

# Index

Note to the Reader: Throughout this index boldfaced page numbers indicate primary discussions of a topic.

## A

active rigid bodies, 158  
aim constraints, **128**  
air fields, 156  
Align Surfaces tool, **30**  
aligning UV textures, 64  
ambient color for shaders, 52  
ambient light, 72  
angle of view in cameras, 85  
animation, **137–138**  
    character, **146–147**  
    dope sheets for, **143**  
    expressions for, **140**  
    facial, 123  
    Graph Editor for, **145**  
    keys for, **139, 141–142**  
    nonlinear, **139**  
    path, **138**  
    playing, **142**  
    simulations for, **140**  
    tangents for, **144–145**  
    Trax for, **147–149**  
    walk cycle, **150**  
anisotropic shaders, 50  
anti-aliasing, **92**  
Arc tools, 20  
area lights, 72  
Attach Surfaces tool, **30**  
attaching subdivision surfaces, **43**  
Attribute Editor, **6**  
attributes  
    for brushes, **109**  
    in Channel box, 5  
    common, **52**  
    connecting to textures, **53**  
    in Connection Editor, 16  
    for joints, **125**  
    for keys, 141  
    for particles, 155  
    for shaders, **51–53**  
    specular, **53**

attributes, *continued*  
    subdivision surfaces, **42**  
    for tubes, **110**  
Auto Key function, 141  
Average Vertices option, 38  
axes for curves, 21

## B

barrier constraints, 159  
batch rendering, 91  
bend deformers, 115  
Bevel option, 38  
bevels for surfaces, 26  
Binn shaders, 50  
birails for surfaces, 26  
bitmapped textures, **56–57**  
blend shapes, **122–123**  
blending clips, 149  
Blobby Surface particle type, 154  
blur, motion, **88–89**  
Blur brush, 108  
Bookmarks menu in Hypergraph, 14  
Booleans for surfaces, **29, 37**  
bounciness of rigid bodies, 157  
branching tubes, **110**  
Brownian textures, 60  
brushes  
    for 3D Paint, 57  
    for Paint Effects, **105**  
        attributes for, **109**  
        modifying, **107**  
        types of, **108**  
    for sculpting surfaces, 27  
buffers in rendering, 90  
building surfaces, **25–26**  
bulge textures, 58  
bump maps, **61**

## C

cameras, **84**  
    clipping planes in, **86**  
    depth of field in, **87**  
    focal length of, **85**

