



3DS MAX



3d Max 2015 Full User Guide

Kelly L. Murdock



3d Max 2015 Full User Guide:

Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide Kelly L. Murdock, 2014-10 Kelly L Murdock's Autodesk 3ds Max 2015 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk's 3D animation software it just gets better and better with each release Whether you're new to 3ds Max or an experienced user you'll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

Autodesk Maya 2015 Basics Guide Kelly L. Murdock, 2014-11-19 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya The text is complemented by accompanying video instruction that's included with each book Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling texturing lighting animating rendering and more Additionally more advanced features such as character rigging skinning animating with dynamics and MEL scripting are also introduced Each chapter begins by examining the concept behind each task the goal and the necessary features that are involved Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it Working your way through the comprehensive step by step lessons you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text *Kelly L. Murdock's Autodesk 3ds Max 2018 Complete Reference Guide* Kelly Murdock, 2017 Kelly L Murdock's Autodesk 3ds Max 2018 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow

tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk's 3D animation software it just gets better and better with each release Whether you're new to 3ds Max or an experienced user you'll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide Kelly Murdock, 2018 Kelly L Murdock's Autodesk 3ds Max 2019 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk's 3D animation software it just gets better and better with each release Whether you're new to 3ds Max or an experienced user you'll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

An Introduction to 3D Printing Victoria Zukas, Jonas A Zukas, 2015-05-07 This book is aimed at an audience consisting of two kinds of readers The first is people who are curious about 3D printing and want more information without necessarily getting deeply into it For this audience the first two chapters will be of greatest interest They provide an overview of 3D print technology They also serve to take the confusion out of the jargon and make sense out of such shortcuts as SLA FFF FDM DLP LOM SLM DMLS SLS EBM EBAM CAD and others They describe the basic processes the materials used and the application of the technology in industry space medicine housing clothing and consumer oriented products such as jewelry video game figures footwear tools and what must now seem like an infinity of bunnies eagles and busts of Star Wars and Star Trek figurines in a dazzling array of colors This book also addresses the needs of people new to the field who require information in a hurry Chapter 3 serves as a guide to generating a 3D model by reviewing scanning methodology the various types of software available to create a model and the steps needed to insure a useful printed object from the 3D model The chapter has numerous references which together with the information in the text will help one find quickly any additional information available on the internet Keywords 3D Printing 3D Software 3D Hardware Printing Materials Scanning 3D Modeling Jewelry Medicine Housing Space

MAXON CINEMA 4D R20 Studio: A Tutorial Approach,

7th Edition Prof. Sham Tickoo, 2019 MAXON CINEMA 4D R20 Studio A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity and transform your imagination into reality with ease Salient Features Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D R20 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index

Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition Prof. Sham Tickoo, 2018 Pixologic ZBrush 4R8 A Comprehensive Guide book covers all features of ZBrush 4R8 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and functions of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer In this edition new features such as Gizmo 3D and the Live Boolean mode which is used to generate boolean results have been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 4R8 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that will be covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting

Chapter 12 Rendering Project 1 Cartoon Character Modeling Index *Autodesk Maya 2019: A Comprehensive Guide, 11th Edition* Prof. Sham Tickoo, 2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics Index *Siemens NX 2019 for Designers, 12th Edition* Prof. Sham Tickoo, 2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces

sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

Salient Features

Comprehensive coverage of NX concepts and techniques
Tutorial approach to explain the concepts and tools of NX
Detailed explanation of all commands and tools
Hundreds of illustrations for easy understanding of concepts
Step by step instructions to guide the users through the learning process
More than 40 real world mechanical engineering designs as tutorials
35 as exercises and projects with step by step explanation
Additional information throughout the book in the form of notes and tips
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Autodesk Maya 2020: A Comprehensive Guide, 12th Edition

Prof. Sham Tickoo, 2020-04-08

Autodesk Maya 2020 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects The intuitive user interface and workflow tools of Maya 2020 have made the job of design visualization specialists a lot easier Autodesk Maya 2020 A Comprehensive Guide covers all features of Autodesk Maya 2020 software in a simple lucid and comprehensive manner It will unleash your creativity thus helping you create realistic 3D models animation and visual effects In this edition new tools and enhancements in modeling animation rigging as well as performance improvements in bifrost are covered Additionally the newly introduced Mash module which is used for creating motion graphics is also covered in the book

