



# Maya 2015 User Guide

**Prof. Sham Tickoo**



## **Maya 2015 User Guide:**

**Autodesk Arnold Render User Guide for MAYA** Serdar Hakan DÜZGÖREN, Arnold Arnold is an advanced cross platform rendering library or API used by a number of prominent organizations in film television and animation including Sony Pictures Imageworks It was developed as a photo realistic physically based ray tracing alternative to traditional scanline based rendering software for CG animation Arnold uses cutting edge algorithms that make the most effective use of your computer s hardware resources memory disk space multiple processor cores and SIMD SSE units The Arnold architecture was designed to easily adapt to existing pipelines It is built on top of a pluggable node system users can extend and customize the system by writing new shaders cameras filters and output driver nodes as well as procedural geometry custom ray types and user defined geometric data The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects However Arnold can also be used as A ray server for traditional scanline renderers A tool for baking procedural generation of lighting data lightmaps for videogames An interactive rendering and relighting tool

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

**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

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

**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

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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

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*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

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 Indoor Scene Index     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     *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  
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 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 Revit MEP 2017, 4th Edition** Prof. Sham Tickoo, 2016-02-22

Exploring Autodesk Revit 2017 for MEP book covers the detailed description of all basic and advanced concepts as well as the usage of the tools and commands of Autodesk Revit 2017. It explores the processes involved in Building Information Modeling. The topics covered in this book range from creating building components HVAC system electrical system plumbing system and Fire protection system to designing conceptual massing performing HVAC heating and loading analysis and creating rich construction documentation. In this book special emphasis has been laid on the concepts of space modeling and tools to create systems for all disciplines MEP. Each concept in this book is explained using the detailed description and relevant graphical examples and illustrations. The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in Autodesk Revit 2017. In addition the chapters in this book are punctuated with tips and notes to make the concepts clear thereby enabling the readers to create their own innovative projects.

**Salient Features** Covers advanced functions such as worksharing families and system creations. Covers topics such as how to create a building envelope spaces and zones HVAC system electrical system fire fighting system and plumbing system. Provides step by step explanation that guides the users through the learning process. Effectively communicates the utility of Revit MEP 2017. Self Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters.

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*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.

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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 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      **Exploring AutoCAD Map 3D 2018, 8th Edition** Prof. Sham Tickoo,2017-07-31

Exploring AutoCAD Map 3D 2018 book introduces the users to AutoCAD Map 3D 2018 software This book is a gateway to power skill and competence in the field of GIS and spatial analysis This book is specially meant for professionals and students of GIS Urban Planning Civil Engineering Cartography and CAD professionals who are associated with planning designing and data management Special emphasis has been laid to explain new concepts procedures and methods in GIS by using sufficient text and graphical examples The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in AutoCAD Map 3D The author has emphasized on the tools options functions and interoperability of AutoCAD Map 3D that allow the users to create analyze and save complex geospatial data easily and effectively Furthermore the chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software A real world project is given for the students to reinforce the concepts learned in the chapters Salient Features A comprehensive coverage



of all concepts and tools of AutoCAD Map 3D 2018 Consists of 11 chapters arranged in pedagogical sequence and a project Contains 528 pages with hundreds of illustrations Real world projects and examples focusing on industry experience Step by step examples that guide the users through the learning process Includes changes and enhancements specific to AutoCAD Map 3D 2018 Effectively communicates the utility of AutoCAD Map 3D Table of Contents Chapter 1 Introduction to AutoCAD Map 3D 2018 Chapter 2 Getting Started with AutoCAD Map 3D 2018 Chapter 3 Working with Basic Tools and Coordinate Systems Chapter 4 Working with Feature Data Chapter 5 Styling and Querying Feature Data Chapter 6 Creating Object Data and Attaching External Database and Query Chapter 7 Classifying Objects and Working with Classified Objects Chapter 8 Removing Digitization Errors and Working with Topologies Chapter 9 Data Analysis Chapter 10 Working with Different Types of Data Chapter 11 Editing a Map and Creating a Map Book Project Site Suitability Study 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 Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to NX Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Geometric and Dimensional Constraints to Sketches Chapter 4 Editing Extruding and Revolving Sketches Chapter 5 Working with Datum Planes Coordinate Systems and Datum Axes Chapter 6 Advanced Modeling Tools I Chapter 7 Advanced Modeling Tools II

