

Advanced Maya Texturing And Lighting

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For the texturing portion you will also learn a lot from the connection editor and link lights and specific color maps and values so you get the best result. I can't reccomend it enough as you are getting a solid book with light, textures, and rendering practical contents (and excersises). All well explained, step by step by Lee Lanier.

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This book gives you an overview of a large range of Maya's texturing and lighting utility nodes and it explains to the reader all their individual attributes. At the end of each chapter useful tips and tricks are explored in the form of step-by-step tutorials - from lighting to texturing and rendering techniques.

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