

Autodesk 3ds Max 2016 Essentials Autodesk Official Press

Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

Description The Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition textbook walks you through every step of creating 3D models with 3ds Max 2021. This guide is perfect for both novices and those moving from other software to 3ds Max. This book will help you to get started with modeling in 3ds Max, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. You will also learn about managing external design data in 3ds Max 2021. Using a structured and pragmatic approach, this guide begins with the basics of modeling, then builds on this knowledge using practical examples to enhance your modeling skills. Each unit builds on the knowledge gained in the previous unit, showing you all the essentials of modeling with 3ds Max 2021. As you go from hands-on exercise to hands-on exercise, you'll develop a strong arsenal of skills that combined will form a complete end to end process to create high-quality models using 3ds Max 2021. This book shares tips, tricks, notes, and cautions throughout, which will help you become a better 3ds Max artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning 3ds Max. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in 3ds Max step-by-step. Key Features Covers 3ds Max's user interface, navigation, tools, functions, and commands. Explains the polygon, subdivision, and spline modeling techniques. Covers all modifiers. Explains how to manage external design data. Detailed coverage of tools and features. Features 34 hands-on exercises - complete with before and after files. Features 40+ practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in boldface so that you never miss them. The content under "What just happened?" heading explains the working of the instructions. The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess knowledge. Bonus hands-on exercises. Includes a PDF file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This PDF file is included with the resources. Brief Table of Contents This book is divided into following units: Unit 1: Introduction to 3ds Max -I Unit 2: Introduction to 3ds Max -II Unit 3: Geometric Primitives and Architectural Objects Unit 4: Polygon Modeling Unit 5: Graphite Modeling Tools Unit 6: Spline Modeling Unit 7: Modifiers Unit 8: External Design Data Unit 9: Bonus Hands-on Exercises For more info, visit PADEXI ACADEMY'S website.

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 2015, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, timesaving tips & tricks, and step-by-step walkthroughs—you'll wonder how you every got by without it! This new edition has been completely revamped for 3ds Max 2015. Start animating today with detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website.

Offers step-by-step tutorials and exercises covering such Maya topics as modeling, texturing, rigging, rendering, and setting a scene.

Autodesk 3ds Max 2014 Essentials

Blackmagic Design Fusion 7 Studio

AutoCAD 2016 and AutoCAD LT 2016 Essentials

3ds Max 2018 - Getting Started with Standard Materials and Lights

Linux Essentials

Autodesk 3ds Max is developed by Autodesk Inc., provides powerful tools for 3D modeling, animation, rendering, dynamics, and compositing. This enables game developers, visual effects artists, architects, designers, engineers, and visualization specialists to create stunning artwork. Additionally, the intuitive user interface and workflow tools of 3ds Max 2016 have made the job of design visualization specialists easier. Autodesk 3ds Max 2016: A Comprehensive Guide textbook aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The textbook 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 textbook first introduces the basic features of 3ds Max 2016 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, 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 textbook 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. This book is aimed at those digital artists who have just started working on the 3ds Max. In this book, I have covered Autodesk and mental ray materials. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this book will help you a lot when you will apply shaders and textures to your models. This book is written in an easy to understand language. The important terms are in bold face so that you never miss them. This book is written using 3ds Max 2016. However, you can use it without a problem with 3ds Max 2015 as well. What You Will Learn? You will learn how to use Autodesk and mental ray materials to model realistic looking surfaces. The parameters are explained with examples and related screen captures. Additional tips, guidance, and advice is provided in from of Tips, Notes, and Warnings. You will gain skills by completing the examples provided in the book. How This Book Is Structured? This book is organized to provide you with the knowledge needed to master the standard materials and related maps. This book is divided into three sections: Section A - Global Illumination, Final Gathering, and Caustics The mental ray renderer offers two methods for achieving the Global Illumination: photon tracing and final gathering. This section deals with these two methods as well as the caustics. The example used in the section allow you to grasp the concept explained. Section B - Autodesk Materials 3ds Max comes with three types of mental ray materials: Autodesk Materials, Arch & Design material, and Special-Purpose mental ray materials. This section deals with the Autodesk materials. Section C - Arch & Design Material This section deals with the Arch & Design material. This material is a monolithic material designed to support most of the material that you will use in the architectural and product design renderings. This material is highly tuned for modeling fast glossy reflective and refractive surfaces. What you need? To complete the examples in this book, you need v2016 of Autodesk 3ds Max. However, the book is also compatible with the v2015 of 3ds Max. To know more about 3ds Max, visit the following links: 3ds Max: <http://www.autodesk.com/products/3ds-max/overview> What are the main features of the book ? * Global Illumination, Final Gather, and Caustics explained. * 9 examples to hone your skills. * Additional tips, guidance, and advice is provided in from of Tips, Notes, and Warnings. * Important terms are in bold face so that you never miss them. * Support for technical aspect of the book. * 3ds Max files and textures used are available for download.