- cameras, *continued*
    - motion blur, **88–89**
    - types of, **84**
  - Canvas menu in Paint Effects, 106
  - canvas mode, **107**
  - cars
    - NURBS for, **32–34**
    - textures for, **66–68**
  - cartoon character, **44–48**
  - caustics, **98–99, 101–102**
  - center of mass of rigid bodies, 157
  - center pivots, 13
  - Chamfer Vertex option, 38
  - Channel box, 5
  - channels in rendering, 90
  - character animation, **146–147**
  - character sets, **146–147**
  - checker textures, 58
  - clamped tangents, 144
  - clipping planes, **86**
  - clips, Trax for, **148–149**
  - cloth textures, 58
  - Cloud particle type, 154
  - cloud textures, 60
  - clusters, **118**
  - Collapse option, 39
  - collisions, particle, **156**
  - color
    - of lights, 71
    - of shaders, 52
  - combining polygons, **37**
  - common attributes for shaders, **52**
  - common menus in hotbox, 4
  - Component Editor, **133**
  - components in object selection, **10**
  - cones for polygonal surfaces, 37
  - connecting objects, **14**
    - Connection Editor for, **16**
    - Hypergraph for, **14–15**
  - Connection Editor, **16**
  - constraint clips, 148
  - constraints
    - in rigid body dynamics, **159**
    - in skeletons and rigging, **128**
      - aim, **128**
      - multiple, **129**
      - points, **128**
      - pole vector, **129**
  - control vertices
    - in curves, 20
    - in patches, 24
    - in surfaces, 10
  - coordinates
    - in 2D textures, 62
    - in 3D Paint, 57
    - in patches, 24
    - in transformations, **13**
  - copying weights, **133**
  - corners, **23**
  - creases
    - with flexors, 130
    - in subdivision surfaces, **43**
  - Create menu in Trax, 147
  - cubes for polygonal surfaces, 37
  - cubic lighting decay, 77
  - Curve emitters, 153
  - curves, **20**
    - corners, **23**
    - creating, **20**
    - degrees of, **21**
    - editing, **21**
    - intensity, **77–78**
    - offsetting, **23**
    - refining, **22–23**
    - smoothing, **23**
    - on surfaces, **28**
  - Cut Faces tool, 38
  - cylinders for polygonal surfaces, 37
  - cylindrical textures, 62
- ## D
- damping of rigid bodies, 157
  - decays
    - caustic, 99
    - lighting, **77–78**
  - deformers, **115–116**
    - blend shapes, **122–123**
    - clusters, **118**
    - jiggle, **121**
    - lattices, **117**
    - nonlinear, **116**
    - sculpt, **119**
    - soft modification, **118**
    - Wire tool, **120**
    - wrap, **120–121**
  - degrees of curves, **21**
  - Delete Edge option, 39
  - Delete Vertex option, 39
  - Dependency Graphs, 15
  - depth for shaders, 52
  - depth map focus, **76**
  - depth map shadows, **75–76**
  - depth of field, **87**

- diffuse setting for shaders, 52
- direction
  - of curves, 20
  - of tubes, 110
- Directional emitters, 153
- directional lights, 72–73
- displacement maps, **61**
- Display menu
  - in Outliner, 11
  - in Render View window, 90
- distance
  - with caustics, 99
  - with emitters, 152
- divisions for extrusions, 40
- Dmap Auto Focus, 75
- Dmap filters, 75
- Dope Sheets, **143**
- dynamic constraints, **159**

## E

- edges in surfaces, 10
  - polygonal, 36
  - subdivision, 41
- Edit menu
  - in Hypergraph, 14
  - in Trax, 147
- edit points in curves, 20
- effects
  - lighting. *See* lighting effects
  - paint. *See* Paint Effects
  - special. *See* special effects
- emitters
  - controlling, **152**
  - types of, **153**
- Envelope parameter for clusters, 118
- Erase brush, 108
- exact mode for motion blur, 88
- exhaust, rocket, **161–162**
- Exponent attribute with caustics, 99
- expression clips, 148
- expressions for animation, **140**
- extruding surfaces, 25, **40**

## F

- f-stops, 87
- faces in surfaces, 10
  - polygonal, 36
  - subdivision, 41
- facial animation, 123

- fields for particles, **156**
- File menu
  - in Render View window, 90
  - in Trax, 147
- files
  - folders for, **17**
  - for projects, **18**
- Fill Hole option, 39
- filters
  - for caustics, 98
  - in Final Gathering, 97
  - in mental ray renderer, 94
  - for shadows, 74–75
- Final Gathering tool, **96–97**
- flare deformers, 115
- flat shading, 8
- flat tangents, 144
- flexors
  - joint cluster, **131**
  - lattice, **130**
  - sculpt, **131**
- Flip mode for sculpt deformers, 119
- flipping
  - joints, 127
  - UV textures, 64
- floating menus, **3**
- flooding
  - with 3D Paint, 57
  - for sculpting surfaces, 27
- focal length, **85**
- focus
  - depth map, **76**
  - for shaders, 52
- Focus Region Scale, 87
- fog, **79**
- folders, **17**
- Forward Kinematics, 126
- fractal textures, 58, 60
- frames
  - in animation, 142
  - in rendering, 89
- freedom limits for joints, 125
- friction of rigid bodies, 157

