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Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code

formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733
Mastering mental ray - Jennifer O'Connor 2010-07-01
Proven techniques for using mental ray effectively If you're a busy artist seeking high-end results for your 3D, design, or architecture renders using mental ray, this is the perfect book for you. It distills the highly technical nature of rendering into easy-to-follow steps and tutorials that you can apply immediately to your own projects. The book uses 3ds Max and 3ds Max Design to show the integration with mental ray, but users of any 3D or CAD software can learn valuable techniques for incorporating mental ray into their pipelines. Takes you under the hood of mental ray, a stand-alone or bundled product that is often used with 3D or CAD software in the creation of movies, games, architectural renders, and television Focuses on only the most pertinent tools and techniques for busy professionals who need to quickly apply them on the job Provides compelling, practical tutorials so you can start incorporating mental ray into your own production pipelines Includes a DVD with step-by-step videos to help drive home concepts and techniques Learn effective mental ray techniques with this great guide, then keep this practical book at your workstation for reference while you work! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.
Inside 3D Studio VIZ 3 - Jeremy Hubbell 2000
Accompanying CD-ROM contains: All the files needed to complete the exercises in the book -- 3rd-party programs: Paint Shop Pro 6.02 from JASC (timed trial version) -- Fireworks 3 from Macromedia (timed trial version) -- Ultimate MAX/VIZ Internet Guide by Applied-Ideas (searchable database of over 500 internet sites related to 3D Studio MAX and VIZ).
3ds Max Animation with Biped - Michele Bousquet 2006
Autodesk 3ds Max is the application of choice for professional animators working in game design and film effects because of its amazing set of character animation tools. But while the results these professionals achieve can be stunningly complex, animating characters with 3ds Max doesn't have to be hard. Its powerful Biped module, with pre-linked and realistically constrained skeletons and its suite of motion tools, dramatically speeds up the animation process. The easy-to-follow instructions in this book will have you animating your own characters in just a few hours.
Mastering Autodesk Revit 2020 - Robert Yori 2019-11-14
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.

BIM Handbook - Rafael Sacks 2018-07-03

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.

Algorithmic and Architectural Gaming Design:

Implementation and Development - Kumar, Ashok 2012-05-31

Video games represent a unique blend of programming, art, music, and unbridled creativity. To the general public, they are perhaps the most exciting computer applications ever undertaken. In the field of computer science, they have been the impetus for a continuous stream of innovations designed to provide gaming enthusiasts with the most realistic and enjoyable gaming experience possible. Algorithmic and Architectural Gaming Design: Implementation and Development discusses the most recent advances in the field of video game design, with particular emphasis on practical examples of game development, including design and implementation. The target audience of this book includes educators, students, practitioners, professionals, and researchers working in the area of video game design and development. Anyone actively developing video games will benefit from the practical application of fundamental computer science concepts demonstrated in this book.

Introducing 3ds Max 9 - Dariush Derakhshani 2011-01-11

Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Digit - 2007

Source SDK Game Development Essentials - Brett Bernier 2014-02-21

This book is written by a gamer, for a gamer to guide just about anything with Source SDK giving a firm grasp of all the tools it has to offer using step-by-step explanations. If you're a keen gamer who wants a bit more out of your favorite game and create your own modifications (mods) and levels with the Source engine, this book is great for you. No programming and Source SDK experience is required.

Joyce in the Belly of the Big Truck; Workbook - Joyce A. Cascio 2005-05

Farming Simulator Modding For Dummies - Jason van Gumster 2014-08-18

Learn the basics of 3D modeling for the popular Farming Simulator game Do you want to get started with creating your own vehicles, maps, landscapes, and tools that you can use in the game and share with the Farming Simulator community? Then this is the resource for you! With the help of Jason van Gumster, you'll get up and running on everything you need to master 3D modeling and simulation—and have fun while doing it! Inside, you'll find out how to create and edit maps, start using the material panel, customize your mods by adding texture, use the correct file-naming conventions, test your mod in single and multiplayer modes, get a grip on using Vehicle XML, and so much more. There's no denying that Farming Simulator players love modding—and now there's a trusted, friendly resource to help you take your modding skills to the next level and get even more out of your game. Written in plain English and packed with tons of step-by-step explanations, Farming Simulator Modding For Dummies is a great way to learn the ropes of 3D modeling with the tools available to you in the game. In no time, you'll be wowing your fellow gamers—and yourself—with custom, kick-butt mods. So what are you waiting for? Includes an easy-to-follow introduction to using the GIANTS 3D modeling tools Explains how to export models to Blender, Maya, 3DS Max, or FBX Provides tips for using the correct image format for textures Details how to use Photoshop and Audacity to create custom mods for Farming Simulator Whether you're one of the legions of rabid fans of the popular Farming Simulator game or just someone who wants to learn the basics of 3D modeling and animation, you'll find everything you need in this handy guide.