The Beginner's Guide to Create Models in 3ds Max(r) 2016 offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning modeling in 3ds Max. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use 3ds Max for hard-surface modeling. TOC Unit M1 - Introduction to 3ds Max - I Unit M2 - Introduction to 3ds Max - II Unit M3 - Working with Geometric Primitives and Architectural Objects Unit M4: Working with Polygons Unit M5: Graphite Modeling Tools Unit M6: Working with Shapes Unit M7: Modifiers Unit MH1: Hands-on Exercises More info: bit.ly/max-modeling

Start animating right away with this tutorial-based guide to Autodesk 3ds Max 2016 Autodesk 3ds Max 2016 Essentials is your perfect hands-on guide to start animating quickly. Using approachable, real-world exercises, you'll master the fundamentals of this leading animation software by following full-color screen shots step by step. Each chapter opens with a quick discussion of concepts and learning objectives, and then launches into hands-on tutorials that give you firsthand experience and a good start on preparing for the 3ds Max certification exam. You'll learn the basics of modeling, texturing, animating, and visual effects as you create a retro-style alarm clock, animate a thrown knife, model a chair, and more. Whether you're a complete beginner or migrating from another 3D application, this task-based book provides the solid grounding you need in Autodesk 3ds Max 2016. Model your character with polygons, meshes, and more Add motion with simple and complex animations Add color and textures to visualize materials and surfaces Render interior scenes with great lighting and camera placement If you want to learn 3ds Max quickly and painlessly, Autodesk 3ds Max 2016 Essentials helps you start animating today.

Introducing Autodesk Maya 2016

3ds Max Design Architectural Visualization

AutoCAD/AutoCAD LT 2017 Fundamentals - Metric Units - Part 1

Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide

Introducing Autodesk Maya 2015

Get up to speed quickly with this compelling guide to Autodesk 3ds Max. With its real-world, hands-on exercises, 'Autodesk 3ds Max 2016 for Beginners' helps new users learn the fundamentals of Autodesk 3ds Max quickly become productive.

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.

Learn Autodesk Maya from an award-winning insider Best-selling author, visual effects supervisor, and technical educator Dariush Derakhshani brings you a newly-updated, step-by-step guide to the most popular and complex 3D application on the market, Autodesk Maya. Introducing Autodesk Maya 2015 includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files that get you modeling and animating your own digital models and scenes right away. The book starts you with the latest CG concepts and production workflows, and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya. From there, the books helps you: Learn the Maya user interface, including menus and plug-ins Build simple animations and 3D images right away Explore polygons, modeling, and NEX tools Get started with HDRI lighting, rendering, dynamics, simulations, and effects Whether you're new to 3D or migrating from another 3D application, Introducing Autodesk Maya 2015 will kick-start your creativity and get you up and running with Maya. Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth, the South Park TV series, and numerous commercials and music videos.

The 3ds Max 2018 - Getting Started with Standard Materials and Lights textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning texturing and lighting in 3ds Max. This brilliant guide takes you step-by-step through the whole process of texturing, UV Mapping, and Lighting. From the very first pages, the users of the book will learn how to effectively use 3ds Max for shading and lighting surfaces. The strength of this book is that it teaches all of the important concepts in an easy to understand language. As the readers move from hands-on exercise to hands-on exercise, they will be building their own portfolio of high quality artwork. One unit of the book presents a foundation of techniques to help you build custom textures, maps, and designs using Photoshop. Videos are provided for the hands-on exercises of this unit. What are the main features of the book? - The book is written using 3ds Max 2018 and Photoshop CC 2017 in an easy to understand language. - Shading, texturing, lighting, and UV mapping techniques covered. - 49 Hands-on exercises to hone your skills. - Detailed coverage of tools and features. - Additional tips, guidance, and advice is provided. - Important terms are in bold face so that you never miss them. - Support for technical aspect of the book. - 3ds Max files and PSDs/textures used are available for download from the accompanying website. - You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. TOC This book is divided into following units: Unit MT1 - Creating Textures in Photoshop Unit MT2 - Material Editors Unit MT3 - Standard Materials and Maps Unit MT4 - Physical and Autodesk Materials Unit ML1 - Standard Lights Unit ML2 - Photometric Lights Unit ML3 - Sunlight and Daylight Systems Unit MBT - Bonus hands-on Exercises more info: bit.ly/rpolygon