Salient Features

Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2020 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2020 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is

provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index **MAXON CINEMA 4D R19 Studio: A Tutorial Approach, 6th Edition** Prof. Sham Tickoo, 2018-01-25 MAXON CINEMA 4D R19 Studio A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers animators and motion graphic designers The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19 Keeping in view the varied requirements of users the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph XPresso and 3D Compositing Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Technical support by contacting techsupport cadcim com Additional learning resources available at cinema4dexperts blogspot com Table of Contents Chapter 1 Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing in 3D Objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index *Exploring AutoCAD Civil 3D 2019, 9th Edition* Prof. Sham Tickoo, 2018 Exploring AutoCAD Civil 3D 2019 book introduces the users to the powerful Building Information Modeling BIM solution AutoCAD Civil 3D The BIM solution in AutoCAD Civil 3D helps create and visualize a coordinated data model This data model can then be used to design and analyze a civil engineering project for its optimum and cost effective performance This book has been written considering the needs of the professionals such as engineers surveyors watershed and storm water analysts land developers and CAD technicians who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains This book consists of 13 chapters covering Points Creations Surface Creations Surface Analysis Corridor Modeling Pipe Networks Pressure Networks and Parcels and so on The chapters are organized in a pedagogical sequence to help users understand the concepts easily Each chapter begins with a command section that provides a detailed explanation of the

commands and tools in AutoCAD Civil 3D The chapters in this book cover the basic as well as advanced concepts in AutoCAD Civil 3D such as COGO points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks Salient Features Consists of 13 chapters that are arranged in pedagogical sequence Contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations Real world engineering projects used in tutorials exercises and explaining various tools and concepts Table of Contents Chapter 1 Introduction to AutoCAD Civil 3D 2019 Chapter 2 Working with Points Chapter 3 Working with Surfaces Chapter 4 Surface Volumes and Analysis Chapter 5 Alignments Chapter 6 Working with Profiles Chapter 7 Working with Assemblies and Subassemblies Chapter 8 Working with Corridors and Parcels Chapter 9 Sample Lines Sections and Quantity Takeoffs Chapter 10 Feature Lines and Grading Chapter 11 Pipe Networks Chapter 12 Pressure Networks Chapter 13 Working with Plan Production Tools and Data Shortcuts Index

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Prof. Sham Tickoo, 2020-05-04 Pixologic ZBrush 2020 A Comprehensive Guide covers all features of ZBrush 2020 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models In this edition the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight Moreover new sculpting brushes like XTractor and HistoryRecall have been covered Additionally the concepts like Array ZPlugin and FiberMesh are explained with the help of step by step instructions Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Introduction to Java Programming, 2nd Edition Prof. Sham Tickoo, 2017-03-20 Introduction to Java Programming is a book for software developers to familiarize them with the concept of object oriented programming OOP The book enables the reader to understand the basic features of Java The line by line explanation of the source code a unique feature of the book enables the students to gain a thorough and practical understanding of Java The chapters in this book are structured in a pedagogical sequence which makes this book very effective in learning the features and capabilities of the software Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better

understanding This book introduces the key ideas of object oriented programming in an innovative way The concepts are illustrated through best programs covering the basic aspects of Java Additional information is provided to the users in the form of notes There is an extensive use of examples schematic representation screen captures tables and programming exercises Table of Contents Chapter 1 Introduction to Java Chapter 2 Fundamental Elements in Java Chapter 3 Control Statements and Arrays Chapter 4 Classes and Objects Chapter 5 Inheritance Chapter 6 Packages Interfaces and Inner Classes Chapter 7 Exception Handling Chapter 8 Multithreading Chapter 9 String Handling Chapter 10 Introduction to Applets and Event Handling Chapter 11 Abstract Window Toolkit Chapter 12 The Java I O System Index

Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition Prof. Sham Tickoo, 2019 Pixologic ZBrush 2018 A Comprehensive Guide covers all features of ZBrush 2018 which is a powerful modeling and sculpting software developed by Pixologic Inc and is used for developing highly detailed characters for movies games and digital design projects The book provides in depth details of the concepts and explains the usage and functions of the most commonly used tools of ZBrush In this edition new feature such as ZModeler NanoMesh and KeyShot renderer have been also been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Blender 2.79 for Digital Artists Prof. Sham Tickoo, 2018 Blender 2 79 for Digital Artists book covers major features of Blender 2 79 in a simple lucid and comprehensive manner Keeping in view the varied requirements of the users the book introduces the basic features of Blender 2 79 and then gradually progresses to cover the advanced features This book will help you unleash your creativity thus helping you create stunning 3D models The book will help the learners transform their imagination into reality with ease Also it takes the users through progressive tutorials numerous illustrations and ample exercises Salient Features Consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rigging animation rigid body dynamics and particle system The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered

in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Introduction to Blender Interface Chapter 2 Working with Mesh Primitives Chapter 3 Working with Curve Primitives Chapter 4 Working with Modifiers Chapter 5 Digital Sculpting Techniques Chapter 6 Working with Materials I Chapter 7 Working with Materials II Chapter 8 Lights and Cameras Chapter 9 Basics of Rigging and Animation Chapter 10 Rigid Body Dynamics Chapter 11 Working with Particles Index