## G

- global illumination
  - in mental ray renderer, 71, **95**
  - rendering, **100–101**
- Global Stitch option, **31**
- glow Optical FX, 80
- goals in soft body dynamics, **160**

granite textures, 60  
 Graph Editor, **145**  
 Graph menu in Hypergraph, 14  
 gravity fields, 156  
 grid textures, 58  
 growing tubes, **110**

## H

halos Optical FX, 80  
 handles in object selection, 9  
 Help menu in Hypergraph, 14  
 hierarchies  
   in Hypergraph, **15**  
   in object selection, **9**  
 hinge constraints, 159  
 hotbox, **4**  
 hulls  
   in curves, 20  
   in patches, 24  
   in surfaces, 10  
 Hypergraph, **14**  
   connections in, **15**  
   hierarchies in, **15**  
 Hypershade  
   window in, **54**  
   working with, **55**

## I

illumination  
   with brushes, 109  
   of lights, 71  
   in mental ray renderer, 71, **95**  
   rendering, **100–101**  
 impulse for rigid bodies, 157  
 incandescence for shaders, 52  
 Influence Object tool, 119  
 inputs in Channel box, 5  
 intensity  
   light, 71  
   photon, **97–98**  
 intensity curves, **77–78**  
 Interactive Photoreal Rendering (IPR), **91**  
 interface, **2**  
   Attribute Editor, **6**  
   Channel box, **5**  
   floating menus, **3**  
   hotbox, **4**  
   layouts, **3**  
   marking menus, **4**

interface, *continued*  
   QWERTY tools, **3**  
   status line, **2**  
 interpolation for textures, 59  
 intersection for surfaces, 29  
 Inverse Kinematics (IK), **126**  
   configuring, **126–127**  
   Spline, **128**  
 IPR (Interactive Photoreal Rendering), **91**  
 IPR menu in Render View window, 90  
 isolation tools for UV textures, 64  
 isoparms in patches, 24

## J

Jiggle Deformer tool, **121**  
 joining polygonal surfaces, **41**  
 joint cluster flexors, **131**  
 joints  
   attributes for, **125**  
   creating, **124**  
   Inverse Kinematics for, **126–128**

## K

keys  
   creating, **141**  
   editing, **145**  
   Playblast feature, **142**  
   for playing animation, **142**  
   set driven, **139**  
   time slider for, **142**

## L

Lambert shaders, 50  
 lattice flexors, **130**  
 lattices, **117**  
 layered shaders, **51**  
 layers in Channel box, 5  
 layouts, **3**  
 leather textures, 60  
 lens flare Optical FX, 80  
 levels, subdivision surface, **43**  
 lifespans, particle, **155**  
 lighting effects  
   decay, **77**  
   decay regions, **78**  
   fog, **79**  
   intensity curves, **77–78**