Autodesk 3ds Max 2021 Fundamentals

A Tutorial Approach

BIM Handbook

AutoCAD Civil 3D 2015 Essentials

3ds Max 9 Bible

The best-selling Revit guide, now more complete than ever with all-new coverage on the 2020 release Mastering Autodesk Revit 2020 is packed with focused discussions, detailed exercises, and real-world examples to help you get up to speed quickly on the latest version of Autodesk Revit. Organized according to how you learn and implement the software, this book provides expert guidance for all skill levels. Hands-on tutorials allow you to dive right in and start accomplishing vital tasks, while compelling examples illustrate how Revit for Architecture is used in every project. Available online downloads include before-and-after tutorial files and additional advanced content to help you quickly master this powerful software. From basic interface topics to advanced visualization techniques and documentation, this invaluable guide is your ideal companion through the Revit workflow. Whether you're preparing for Autodesk certification exams or just want to become more productive with the architectural design software, practical exercises and expert instruction will get you where you need to be. Understand key BIM and Revit concepts and master the Revit interface Delve into templates, work-sharing, and managing Revit projects Master modeling and massing, the Family Editor, and visualization techniques Explore documentation, including annotation, detailing, and complex structures BIM software has become a mandatory asset in today's architecture field; automated documentation updates reduce errors while saving time and money, and Autodesk's Revit is the industry leader in the BIM software space.

The Autodesk 3ds Max 2016 - Modeling and Shading Essentials offers a hands-on exercises based strategy for all those digital artists [no experience required] who have just started working on the 3ds Max and interested in learning modeling, shading, and texturing in 3ds Max. This brilliant guide takes you step-by-step through the whole process of modeling, shading, and texturing. All tools, features, and concepts are discussed in detail. In this book, the author has covered polygon and spline modeling techniques, modeling processes using Ribbon, material editors, Autodesk Materials, standard materials/maps, and mental ray's Arch & Design material. A better understanding of materials and maps gives you ability to add realism to your artwork. The concepts you will learn using this book will immensely help you in creating realistic looking models. What You Will Learn? * Navigating the workspace * Customizing the interface and understanding various UI components * Working with the file management commands * Understanding workspaces * Understanding the enhanced menu system * Using the navigational gizmos * Polygon modeling techniques * Modeling and painting processes using

the Ribbon * Spline modeling techniques * Effecting use of modifiers * Working with the useful but less talked about tools * Efficiently use Compact and Slate material editors * Create shading networks using material editors * Quickly apply shading to models using the Autodesk Materials * Create variety of shading models using mental ray's Arch & Design material * Learn the mental ray's features such as Global Illumination, Final Gather, and Caustics * Work with UVs using UV Editor What you need? To complete the examples and hands-on exercises in this book, you need v2016 of Autodesk 3ds Max. To know more about 3ds Max, visit the following links: <http://www.autodesk.com/products/3ds-max/overview> If you are an educator or student, you can access free Autodesk software from the Autodesk Education Community. The Autodesk Education Community is an online resource with more than five million members that lets educators and students to download free Autodesk software. In addition, you can connect with millions of other digital artists to know about latest and greatest in the CG industry. What are the main features of the book? * Content written using 3ds Max 2016 in an easy to understand language * 43 Hands-on exercises to hone your skills * Detailed coverage of tools and features * Additional tips, guidance, and advice are provided * Important terms are in bold face so that you never miss them * Support for technical aspect of the book * Free textures, background design, and 3ds max files available for download from the accompanying website How This Book Is Structured? This book is divided into following units: Unit M1 - Introduction to 3ds Max - I Unit M2 - Introduction to 3ds Max - II Unit M3 - Working with Geometric Primitives and Architectural Objects Unit M4 - Working with Polygons Unit M5 - Graphite Modeling Tools Unit M6 - Working with Shapes Unit M7 - Modifiers Unit MH1- Hands-on Exercises [Modeling] Unit S1 - Material Editors Unit S2 - Standard Materials and Maps Unit S3 - Mental Ray and Autodesk Materials Unit SH1 - Hands-on Exercises [Shading - I] Unit SH2 - Hands-on Exercises [Shading - II] Unit SH3 - Hands-on Exercises [Shading - III] More info: bit.ly/modeling-texturing