3D Animation for the Raw Beginner Using Maya - Roger King 2014-08-15

Each chapter of 3D Animation for the Raw Beginner Using Maya introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book: Describes the process for creating animated projects in a nonmathematical fashion Explains why—and not just how—to apply Maya techniques in the real world Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates 3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation.

Reverse Engineering - Wego Wang 2010-09-16

The process of reverse engineering has proven infinitely useful for analyzing Original Equipment Manufacturer (OEM) components to duplicate or repair them, or simply improve on their design. A guidebook to the rapid-fire changes in this area, Reverse Engineering: Technology of Reinvention introduces the fundamental principles, advanced methodologies, and other essential aspects of reverse engineering. The book's primary objective is twofold: to advance the technology of reinvention through reverse engineering and to improve the competitiveness of commercial parts in the aftermarket. Assembling and synergizing material from several different fields, this book prepares readers with the skills, knowledge, and abilities required to successfully apply reverse engineering in diverse fields ranging from aerospace, automotive, and medical device industries to academic research, accident investigation, and legal and forensic analyses. With this mission of preparation in mind, the author offers real-world examples to: Enrich readers' understanding of reverse engineering processes, empowering them with alternative options regarding part production Explain the latest technologies, practices, specifications, and regulations in reverse engineering Enable readers to judge if a "duplicated or repaired" part will meet the design functionality of the OEM part This book sets itself apart by covering seven key subjects: geometric measurement, part evaluation, materials identification,

manufacturing process verification, data analysis, system compatibility, and intelligent property protection. Helpful in making new, compatible products that are cheaper than others on the market, the author provides the tools to uncover or clarify features of commercial products that were either previously unknown, misunderstood, or not used in the most effective way.

American Book Publishing Record - 2003

The Future of Making - Tom Wujec 2017

Prepare yourself: How things are made is changing. The digital and physical are uniting, from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could; from 3D printing to materials with properties that literally stretch possibility; from objects that evolve to systems that police themselves. The results will radically change our world--and ourselves. The Future of Making illustrates these transformations, showcasing stories and images of people and ideas at the forefront of this radical wave of innovation. Designers, architects, builders, thought leaders--creators of all kinds--have contributed to this look at the materials, connections, and inventions that will define tomorrow. But this book doesn't just catalog the future; it lays down guidelines to follow, new rules for how things are created, that make it the ultimate handbook for anyone who wants to embrace the true future of making.

Half Life 2 Mods For Dummies - Erik Guilfoyle 2007-01-29

Modify gameplay, add textures, and integrate amazing effects Develop intense environments, then share your design with players online How cool would it be to build your own levels and customized weapons for Half-Life 2? This book will get you ready to mod so you can enjoy the ultimate gaming experience. You'll find out how to create your own maps, strategically place high-tech military equipment, and modify your levels for smoother play. All this on the bonus CD-ROM Samples from the book A video walk-through of your first mod Adobe(r) Photoshop(r) CS2 tryout version NormalMapGenerator and Compressorator by ATI Technologies, Inc. Packrat version 0.95 for Half-Life 2 and Adobe Photoshop Normal Map and DDS Authoring Plugins For details and complete system requirements, see the CD-ROM appendix. Discover how to Design maps and playing levels Load your creation into the game Expand your map with additions Include armor and weapons Distribute levels on the Web Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Mastering Autodesk Revit Architecture 2013 - Phil Read 2012-07-03

Learn BIM the Revit Way Revit is Autodesk's industry-leading Building Information Modeling (BIM) software, and this Autodesk Official Training Guide thoroughly covers core Revit topics such as modeling, massing, sustainability, and more. It also brings you up to speed on advanced techniques such as using Revit in the cloud and how to go direct to fabrication. Organized by real-world workflows, this book covers the interface, templates, worksharing, modeling and massing, visualization techniques for different industries, sustainability, roofs and floors, stairs and railings, documentation, and much more. This Autodesk Official Training Guide teaches you how to use the leading BIM software and also serves as a study aid for Autodesk's Certified Associate and Certified Professional exams Organized according to actual workflows, the book begins with an explanation of key BIM concepts, familiarizes you with the interface, and then moves into actual application Covers modeling and massing, the Family Editor, visualization techniques for various industries, documentation, annotation and detailing, and how to work with complex walls, roofs, floors, stairs, and railings Companion website features before-and-after tutorial files, so readers can jump in at any point Mastering Autodesk Revit Architecture helps you learn Revit in a context that makes real-world sense.

