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# MAXON CINEMA 4D R16 Studio

## A Tutorial Approach, 3rd Edition

Revised & Updated Edition

## Sham Tickoo
Purdue University Calumet, USA

# Maxon Cinema 4d R16 Studio A Tutorial Approach

**Prof. Sham Tickoo**

**Maxon Cinema 4d R16 Studio A Tutorial Approach:**

MAXON CINEMA 4D R18 Studio: A Tutorial Approach, 5th Edition Prof. Sham Tickoo,2017-01-17 MAXON CINEMA 4D R18 Studio A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R18 Studio for modelers animators and motion graphic designers The CINEMA 4D R18 book caters to the needs of both the novice and the advance users of CINEMA 4D R18 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 This book features two projects based on the tools and concepts covered in the book In this edition of the CINEMA 4D R18 book new tutorials and exercises have been added to enhance the knowledge of the users 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 Table of Contents Chapter 1 Exploring MAXON CINEMA 4D R18 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 Mpping Chapter 10 Composting 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

**MAXON CINEMA 4D S24: A Tutorial Approach, 8th Edition** Prof. Sham Tickoo,2021-10-29 MAXON CINEMA 4D S24 A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D S24 Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques In this book three projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset Browser and the new placement tools in depth Salient Features Consists of 13 Chapters and 3 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 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 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 CINEMA 4D S24 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 Project 3 Creating an Exterior Scene 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 Mpping Chapter 10 Composting 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  **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      *Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition* Prof. Sham Tickoo,2017-08-01 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 2018 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2018 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 The book will help the learners transform their imagination into reality with ease 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 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 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 2018 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      *Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition* Prof. Sham Tickoo,2017-08-29 Autodesk 3ds Max 2018 A Comprehensive Guide aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The book caters to the needs of both the novice and the advanced users of 3ds Max Keeping in view the varied requirements of the users the book first introduces the basic features of 3ds Max 2018 and then gradually progresses to cover the

advanced 3D models and animations 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 thus helping you create stunning 3D models and animations The book will help the learners transform their imagination into reality with ease Also it takes the users across a wide spectrum of animations through progressive examples numerous illustrations and ample exercises Salient Features Consists of 18 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 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 Autodesk 3ds Max 2018 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Chapter 9 Graphite Modeling Technique Chapter 10 NURBS Modeling Chapter 11 Compound Objects Chapter 12 Modifiers Chapter 13 Lights and Cameras Chapter 14 Animation Basics Chapter 15 Systems Hierarchy and Kinematics Chapter 16 Rigid Body Dynamics and Helpers Chapter 17 Particle Systems and Space Warps I For free download Chapter 18 Particle Systems and Space Warps II For free download Project 1 Creating a Diner 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

**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 *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 *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      **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      **AutoCAD Electrical 2018 for Electrical Control Designers, 9th Edition** Prof. Sham Tickoo,2017-08-14 The AutoCAD Electrical 2018 for Electrical Control Designers book has been written to assist the engineering students and the practicing designers who are new to AutoCAD Electrical Using this book the readers can learn the application of basic tools required for creating professional electrical control drawings with the help of AutoCAD Electrical Keeping in view the varied requirements of the users this book covers a wide range of tools and features such as schematic drawings Circuit Builder panel drawings parametric and nonparametric PLC modules stand alone PLC I O points ladder diagrams point to point wiring diagrams report generation creation of symbols and so on

