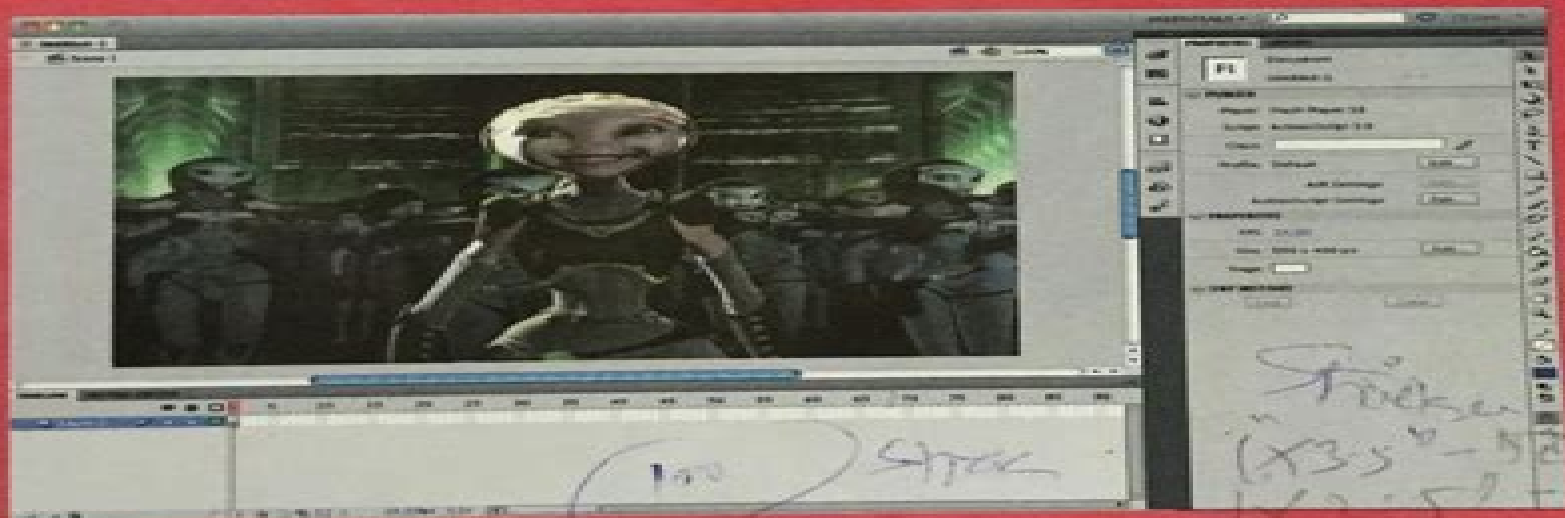




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Tutorial Approach, 19th Edition Prof. Sham Tickoo, 2019 Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2019 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials The book caters to the needs of both the novice and the advanced users of the software This book will help you unleash your creativity and help you create simple and complete 3D models and animations Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting rendering and animation Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of

students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2019 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Chapter 4 Working with Splines I Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index

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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 [Exploring Autodesk Navisworks 2020, 7th Edition](#) Prof. Sham Tickoo,2020-02-27 Exploring Autodesk Navisworks 2020 is a comprehensive book that has been written to cater to the needs of the students and professionals The chapters in this book are structured in a pedagogical sequence which makes the learning process very simple and effective for both the novice as well as the advanced users of Autodesk Navisworks In this book the author emphasizes on creating 4D simulation performing clash detection performing quantity takeoff rendering creating animation and reviewing models through tutorials and exercises In addition the chapters have been punctuated with tips and notes wherever necessary to make the concepts clear thereby enabling you to create your own innovative projects Salient Features Comprehensive book consisting of 404 pages of heavily illustrated text Detailed explanation of the commands and tools of Autodesk Navisworks Tips and Notes throughout the book for providing additional information Self Evaluation Tests Review Questions and Exercises at the end of the chapters Table of Contents Chapter 1 Introduction to Autodesk Navisworks 2020 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 Scripter Chapter 7 Quantification Chapter 8 Clash Detection Chapter 9 Autodesk Rendering in Navisworks Case Study Index **Wonderpedia / NeoPopRealism Archive 2010** , Wonderpedia offers the books reviews while NeoPopRealism Journal publishes news views and other information additionally to the books reviews These publications were founded by Nadia RUSS in 2007 and 2008 in new York City *Professional Flash Mobile Development* Richard Wagner,2010-12-21 Professional Flash Mobile Development Creating Android and iPhone Applications Everything Flash developers need to know to create native Android and iPhone apps This Wrox guide shows Flash developers how to create native applications for Android and iPhone mobile devices using Flash Packed with practical examples it shows how to build a variety of apps and integrate them with core mobile services such as Accelerometer GPS Photo Library and more Offers Flash developers the tools to create apps for the Android and iPhone mobile devices Shows how to design a user interface optimized for Android and iOS and offers plenty of examples for building native Android and iPhone apps with Flash migrating existing Flash media testing and debugging applications and more Helps you understand ways to work with files on Android and iOS Professional Flash Mobile

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