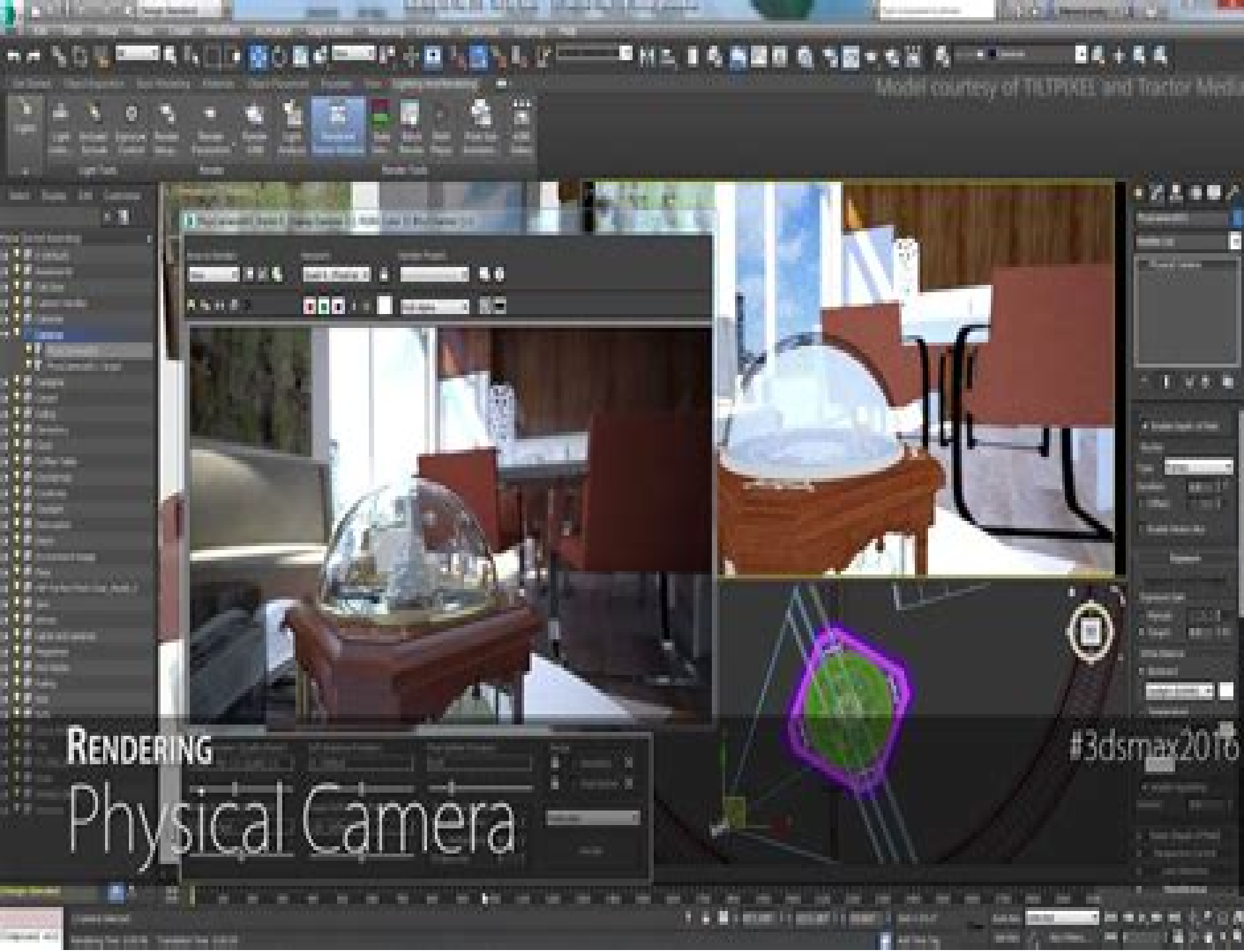




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Autodesk 3ds Max 2016 For Beginners A Tutorial Approach16th Edition

Prof. Sham Tickoo



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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 advanced 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

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SOLIDWORKS 2018: A Tutorial Approach, 4th Edition Prof. Sham Tickoo, 2018 SOLIDWORKS 2018 A Tutorial Approach introduces readers to SOLIDWORKS 2018 software one of the world's leading parametric solid modeling packages In this book the author has adopted a tutorial based approach to explain the fundamental concepts of SOLIDWORKS This book has been written with the tutorial point of view and the learn by doing theme to help the users easily understand the concepts covered in it The book consists of 12 chapters that are structured in a pedagogical sequence that makes the book very effective in learning the features and capabilities of the software The book covers a wide range of topics such as Sketching Part Modeling Assembly Modeling Drafting in SOLIDWORKS 2018 In addition this book covers the basics of Mold Design FEA and SOLIDWORKS

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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 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 *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

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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

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

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