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforcing skills as you learn them. Downloadable before-and-after project files let you to compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014 Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more Written by Autodesk Authorized Authors and is an Autodesk Official Press book Get firsthand experience with 3ds Max, as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam, with Autodesk 3ds Max 2014 Essentials.

Kelly L. Murdock's Autodesk 3ds Max 2021 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 3ds Max 2016

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Autodesk Authorized Publisher

Beginner's Guide to Create Models in 3ds Max 2016

Digital Sculpting with Mudbox

Step by step illustrated tutorials are supported by a focused commentary. The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and presentation. The book shows both - the entire flow of asset creation and granular methodology. This book will appeal to anyone interested in 3D modeling who wants to improve their speed modeling ability, particularly artists whose work is relevant to industries where hard surface modeling or model prototyping is required, such as games, films, or visualization.

A complete reference covering the newest version of 3ds Max software Autodesk 3ds Max is the popular 3D modeling, animation, rendering, and compositing software preferred by game developers and graphic

designers in film and television. This comprehensive reference not only introduces beginners to this pricey and complex software, but also serves as a reference for experienced users. Packed with expert advice from popular author Kelly Murdock, it begins with a Quick Start tutorial to get you up and running, then continues with more than 150 step-by-step tutorials, advanced coverage, and plenty of tips and timesavers. 3ds Max is professional modeling and animation software used in the film, television, and game development industries; this complete guide gets beginners started and teaches experienced users how to take advantage of the program's newest capabilities. Covers all the basics as well as advanced topics including crowd simulation, particle systems, rigid body dynamics, state sets, compositing, radiosity, network rendering, and MAXScript. Features more than 150 step-by-step tutorials and complete references detailing all primitives, modifiers, materials, maps, and controllers. Companion website includes examples from the book, unique models and textures that you can customize, before-and-after examples from the tutorials, and bonus Quick Starts from previous editions. Autodesk 3ds Max 2014 Bible is the one book you need to succeed with this all-new version of 3ds Max.

Note: This book is continued in "AutoCAD/AutoCAD LT 2017 (R1): Fundamentals - Metric: Part 2." The objective of "AutoCAD(r)/AutoCAD LT(r) 2017 (R1): Fundamentals" is to enable students to create a basic 2D drawing in the AutoCAD software. Part 1 (chapters 1 to 20) covers the essential core topics for working with the AutoCAD software. The teaching strategy is to start with a few basic tools that enable the student to create and edit a simple drawing, and then continue to develop those tools. More advanced tools are introduced throughout the student guide. Not every command or option is covered, because the intent is to show the most essential tools and concepts, such as: Understanding the AutoCAD workspace and user interface. Using basic drawing, editing, and viewing tools. Organizing drawing objects on layers. Inserting reusable symbols (blocks). Preparing a layout to be plotted. Adding text, hatching, and dimensions. Part 2 (chapters 21 to 32) continues with more sophisticated techniques that extend your mastery of the software. For example, here you go beyond the basic skill of inserting a block to learning how to create blocks, and beyond the basic skill of using a template to understand the process of setting up a template. You learn skills such as: Using more advanced editing and construction techniques. Adding parametric constraints to objects. Creating local and global blocks. Setting up layers, styles, and templates. Using advanced plotting and publishing options. The "AutoCAD(r)/AutoCAD LT(r) 2017 (R1): Fundamentals" student guide is designed for those using AutoCAD(r) or AutoCAD LT(r) 2017 with a Windows operating system. This student guide is not designed for the AutoCAD for Mac software. Prerequisites A working knowledge of basic design/drafting procedures and terminology. A working knowledge of your operating system.