This will help the readers to create electrical drawings easily and effectively Special emphasis has been laid on the introduction of concepts which have been explained using text and supported with graphical examples The examples and tutorials used in this book ensure that the users can relate the information provided in this book with the practical industry designs Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence Comprehensive coverage of AutoCAD Electrical 2018 concepts and techniques Tutorial approach to explain the concepts of AutoCAD Electrical 2018 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 Emphasis on Why and How with explanation More than 45 tutorials and projects Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Technical support by contacting techsupport cadcim com Table of Contents Chapter 1 Introduction to AutoCAD Electrical 2018 Chapter 2 Working with Projects and Drawings Chapter 3 Working with Wires Chapter 4 Creating Ladders Chapter 5 Schematic Components Chapter 6 Schematic Editing Chapter 7 Connectors Point to Point Wiring Diagrams and Circuits Chapter 8 Panel Layouts Chapter 9 Schematic and Panel Reports Chapter 10 PLC Modules Chapter 11 Terminals Chapter 12 Settings Configurations Templates and Plotting Chapter 13 Creating Symbols Project 1 Project 2 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     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     **Introducing PHP 7/MySQL** Prof. Sham Tickoo,2018-01-22 Introducing PHP 7 MySQL book is an example based book which is written to cater to the needs of the novice users who wish to learn PHP 7 and MySQL It is quite helpful for the experienced web developers as well who want to develop efficient programs The book highlights PHP and MySQL as the easiest languages for learning web development and also explains various features of the languages in a simple and easy style The highlight of the book is that each concept introduced in it has been exemplified by a program to clarify and facilitate better understanding Also the line by line explanation of each program ensures that the users with no previous programming experience are able to understand the concepts and master the programming techniques and use them with flexibility while designing programs Salient Features Consists of 12 chapters that are organized in a pedagogical sequence Covers various aspects of creating efficient programs using PHP 7 and MySQL The first page of every chapter summarizes the topics that are covered in it Each concept discussed in the textbook is exemplified by a program to clarify and facilitate better understanding Step by step instructions that guide the users through the learning process Additional information is provided throughout the textbook 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 Dynamic Websites Chapter 2 Setting Up the Development Environment Chapter 3 Fundamentals of PHP Chapter 4 Variables Constants and Strings Chapter 5 Operators Chapter 6 Control Structures Chapter 7 Functions Classes and Objects Chapter 8 Arrays Chapter 9 Form Implementation and Validation Chapter 10 File Handling Sessions and Cookies Chapter 11 Introduction to MySQL Chapter 12 PHP and

MySQL Integration 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 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 Scripter 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 Scripter Chapter 7

Quantification Chapter 8 Clash Detection Chapter 9 Autodesk Rendering in Navisworks Case Studies Index **Maxon Cinema 4D R15 Studio** Prof Sham Tickoo Purdue Univ,Cadcim Technologies,2014-04-23 MAXON CINEMA 4D R15 Studio A Tutorial Approach textbook aims at harnessing the power of MAXON CINEMA 4D R15 Studio for modelers animators and motion graphics designers The CINEMA 4D R15 book caters to the needs of both the novice and the advance users of CINEMA 4D R15 Keeping in view the varied requirements of users the CINEMA 4D book first introduces the basic features of CINEMA 4D R15 Studio and then progresses to cover the advanced techniques such as MoGraph XPresso and 3D Compositing This book features two projects based on the tools and concepts covered in the book In this edition of the CINEMA 4D R15 book new tutorials and exercises have been added to enhance the knowledge of the users TOC Chapter 1 Exploring MAXON CINEMA 4D R15 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 Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of compositing The author has adopted the tutorial point of view and the learn by doing approach throughout the textbook This approach helps the users learn faster and work efficiently The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of MAXON CINEMA 4D R15 Studio concepts and techniques Step by step instructions are provided to guide the users through the learning process Additional information is provided throughout the text book in the form of notes and tips Self Evaluation Test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Technical support by contacting techsupport cadcim com Ebook available on eStore and Kindle Additional learning resources available at http cinema4dexperts blogspot com *Maxon Cinema 4D R17 Studio* Prof Sham Tickoo Purdue Univ,2016-01-01 MAXON CINEMA 4D R17 Studio A Tutorial Approach textbook aims at harnessing the power of MAXON CINEMA 4D R17 Studio for modelers animators and motion graphic designers The CINEMA 4D R17 book caters to the needs of both the novice and the advance users of CINEMA 4D R17 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 This book features two projects based on the tools and concepts covered in the book In this edition of the CINEMA 4D R17 book new tutorials and exercises have been added to enhance the knowledge of the users

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## Maxon Cinema 4d R16 Studio A Tutorial Approach Introduction

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