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Autodesk 3ds Max 2016

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Sham Tickoo
 Purdue University Calumet, USA

Autodesk 3ds Max 2016 A Comprehensive Guide 16th Edition

Prof. Sham Tickoo



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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

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

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

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 **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 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

MAXON CINEMA 4D R19 Studio: A Tutorial Approach, 6th Edition Prof. Sham Tickoo, 2018-01-25 MAXON CINEMA 4D R19 Studio A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers animators and motion graphic designers The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19 Keeping in view the varied requirements of users the CINEMA 4D book first introduces

the basic features and then progresses to cover the advanced techniques such as MoGraph XPresso and 3D Compositing. Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step by step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Technical support by contacting techsupport_cadcim.com. Additional learning resources available at cinema4dexperts.blogspot.com. Table of Contents Chapter 1 Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing in 3D Objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Index

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