Put Autodesk Revit Architecture 2016 to work for you with this real-world focused guide. Autodesk Revit Architecture 2016 Essentials helps you get acquainted and quickly become productive with the leading Building Information Modeling software. With a real-world focus and a tutorial-based approach, this invaluable guide features concise, straightforward explanations and hands-on exercises that walk you through the entire design process. Each chapter opens with a quick discussion of concepts and learning goals, and then briskly moves into step-by-step instruction illustrated by compelling full-color screen shots. This new edition includes expanded information on rendering and visualization, and a new discussion surrounding effective work sharing, details and annotations, drawing sets, and professional workflows. The companion website features additional tutorials, plus downloadable data sets that allow you to jump in at any point and compare your work to the pros. Revit Architecture 2016 is a powerful, sophisticated BIM application designed to boost productivity with automated documentation for every design and update. This guide takes you through the entire design process, and shows you how to get the most out of Revit every step of the way. Design walls, floors, roofs, ceilings, stairs, ramps, railings, and more. Work with families, groups, and phasing, and add color fills and rendering. Create compelling drawing sets with details and annotations. Learn the tips and tricks experts use to get the most out of Revit. Autodesk Revit Architecture 2016 Essentials gets you up to speed quickly, so you can win more bids and expedite the project approval process.

Unreal Engine 4 Game Development Essentials

Autodesk 3ds Max 2021: Modeling Essentials, 3rd Edition (in Full Color)

A Comprehensive Guide

How to Cheat in 3ds Max 2015

Autodesk 3ds Max 2016 - Modeling and Shading Essentials

Learn the leading civil engineering software, fast and in full color. If you need to learn the core features and functions of AutoCAD Civil 3D now, this is the book for you. AutoCAD Civil 3D Essentials uses full-color screenshots and tutorials based on real workflows to teach you the fundamentals of this industry-leading civil engineering software. Award-winning instructor Eric Chappell has been using and teaching Civil 3D since its first release, and his to-the-point explanations of crucial Civil 3D topics mean that you'll learn what you need to know quickly and efficiently. In each chapter, you will progress from guided tutorials to open-ended civil projects, and can download before and after project files to check your work or jump directly to the section of the book you need. AutoCAD Civil 3D Essentials will have you designing, implementing, and documenting civil engineering projects in no time. As an Autodesk Official Press book, AutoCAD Civil 3D Essentials is approved as a study guide for Civil 3D certification exams. The proven skills-based approach of this guide focuses on enabling you to fully leverage the capabilities of this powerful software. Here are a few of the skills you will learn as you work through this comprehensive book: Working with field survey data, point data, and stakeout data. Modeling terrain and boundaries using surfaces and parcels. Using profiles, alignments, corridors, and quantities. Creating construction documentation and project visualizations.

Autodesk 3ds Max 2016 Essentials John Wiley & Sons

Learn Linux, and take your career to the next level! Linux Essentials, 2nd Edition provides a solid foundation of knowledge for anyone considering a career in information technology, for anyone new to the Linux operating system, and for anyone who is preparing to sit for the Linux

Essentials Exam. Through this engaging resource, you can access key information in a learning-by-doing style. Hands-on tutorials and end-of-chapter exercises and review questions lead you in both learning and applying new information—information that will help you achieve your goals! With the experience provided in this compelling reference, you can sit down for the Linux Essentials Exam with confidence. An open source operating system, Linux is a UNIX-based platform that is freely updated by developers. The nature of its development means that Linux is a low-cost and secure alternative to other operating systems, and is used in many different IT environments. Passing the Linux Essentials Exam prepares you to apply your knowledge regarding this operating system within the workforce. Access lessons that are organized by task, allowing you to quickly identify the topics you are looking for and navigate the comprehensive information presented by the book Discover the basics of the Linux operating system, including distributions, types of open source applications, freeware, licensing, operations, navigation, and more Explore command functions, including navigating the command line, turning commands into scripts, and more Identify and create user types, users, and groups Linux Essentials, 2nd Edition is a critical resource for anyone starting a career in IT or anyone new to the Linux operating system.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Essential CG Lighting Techniques with 3ds Max

