **Mastering**

**Autodesk<sup>®</sup>**  
**Maya<sup>®</sup> 2011**



# Mastering Autodesk® Maya® 2011

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Official Training Guide

**Eric Keller**  
with **Todd Palamar** and **Anthony Honn**



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Best regards,

A handwritten signature in black ink, appearing to read 'Neil Edde', written in a cursive style.

Neil Edde  
Vice President and Publisher  
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To my wife and best friend, Zoe.



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---

# About the Authors

**Eric Keller** is a freelance visual effects artist working in Hollywood. He divides his time between the entertainment industry and scientific visualization. He teaches an introductory ZBrush class at the Gnomon School of Visual Effects and has authored numerous animation and visualization tutorials for the Harvard Medical School course *Maya for Molecular Biologists*, taught by Gael McGill.

Eric started out as an animator at the Howard Hughes Medical Institute, where he created animations for science education for seven years. In 2005, he and his wife moved to Los Angeles, where he could study and learn from the masters of visual effects. His goal is to bring the artistry and technology of Hollywood computer graphics to the field of scientific research in the hope that it can inspire and inform the scientific community and the general public.

Eric has worked at some of the best design studios in Los Angeles, including Prologue Films, Imaginary Forces, Yu and Company, BLT and Associates, and The Syndicate. Projects include feature-film title animations for *The Invasion*, *Enchanted*, *Sympathy for Lady Vengeance*, and *Dragon Wars*. He has also contributed to numerous commercials, television shows, and design projects.

Other books by Eric Keller include *Maya Visual Effects: The Innovator's Guide* (Sybex, 2007) and *Introducing ZBrush* (Sybex, 2008). He was a contributing author to *Mastering Maya 7* (Sybex, 2006). He authored the video series *Essential ZBrush 3.1* for Lynda.com as well as numerous tutorials and articles for industry magazines. Many of his tutorials are available online at [www.highend3d.com](http://www.highend3d.com) and [www.molecularmovies.org](http://www.molecularmovies.org).

**Todd Palamar** wrote Chapter 7, "Rigging and Muscle Systems," and Chapter 11, "Texture Mapping." He began his career almost 20 years ago creating traditional special effects for low-budget horror movies. Quickly gravitating to computer animation, Todd has worked on numerous video games, dozens of military- and game-style simulations, corporate commercials, and theme park rides. He has authored four books, including *Maya Cloth for Characters* (SP Effects, 2008) and *Maya Studio Projects: Dynamics* (Sybex, 2009). Currently Todd is employed as a technical art director at Vcom3D, Inc.

**Anthony Honn** created the vehicle models used in the example scenes throughout this book. Anthony originally trained in industrial design and architecture. After having graduated from the Art Center College of Design, a series of fateful events resulted in a career within the film and design industries. His clients have included multiple recording artists such as Janet Jackson as well as lifestyle brands such as Nike. Arguably, the industrial designer still lurks beneath, with his continued passion for robotics, automobiles, and furniture. For more of Anthony's work, visit [www.anthonyhonn.com](http://www.anthonyhonn.com).

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