lighting effects, *continued*

Optical FX, **80**

projectors for, **79**

lights and lighting, **69**

adjusting, **73**

importance of, **70**

linking, **80**

mental ray, **73**

reflections and refractions with, **93**

scenes, **81–82**

shadows, **75–77**

types of, **70–72**

linear lighting decay, **77**

linear mode for motion blur, **88**

linear tangents, **144**

linking, light, **80**

lofting surfaces, **25**

## M

Main menu in Paint Effects, **106**

manipulators for transformations, **12**

mapping

bump and displacement, **61**

reflections, **65**

textures, **62–63**

marble textures, **60**

marking menus, **4**

mass of rigid bodies, **157**

materials for shaders, **51**

mental ray renderer, **94**

caustics in, **98–99, 101–102**

Final Gathering tool, **96–97**

global illumination in, **95**

lights in, **73**

motion blur in, **88–89**

photon intensity in, **97–98**

photons in, **96**

menu sets in hotbox, **4**

menus

floating, **3**

marking, **4**

Merge Edge tool, **41**

Merge Multiple Edges option, **41**

Merge Vertices option, **41**

merging clips, **149**

Mesh brush, **108**

Mirror Cut option, **39**

Mirror Geometry option, **39**

mirroring

subdivision surfaces, **43**

weights, **133**

morph shapes, **122–123**

motion blur, **88–89**

Move tool, **13**

Multilister window, **54**

multiple constraints, **129**

MultiPoint particle type, **154**

MultiStreak particle type, **154**

## N

nail constraints, **159**

names for shaders, **51**

navigation in viewports, **8**

New Project dialog box, **18**

noise textures, **58**

Non-Uniform Rational B-Splines. *See* NURBS modeling

nonlinear animation, **139**

nonlinear deformers, **116**

NURBS modeling, **19**

for cars, **32–34**

curves. *See* curves

patches, **20, 24**

surface components in, **10**

## O

object selection

components in, **10**

hierarchies in, **9**

objects in, **9**

Outliner, **11**

Quick Select, **10**

Object Shading menu in Paint Effects, **106**

objects

in Channel box, **5**

connecting, **14–16**

transforming, **12–13**

offsets

for curves, **23**

for shadows, **74**

Omni emitters, **153**

opacity for sculpting surfaces, **27**

Optical FX, **80**

Options menu

in Hypergraph, **14**

in Render View window, **90**

orthographic cameras, **85**

orthographic views, **7**

Outliner, **11**

- P**
- Paint Effects, **103**
    - basics, **104**
    - brushes for, **105, 107–109**
    - canvas mode in, **107**
    - Paint Effects window, **106–107**
    - scene mode in, **106**
    - for scenes, **113–114**
    - strokes, **105**
    - tubes, **109–112**
  - paint weights in skinning, **132**
  - panel menus in hotbox, **4**
  - particle effects, **152**
    - collisions in, **156**
    - emitters for, **152–153**
    - fields in, **156**
    - lifespans in, **155**
    - particle types in, **154**
  - passive rigid bodies, **158**
  - patches, **20, 24**
  - path animation, **138**
  - Pencil tool, **20**
  - perspective views, **7**
  - phonemes, **123**
  - Phong shaders, **50**
  - Phong E shaders, **50**
  - photons in mental ray renderer
    - for global illumination, **96**
    - intensity of, **97–98**
  - photoreal rendering, interactive, **91**
  - pin constraints, **159**
  - pivots for transforming objects, **13**
  - planar polygons, **36**
  - planar surfaces, **25**
  - planar textures, **62**
  - planes for polygonal surfaces, **37**
  - Playblast feature, **142**
  - playing animation, **142**
  - point constraints, **128**
  - point lights, **72–73**
  - Point particle type, **154**
  - points for curves, **21**
  - Poke Faces option, **39**
  - pole vector constraints, **129**
  - polygon proxy mode, **43**
  - polygons, **35**
    - for cartoon character, **44–48**
    - combining, **37**
    - creating, **36**
    - planar, **36**
    - polygonal surfaces, **36**
      - Booleans for, **37**
  - polygons, *continued*
    - polygonal surfaces, *continued*
      - components of, **10**
      - extruding, **40**
      - joining and separating, **41**
      - modifying, **38–39**
      - from primitives, **37**
      - subdivision, **41–43**
    - projections on, **62–63**
  - poses, Trax for, **148**
  - primitives
    - for curves, **20**
    - for surfaces, **25, 37**
  - profiles for brushes, **109**
  - Project mode for sculpt deformers, **119**
  - projecting
    - curves on surfaces, **28**
    - on polygons, **62–63**
  - projectors for lighting effects, **79**
  - projects
    - creating, **18**
    - setting and editing, **18**
- Q**
- quadratic lighting decay, **77**
  - Quick Select, **10**
  - QWERTY tools, **3**
- R**
- radius
    - in caustics, **98**
    - in Final Gathering, **97**
    - for raytraced shadows, **76**
  - ramp shaders, **50**
  - ramp textures, **59**
  - ranges in animation, **142**
  - rate for emitters, **152**
  - raytracing, **93**
    - for reflections, **65**
    - for shadows, **76**
  - recent commands in hotbox, **4**
  - refining
    - curves, **22–23**
    - surfaces, **26–27**
  - reflections
    - mapping, **65**
    - in raytracing, **93**
    - for sculpting surfaces, **27**
  - reflective caustics, **98**
  - refractions in raytracing, **93**