Essential Tools and Techniques for Artists

Autodesk Maya 2014 Essentials

3ds Max Speed Modeling for 3D Artists

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide

Digital sculpting is the use of tools to push, pull, smooth, grab, pinch or otherwise manipulate a digital object as if it were made of a real-life substance such as clay. Mudbox is the premier sculpting solution for digital artists, in that it allows them to naturally and easily sculpt detailed, organic characters and models in a way that feels like traditional sculpting. This book guides CG professionals through the process of creating amazing digital sculptures using the Mudbox arsenal of ground-breaking digital sculpting and 3D painting tools, and porting the models into their Maya or Max work. Artists will explore tried and true, traditional, sculpting techniques and learn to apply them to digital sculpting. A series of in-depth tutorials are included, each challenging them with progressively more complex models as they go on. Unique to this book are topics specific to fine art sculptors transitioning from traditional sculpting to digital sculpting. information found nowhere else for professional sculptors shows them how to successfully integrate digital sculpting into their workflow. Associated web site with: support files, models, materials, and textures for completing the tutorials in the book. Learn AutoCAD 2016 quickly and painlessly with this practical hands-on guide AutoCAD 2016 Essentials gets you up to speed quickly, with hands-on instruction on the program's core features and functions. This new edition provides more manufacturing and landscape examples, a stronger emphasis on skills rather than tools, starting and ending files for every exercise, and a more clearly defined layout that separates the step-by-step instructions from the "why" discussion. Based on the real-world task of designing a house, the hands-on exercises help you quickly develop confidence and become productive with the software as you master the major 2D functions and move into 3D modeling. From layout to presentation, this in-depth guide takes you through the entire design process, and provides downloadable data so you can compare your work to the pros. If you're preparing for AutoCAD certification, this book is the ideal study guide – and the only one officially endorsed by Autodesk. This book is your unique learning resource that

features concise, straightforward explanations and hands-on exercises. Each chapter opens with a quick discussion of concepts, and then briskly moves into an approachable, practical tutorial that helps you gain confidence in your new AutoCAD 2016 skills. Master the AutoCAD interface and basic 2D drawing skills Work with splines, polylines, hatch patterns, and gradients Organize objects with layers, groups, blocks, and cross-referencing Use constraints and layouts, print and export, model in 3D, and much more If you're a design professional, AutoCAD is need-to-know software. You have to be comfortable with it to be productive. AutoCAD 2016 Essentials gets you up and running quickly, with patient instruction and plenty of hands-on practice.

Learn time-saving techniques and tested production-ready tips for maximum speed and efficiency in creating professional-level architectural visualizations in 3ds Max. Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world. Get their experience and skills in this full-color book, which not only teaches more advanced features, but also demonstrates the practical applications of those features to get readers ready for a real production environment. Fully updated for the most recent version of 3ds Max.

Kelly L. Murdock's Autodesk 3ds Max 2020 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. What is Autodesk 3ds Max? Autodesk 3ds Max is a popular 3D modeling, animation, rendering, and compositing software widely used by game developers and graphic designers in the film and television industry. What you'll learn Discover all the new features and changes in 3ds Max 2020 Learn how to reference, select, clone, group, link and transform objects Explore 3D modeling and how to apply materials and textures Set impressive scenes with backgrounds, cameras and lighting Master smart techniques for rendering, compositing and animating Create characters, add special effects, and finish with dynamic animations such as hair and cloth Get comfortable with key tools such as Track View, Quicksilver, mental ray®, Space Warps, MassFX and more Who this book is for This comprehensive reference guide not only serves as a reference for experienced users, but it also easily introduces beginners to this complex software. Packed with expert advice from popular author Kelly Murdock, it begins with a getting started section to get you up and running, then continues with more than 150 step-by-step tutorials, in depth coverage of advanced features, and plenty of tips and timesavers along the way. Section Videos Each section of the book has a corresponding video. In each video author Kelly Murdock gives a brief overview of the contents of that section in the book, and covers some of the basics from the chapters within that section.