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide Kelly Murdock, 2015 Kelly L Murdock's Autodesk 3ds Max 2016 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk's 3D animation software it just gets better and better with each release Whether you're new to 3ds Max or an experienced user you'll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

Creo Parametric 5.0 for Designers, 5th Edition Prof. Sham Tickoo, 2018 Creo Parametric 5.0 for Designers book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric approach of Creo Parametric 5.0 effectively This book provides a detailed description of the tools that are commonly used in modeling assembly sheetmetal as well as in mold design This book also covers the latest surfacing techniques like Freestyle and Style with the help of relevant examples and illustrations The Creo Parametric 5.0 for Designers book further elaborates on the procedure of generating the drawings of a model or assembly which are used for documentation of a model or assembly Also it includes the concepts of geometric dimensioning and tolerancing The examples and tutorials used in this book ensure that the users can relate the knowledge gained through this book with the actual mechanical industry designs Every chapter begins with a tool section that provides a brief information of the Creo Parametric tools This approach allows the user to use this book initially as a learning tool and then as a reference material Salient Features Consists of 17 chapters that are organized in a pedagogical sequence Comprehensive coverage of Creo Parametric 5.0 concepts and techniques Tutorial approach to explain the concepts of Creo Parametric 5.0 Detailed explanation of all commands and tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world

mechanical engineering designs as tutorials 40 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge Additional learning resources at <http://allaboutcadcam.blogspot.com> Table of Contents Chapter 1 Introduction to Creo Parametric 5 0 Chapter 2 Creating Sketches in the Sketch Mode I Chapter 3 Creating Sketches in the Sketch Mode II Chapter 4 Creating Base Features Chapter 5 Datums Chapter 6 Options Aiding Construction of Parts I Chapter 7 Options Aiding Construction of Parts II Chapter 8 Options Aiding Construction of Parts III Chapter 9 Advanced Modeling Tools Chapter 10 Assembly Modeling Chapter 11 Generating Editing and Modifying the Drawing Views Chapter 12 Dimensioning the Drawing Views Chapter 13 Other Drawing Options Chapter 14 Working with Sheetmetal Components Chapter 15 Surface Modeling For free download Chapter 16 Introduction to Mold Design For free download Chapter 17 Concepts of Geometric Dimensioning and Tolerancing For free download Index

Exploring Oracle Primavera P6 Professional 18, 3rd Edition Prof. Sham Tickoo, 2019 Exploring Oracle Primavera P6 Professional 18 book explains the concepts and principles of project management through practical examples tutorials and exercises This enables the users to harness the power of managing projects with Oracle Primavera P6 for their specific use In this book the author emphasizes on planning managing and controlling the projects assigning resources and roles to a project and producing schedule and resources reports and graphics This book is specially meant for professionals and students in engineering project management and allied fields in the building industry Salient Features Detailed explanation of Oracle Primavera concepts Real world projects given as tutorials Tips and Notes throughout the book 264 pages of illustrated text Self Evaluation Tests Review Questions and Exercises at the end of the chapters Table of Contents Chapter 1 Getting Started with Primavera P6 Professional 18 Chapter 2 Creating Projects Chapter 3 Defining Calendars and Work Breakdown Structure Chapter 4 Working with Activities and Establishing Relationships Chapter 5 Defining Resources and Roles Chapter 6 Risks and Issues and Setting Baselines Chapter 7 Project Expenses and Tracking Progress of Project Chapter 8 Printing Layouts and Reports Index

Exploring Autodesk Navisworks 2019, 5th Edition Prof. Sham Tickoo, 2019 Exploring Autodesk Navisworks 2019 is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession In Navisworks 2019 book the author has emphasized on various hands on tools for real time navigation reviewing models creating 4D and 5D simulation quantifying various elements performing clash detection rendering creating animation and advanced tools for selection through tutorials and exercises In this book along with the main text the chapters have been punctuated with tips and notes to give additional information on the concept thereby enabling you to create your own innovative projects Additionally this book contains case studies of two real world BIM projects undertaken by The BIM Engineers Salient Features 404 pages of heavily illustrated text Covers detailed description of the tools of Navisworks 2019 Explains the concepts using real world projects and examples focusing on industry

experience Covers advanced functions such as creating visualizations with Autodesk Rendering Includes an exercise on creating car animation using Animator and Scriptor tool Includes two case studies from projects of The BIM Engineers Provides step by step explanation that guides the users through the learning process Effectively communicates the utility of Navisworks 2019 Self Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters Table of Contents Chapter 1 Introduction to Autodesk Navisworks 2019 Chapter 2 Exploring the Navigation Tools in Navisworks Chapter 3 Selecting Controlling and Reviewing Objects Chapter 4 Viewpoints Sections and Animations Chapter 5 TimeLiner Chapter 6 Working with Animator and Scriptor Chapter 7 Quantification Chapter 8 Clash Detection Chapter 9 Autodesk Rendering in Navisworks Case Studies Index

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