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Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index **Autodesk Maya 2019: A Comprehensive Guide, 11th Edition** Prof. Sham Tickoo, 2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics Index **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

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6 Creating an Electrical System Chapter 7 Creating Plumbing Systems Chapter 8 Creating Fire Protection Systems Chapter 9 Creating Construction Documents Chapter 10 Creating Families and Worksharing 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.

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