Mastering Autodesk Revit 2020

Autodesk 3ds Max 2016 Essentials

Autodesk 3ds Max 2014 Bible

Autodesk Official Press

Autodesk 3ds Max 2022 Fundamentals

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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 3ds Max 2019: 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 2019 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, 1 project, and 1 student 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 2019 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 Student Project Index Free Teaching and Learning Resources Technical support by contacting 'techsupport@cadcim.com'. Max files used in tutorials, exercises, and illustrations. Customizable PowerPoint presentations of all chapters*. Instructor Guide with solution to all review questions and instructions to create the models for exercises*. Additional learning resources at '<https://3dsmaxexperts.blogspot.com>' and 'youtube.com/cadcimtech'. (* For faculty only)

Certified by Autodesk, Darren Brooker's new edition teaches the production techniques behind real-world work. The tutorials take you from the fundamentals of lighting, right through to advanced techniques. Hands-on AutoCAD 2017 instruction for a real-world workflow AutoCAD 2017 and AutoCAD LT 2017 Essentials is the unique task-based tutorial designed for both students and the professional AutoCAD user. Concise, straightforward explanations and real-world, hands-on exercises provide an authoritative, easy-to-follow guide to the platform's core features and functions. Step-by-step tutorials are backed by full-color screenshots, and each chapter ends with an open-ended project to reinforce the chapter's lessons and provide a fully immersive learning experience. The companion website features downloadable before-and-after tutorial files, so you can jump in at any point and compare your work with the pros. This new edition has been fully updated to align with AutoCAD's newest features and capabilities, and features a more approachable, easy-to-read style based on instructor and reader feedback to help you get up to speed and quickly become productive with the software. AutoCAD is the leading design and drawing software, and an essential skill for designers, architects, and engineers. Whether you're new to the software, upgrading, or preparing for certification, this no-nonsense guide is your ideal resource for complete AutoCAD instruction. Master 2D drawing using splines, polylines, layers, and objects Add detail with hatching, gradients, text, and dimensions Convert your design into a 3D model for a walk-through tour Import, print, edit, and present your final design By following a real-world professional workflow throughout the learning process, you develop a highly relevant set of skills that easily transfer into real-world projects. This book walks you through the design of a house, emphasizing skills rather than tools to equip you with an array of solutions for any AutoCAD task. If you're serious about AutoCAD and ready to get down to work, AutoCAD 2017 and AutoCAD LT 2017 Essentials is the guide you need at your fingertips.

Autodesk 3ds Max 2019: A Comprehensive Guide, 19th Edition

For Intermediate Users

AutoCAD 2017 and AutoCAD LT 2017

Autodesk Revit Architecture 2016 Essentials

Beginner's Guide to Mental Ray and Autodesk Materials in 3ds Max 2016

Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

A guide to the latest version of 3ds max explains how to use the software to create a variety of animation, film effects, and games.

Blackmagic Design Fusion 7 Studio is one of the world's leading node-based compositing software. It is a powerful VFX production application. It comprises of flexible, precise, and powerful compositing tools. This software uses various techniques such as color-correction, 2D tracking, keying, masking, depth-based compositing, 3D compositing, and stereo 3D for compositing. This software has been used in many movies such as Avatar, 300, Terminator Salvation, Final

Destination II, and so on. Capability of using a wide range of techniques makes this software application an ideal platform for compositing and the first choice for compositors and visual effect artists. Blackmagic Design Fusion 7 Studio: A Tutorial Approach textbook has been written to enable the users to learn the techniques and enhance creativity required to create a composition. The textbook caters to the needs of compositors and visual effects artists. This textbook will help users learn how to create different effects such as of rain, snow, fireworks, smoke, and so on. Also, they will learn to composite 3D objects with 2D images, create moving water effect, track and stabilize a footage, create volume fog, and convert day scene to night scene. In totality, this book covers each and every concept of the software with the help of progressive examples and numerous illustrations.

Write your own MAXScript functions and utilities to automate repetitive tasks and create custom tools and UI elements. Beginning with an introduction to essential programming concepts, you learn the MAXScript basics that include cloning objects, MAX commands, toolbar access, picking scene nodes, picking points, and using the mousetrack command and painter interface. Real-world tutorial examples are provided throughout the book to demonstrate how to use the MAXScript techniques in your own production environment.

Photorealistic Visualization

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide

3ds Max MAXScript Essentials

Autodesk 3ds Max 2016 for Beginners

Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book. Learn how to combine lighting and rendering options to end-up with the most realistic final renders possible at a professional level. The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors and daytime and nighttime scenes. Learn how to save time without sacrificing the quality of your final renders with tips and tricks on rendering with Vray - the most accurate rendering application for 3ds Max. The companion CD includes all the project files that you need to recreate each of the projects presented within the book.

Essentials

Architectural Rendering with 3ds Max and V-Ray

Corona Renderer. The Complete Guide

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide

Get Spectacular Results Fast