- refractive caustics, 98
  - regions
    - decay, **78**
    - rendering, **90**
  - regular clips, 148
  - Relative parameter for clusters, 118
  - Render menu in Render View window, 90
  - Render View window, **90**
  - rendering, **83**
    - cameras. *See* cameras
    - global illumination, **100–101**
    - Interactive Photoreal Rendering, **91**
    - mental ray renderer. *See* mental ray renderer
    - regions, **90**
    - Render Globals window, **89**
    - Render View window, **90**
    - software renderer, **92–93**
  - Rendering menu in Hypergraph, 14
  - revolving surfaces, 25
  - rigging and skeletons, **124**
    - constraints in, **128–129**
    - creating, **134–135**
    - joints in, **124–128**
    - skinning. *See* skinning
  - Rigid Bind for skinning, **130**
  - rigid body dynamics, **157**
    - dynamic constraints in, **159**
    - setting up, **158**
  - rock textures, 60
  - rocket exhaust, **161–162**
  - Rotate tool, **13**
  - rotating
    - joints, 125
    - UV textures, 64
  - rounding with flexors, 130
- S**
- sampling in mental ray renderer, 94
  - scene mode in Paint Effects, **106**
  - scenes
    - lighting, **81–82**
    - Paint Effects for, **113–114**
  - sculpt deformers, **119**
  - Sculpt Flexors, **131**
  - sculpting surfaces, **27**
  - selecting objects
    - components in, **10**
    - hierarchies in, **9**
    - objects in, **9**
    - Outliner, **11**
    - Quick Select, **10**
  - separating polygonal surfaces, **41**
  - set driven keys, **139**
  - setting projects, **18**
  - sewing UV textures, 64
  - shaders, **50**
    - attributes for, **51–53**
    - Hypershade, **54–55**
    - layered, **51**
    - ramp, **50**
  - shading
    - with brushes, 109
    - in viewports, **8**
  - shadows, **74**
    - with brushes, 109
    - depth map, **74–76**
    - in mental ray renderer, 94
    - raytraced, **76**
  - shapes, blend, **122–123**
  - Show Manipulator tool, 73
  - Show menu
    - in Hypergraph, 14
    - in Outliner, 11
  - simulations for animation, **140**
  - sine deformers, 115
  - skeletons and rigging, **124**
    - constraints in, **128–129**
    - creating, **134–135**
    - joints in, **124–128**
    - skinning. *See* skinning
  - skinning, **129**
    - characters, **135–136**
    - Component Editor for, **133**
    - joint cluster flexors for, **131**
    - lattice flexors for, **130**
    - paint weights in, **132**
    - Rigid Bind for, **130**
    - sculpt flexors for, **131**
    - Smooth Bind for, **131–132**
  - Smear brush, 108
  - Smooth Bind, **131–132**
  - smooth shading, 8
  - smoothing curves, **23**
  - soft body dynamics, **159**
    - creating, **160**
    - goals in, **160**
  - Soft Modification tool, **118**
  - software renderer, **92**
    - anti-aliasing in, **92**
    - raytracing, **93**
  - solid fractal textures, 60
  - sound with animation, 142
  - source clips, 148

