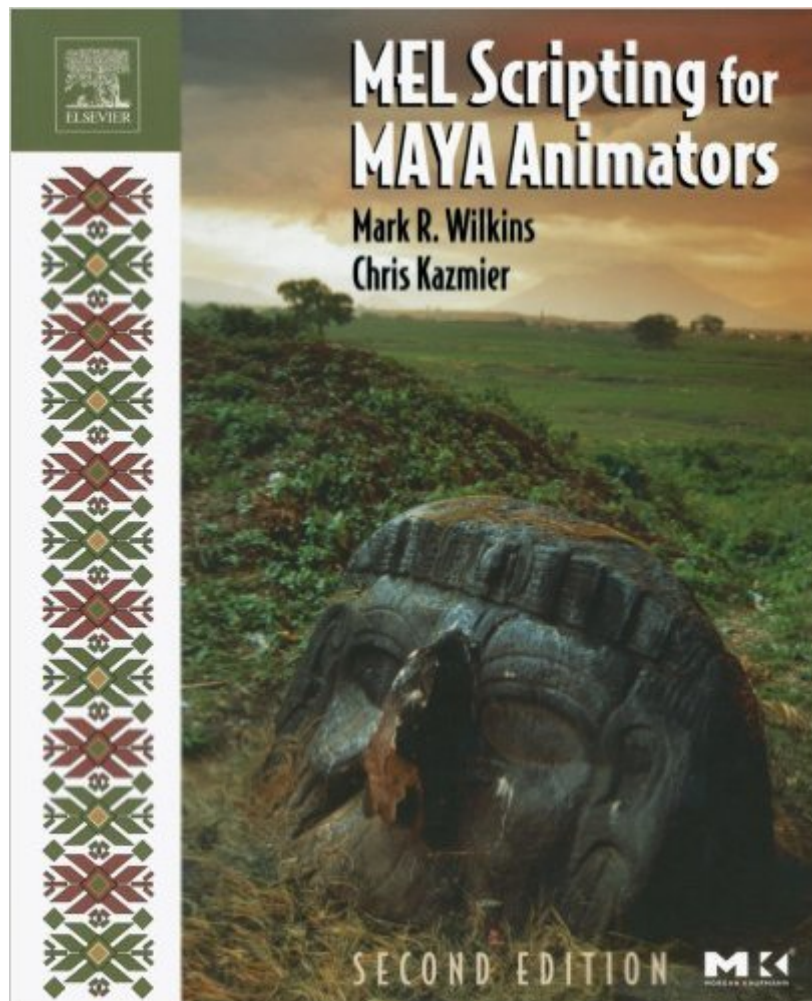


The book was found

MEL Scripting For Maya Animators, Second Edition (The Morgan Kaufmann Series In Computer Graphics)



Synopsis

Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. * Fully updated with several new chapters.* Profusely illustrated and includes a companion Web site with numerous code examples and scene files.* The authors bring their extensive experience in professional production studios to provide expert guidance.

Book Information

Series: The Morgan Kaufmann Series in Computer Graphics

Paperback: 552 pages

Publisher: Morgan Kaufmann; 2 edition (August 8, 2005)

Language: English

ISBN-10: 0120887932

ISBN-13: 978-0120887934

Product Dimensions: 7.5 x 1.2 x 9.2 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars See all reviews (22 customer reviews)

Best Sellers Rank: #728,557 in Books (See Top 100 in Books) #139 in Books > Computers & Technology > Graphics & Design > 3D Graphics #356 in Books > Engineering & Transportation > Engineering > Civil & Environmental > Structural #891 in Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

Reading the book cover to cover, I found myself obligated to write a review here about it . I will

divide my review to Good and Bad
The bad: This book is DEFINITLY not for animators, means, it's for programmers, if you are an art person and never seen or heard about programming, this book will be very difficult to learn.
Second. a LOT OF errors!! And I don't mean errors on the text, if you download the files in the site(which should be updated) they contain a lot of bugs!! some times while reading it, I found myself debugging the author CODE!! Outrages!
Third, some of the chapters are not in place!, for example the author start in chapter one using all sorts of parameters and varibale, but only in chapter six he bothers to explain about them
Forth, as mentioned earlier there are chapters on vectors, recursive functions and more, this is for sure not for beginners, and for sure not for persons with out some math background or programming background.
Fifth, there is to much examples on the GUI and less examples on practical things, like moving particles and stuff(there is some of it , but few..)
This is sad because some of the examples the author does write are very good.

[Download to continue reading...](#)

MEL Scripting for Maya Animators, Second Edition (The Morgan Kaufmann Series in Computer Graphics)
Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics)
Real-Time Shader Programming (The Morgan Kaufmann Series in Computer Graphics)
Computer Organization and Design, Third Edition: The Hardware/Software Interface, Third Edition (The Morgan Kaufmann Series in Computer Architecture and Design)
Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design)
Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design)
Computer Organization and Design: The Hardware Software Interface: ARM Edition (The Morgan Kaufmann Series in Computer Architecture and Design)
Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design)
See MIPS Run, Second Edition (The Morgan Kaufmann Series in Computer Architecture and Design)
Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation)
Computers as Components, Third Edition: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design)
Routing, Flow, and Capacity Design in Communication and Computer Networks (The Morgan Kaufmann Series in Networking)
Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design)
ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and

Design) Foundations of Analog and Digital Electronic Circuits (The Morgan Kaufmann Series in Computer Architecture and Design) Skew-Tolerant Circuit Design (The Morgan Kaufmann Series in Computer Architecture and Design) Linux: Linux Bash Scripting - Learn Bash Scripting In 24 hours or less Mastering Unix Shell Scripting: Bash, Bourne, and Korn Shell Scripting for Programmers, System Administrators, and UNIX Gurus TCP/IP Clearly Explained, Fourth Edition (The Morgan Kaufmann Series in Networking) Digital Watermarking (The Morgan Kaufmann Series in Multimedia Information and Systems)

[Dmca](#)