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Autodesk 3ds Max Design 2012: A Tutorial Approach

Revised & Updated Edition

Autodesk
Authorized Author

Sham Tickoo
Purdue University Calumet, USA

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Autodesk 3ds Max Design 2012 CAD/CIM Technologies, Sham Tickoo, 2011 **MAXON CINEMA 4D S24: A Tutorial Approach, 8th Edition** Prof. Sham Tickoo, 2021-10-29

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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

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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

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Comprehensive Guide, 5th Edition Prof. Sham Tickoo, 2019 Pixologic ZBrush 2018 A Comprehensive Guide covers all features of ZBrush 2018 which is a powerful modeling and sculpting software developed by Pixologic Inc and is used for developing highly detailed characters for movies games and digital design projects The book provides in depth details of the concepts and explains the usage and functions of the most commonly used tools of ZBrush In this edition new feature such as ZModeler NanoMesh and KeyShot renderer have been also been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index Autodesk Inventor Professional 2020 for Designers, 20th Edition Prof. Sham Tickoo, 2019 Autodesk Inventor Professional 2020 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2020 a feature based 3D parametric solid modeling software All environments of this solid modelling software are covered in this book with a thorough explanation of commands options and their applications to create real world products The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product Additionally the author emphasizes on the solid modelling techniques that will improve the

productivity and efficiency of the users After reading this book the users will be able to create solid parts sheet metal parts assemblies weldments drawing views with bill of materials presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping Also the users will learn the editing techniques that are essential for making a successful design Salient Features Comprehensive book consisting of 19 chapters organized in a pedagogical sequence Detailed explanation of all concepts techniques commands and tools of Autodesk Inventor Professional 2020 Tutorial approach to explain the concepts Step by step instructions that guide the users through the learning process More than 54 real world mechanical engineering designs as tutorials and projects Self Evaluation Test Review Questions and Exercises are given at the end of the chapters so that the users can assess their knowledge Technical support by contacting techsupport cadcim com Table of Contents Chapter 1 Introduction Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Constraints and Dimensions to Sketches Chapter 4 Editing Extruding and Revolving the Sketches Chapter 5 Other Sketching and Modeling Options Chapter 6 Advanced Modeling Tools I Chapter 7 Editing Features and Adding Automatic Dimensions to Sketches Chapter 8 Advanced Modeling Tools II Chapter 9 Assembly Modeling I Chapter 10 Assembly Modeling II Chapter 11 Working with Drawing Views I Chapter 12 Working with Drawing Views II Chapter 13 Presentation Module Chapter 14 Working with Sheet Metal Components Chapter 15 Introduction to Stress Analysis Chapter 16 Introduction to Weldments For free download Chapter 17 Miscellaneous Tools For free download Chapter 18 Working with Special Design Tools For free download Chapter 19 Introduction to Plastic Mold Design For free download Index

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