Chapter 8 Assembly Modeling I Chapter 9 Assembly Modeling II Chapter 10 Surface Modeling Chapter 11 Advanced Surface Modeling Chapter 12 Generating Editing and Dimensioning the Drawing Views Chapter 13 Synchronous Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Injection Mold Design For Free Download Chapter 16 Concepts of Geometric Dimensioning and Tolerancing For Free Download 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

*Exploring Autodesk Revit 2017 for Structure, 7th Edition* Prof. Sham Tickoo, 2016-03-11 Exploring Autodesk Revit 2017 for Structure 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 This enables the users to harness the power of BIM with Autodesk Revit Structure 2017 for their specific use In this book the author emphasizes on physical modeling analytical modeling rebar modeling and quantity scheduling Also Revit Structure 2017 book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software This book is specially meant for professionals and students in structural engineering civil engineering and allied fields in the building industry 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 project Salient Features Detailed explanation of structural tools of Autodesk Revit Real world structural projects given as tutorials Tips and Notes throughout the textbook 536 pages of heavily illustrated text Self Evaluation Tests Review

Questions and Exercises at the end of each chapter Table of Contents Chapter 1 Introduction to Autodesk Revit 2017 for Structure Chapter 2 Getting Started with a Structural Project Chapter 3 Setting up a Structural Project Chapter 4 Structural Columns and Walls Chapter 5 Foundations Beams Floors and Open Web Joists Chapter 6 Editing Tools Chapter 7 Documenting Models and Creating Families Chapter 8 Standard Views Details and Schedules Chapter 9 3D Views Sheets Analysis Reinforcements and Massing Chapter 10 Linking Revit Model with Robot Structural Analysis Student Project 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

**Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition** Prof. Sham Tickoo, 2019 Autodesk 3ds Max 2020 A Comprehensive Guide book 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 2020 and then gradually progresses to cover the advanced 3D models and animations In this book one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier 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 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 Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 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 Compound Objects Chapter 11 Modifiers Chapter 12 Lights and Rendering Chapter 13 Animation Basics Chapter 14 Rigid Body Dynamics and Helpers Chapter 15 NURBS Modeling Chapter 16 Systems Hierarchy and Kinematics Chapter 17 Particle Systems and Space Warps I Chapter 18 Particle Systems and Space Warps II Project 1 Creating a Diner Index For free download

**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

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*Exploring Autodesk Revit 2018 for Structure, 8th Edition* Prof. Sham Tickoo, 2017-09-01 Exploring Autodesk Revit 2018 for Structure 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 This book enables the users to harness the power of BIM with Autodesk Revit 2018 for Structure for their specific use In this book the author emphasizes on physical modeling analytical modeling rebar modeling and quantity scheduling Also Revit 2018 for Structure book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software This book is specially meant for professionals and students in structural engineering civil engineering and allied fields in the building industry 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 project Salient Features Detailed explanation of structural tools of Autodesk Revit Real world structural projects given as tutorials Tips and Notes throughout the book 546 pages of heavily illustrated text Self Evaluation Tests Review Questions and Exercises at the end of each chapter Table of Contents Chapter 1 Introduction to Autodesk Revit 2018 for Structure Chapter 2 Getting Started with a Structural Project Chapter 3 Setting up a Structural Project Chapter 4 Structural Columns and Walls Chapter 5 Foundations Beams Floors and Open Web Joists Chapter 6 Editing Tools Chapter 7 Documenting Models and Creating Families Chapter 8 Standard Views Details and Schedules Chapter 9 3D Views Sheets Analysis Reinforcements Chapter 10 Linking Revit Model with Robot Structural Analysis Student Project Index

## **Maya 2015 User Guide** Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the energy of words has be more evident than ever. They have the capability to inspire, provoke, and ignite change. Such could be the essence of the book **Maya 2015 User Guide**, a literary masterpiece that delves deep to the significance of words and their impact on our lives. Compiled by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book is key themes, examine its writing style, and analyze its overall impact on readers.

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