- special effects, **151**
    - particle, **152–156**
    - rigid body dynamics, **157–159**
    - rocket exhaust, **161–162**
    - soft body dynamics, **159–160**
  - specular attributes, **53**
  - speech, 123
  - Sphere particle type, 154
  - spheres for polygonal surfaces, 37
  - spherical textures, 62
  - Spline IK, **128**
  - spline tangents, 144
  - Split Polygon tool, 38
  - Split Vertex option, 41
  - splitting
    - clips, 149
    - UV textures, 64
  - spotlights, 72–73
  - spring constraints, 159
  - Sprites particle type, 154
  - squash deformers, 115
  - standard mode for subdivision surfaces, 43
  - star points Optical FX, 80
  - status line, **2**
  - stencil textures, 58
  - stepped tangents, 144
  - Stitch Edges Tool, **31**
  - Stitch Surface Points option, **31**
  - Stitch Surfaces tool, **30–31**
  - Streak particle type, 154
  - Stretch mode for sculpt deformers, 119
  - strokes, Paint Effects, **105**
  - subdivision surfaces, **41**
    - attributes for, **42**
    - creases, **43**
    - creating, **42**
    - levels, **43**
    - mirroring and attaching, **43**
    - modes for, **43**
  - subtraction for surfaces, 29
  - Surface emitters, 153
  - surfaces
    - Align Surfaces tool, **30**
    - Attach Surfaces tool, **30**
    - Booleans for, **29**
    - building, **25–26**
    - caustics for, 98–99
    - components of, 10
    - curves on, **28**
    - patches, **20, 24**
    - from primitives, **25**
    - refining, **26–27**
    - sculpting, **27**
  - surfaces, *continued*
    - Stitch Surfaces tool, **30–31**
    - subdivision. *See* subdivision surfaces
    - trims for, **29**
- T**
- tangents
    - for curves, 21
    - types of, **144**
    - weights of, **145**
  - Taper Curve option, 40
  - targets for blend shapes, 122
  - text for curves, 20
  - textures, **49, 56**
    - 2D procedural, **58–59**
    - 3D procedural, **60**
    - bitmapped, **56–57**
    - with brushes, 109
    - bump and displacement mapping, **61**
    - for cars, **66–68**
    - connecting attributes to, **53**
    - editing, **63–64**
    - mapping, **62–63**
    - shaders for. *See* shaders
  - Thin Line brush, 108
  - 3D motion blur, 88
  - 3D Paint, **57**
  - 3D procedural textures, **60**
  - 3D texture mapping, **62**
  - time ranges in animation, 142
  - time slider for keys, **142**
  - tori for polygonal surfaces, 37
  - transforming objects, **12**
    - coordinate systems in, **13**
    - Move tool, **13**
    - pivots for, **13**
    - Rotate tool, **13**
  - translucence setting for shaders, 52
  - transparency for shaders, 52
  - Trax editor, **147**
    - for animation, **149**
    - for clips, **148**
    - for poses, **148**
  - trees, growing, **111–112**
  - Triangulate option, 38
  - trims, creating, **29**
  - tubes, **109**
    - attributes for, **110**
    - growing and branching, **110**
    - tree growing, **111–112**
  - turbulence fields, 156

twist deformers, 115  
2D motion blur, 88  
2D procedural textures, **58–59**  
2D texture mapping, **62**

## U

unions for surfaces, 29  
UV textures, **63–64**

## V

vertices  
  in curves, 20  
  in patches, 24  
  in surfaces, 10  
    polygonal, 36  
    subdivision, 41  
View menu  
  in Hypergraph, 14  
  in Render View window, 90  
  in Trax, 147  
view selection in hotbox, 4

viewports, **7**  
  navigation in, **8**  
  shading in, **8**  
views, render, **90**  
Volume emitters, 153  
volume lights, 72  
vortex fields, 156

## W

walk cycle, **150**  
wave deformers, 115  
Wedge Faces option, 39  
weights  
  constraint, **129**  
  mirroring and copying, **133**  
  paint, **132**  
  of tangents, **145**  
Wire tool, **120**  
wireframes, clipping planes for, 86  
wood textures, 60  
wrap deformers, **120–121**