Mastering Autodesk Navisworks 2012 - Jason Dodds 2011-07-07

Design, communicate and collaborate with Navisworks Mastering Autodesk Navisworks shows you how to best use the amazing Navisworks software. This collaboration tool enables the consolidation of all files connected to a construction project?including file formats such as Revit, SketchUp, ArchiCAD, and others?into one 3D model that all participants can view, share, navigate, and use for visualization and simulation. With the ability to

support 60-plus file formats, Navisworks has an eager fan base seeking more information. Using step-by-step tutorials, real-world examples, and hands-on exercises, this thorough guide provides the complete guidance you need to master Navisworks. Introduces you to Navisworks using a workflow approach that mirrors how it is used on real projects from start to finish Explains how to import the 60+ supported file formats, navigate around the merged 3D model, document and annotate it, and coordinate schedules with TimeLiner Delves into the powerful clash detection tool, which warns you if a design will not work in the real world Covers advanced functions such as creating visualizations and using scripting tools Features step-by-step instruction, real-world examples, and downloadable before-and-after tutorial files Mastering Autodesk Navisworks is the ultimate reference on this exciting collaboration and design review software.

Game Coding Complete - Mike McShaffry 2005

Game Coding Complete, Second Edition is the essential hands-on guide to developing commercial quality games written by master game programmer, Mike McShaffry. This must-have second edition has been expanded from the bestselling first edition to include the absolute latest in exciting new techniques in game interface design programming, game audio programming, game scripting, 3D programming, network game programming and gam engine technology. All of the code in the book has been completely updated to work with all of the latest compiler technology.

Mastering Autodesk 3ds Max 2013 - Jeffrey Harper 2012-08-30

Get professional training in 3ds Max from this Autodesk Official Training Guide Extremely popular with video game designers as well as architects, 3ds Max offers integrated 3D modeling, animation, rendering, and compositing tools designed to streamline production. If you already have a working knowledge of 3ds Max basics, this official guide will take your skills to the next level. Detailed tutorials cover all the latest features of 3ds Max. From modeling, texturing, animation, and architectural visualization to high-level techniques for film, television, games, and more, this book provides professional-level instruction on 3ds Max. Those who are proficient in 3ds Max basics can take their 3D animation skills to the next level with this Autodesk Official Training Guide Offers industry-level training, with diverse tutorials that showcase techniques used in actual animations for games, film, TV, and architectural visualization Covers modeling, texturing, animation, visual effects, and high-level techniques as well as all the latest features of 3ds Max Also recommended as a preparation guide to Autodesk's 3ds Max Associate and Professional exams Mastering Autodesk 3ds Max will help intermediate to advanced 3ds Max users develop and sharpen their skills in this popular animation and effects software.

Character Rigging and Advanced Animation - Purushothaman Raju 2019-09-24

Gain a thorough understanding of animation and character rigging using Autodesk 3ds Max to create realistic character animations. This book is split into three modules that are subsequently divided into chapters. The first module is the foundation module: in this module you'll cover, among other topics, the 12 cardinal principles of animation with reference to classic real-world examples and famous movies/animation shots. Using these, the further chapters explore using key frames and graph editors to obtain fluid motion in your animations. Practical examples are used to better explain which feature suits a particular scenario. The second module, called the backbone module, introduces you to deformation tools and their use for character animation. Further chapters cover driven animations, constraints posed by bones, bipeds, and the CAT tools available in 3ds Max 2019. The final module, the lifeline module, encourages you to bring your character to life by applying principles learnt in the previous modules. Here you will be guided on how to retarget animations from one character to other characters or rigs. On completing Character Rigging and Advance Animation, you will be able to create character rigs for bipeds and quadrupeds with ease, animating them with life-like motion. What You Will Learn Understand the 12 principles of animation Set up an animation-ready character rig from scratch Master the deformation tools available for animation Who This Book Is For Readers who are familiar

with 3ds Max at a basic level and are looking at getting into character rigging and animation.

3DS Max 4 Fundamentals - Ted Boardman 2001

Back to Earth is the powerful, personal journey of a man in his middle years who senses that he has drifted away from the ideals of his youth and who must now search for coherence, belief, and a renewed spirituality following the breakup of his marriage and family. Living alone in a cabin in the woods, Temple searches his past and tells tales of experiences backpacking in the American wilderness. His reflections focus on the spiritual and redemptive qualities of nature, the American character, and the dilemmas of the split between matter and spirit, body and soul, God and creation. As an "earnest pilgrim with a short attention span", Temple's story chronicles his journey from an intimacy with the earth to an alienation from it, and the need of all humans to find a redemptive reunion.

Unreal Game Development - Ashish Amresh 2010-08-03

Using Unreal Engine 3, the authors teach aspiring game makers the fundamentals of designing a computer game. The only prerequisite is a basic working knowledge of computers and a desire to build an original game. To get the most out of the book, the authors recommend gathering up some friends and working through the book together as a team and with time limits, mimicking the key elements of real world commercial game development. This book mirrors the curriculum used at CampGame, a six week summer program organized for high school students at The New York University and Arizona State University that has been running successfully for over five years. Students enter with no prior knowledge of game making whatsoever, and through the course of six intensive weeks, they finish as teams of budding game developers who have already completed fully functional games with their own designs, code, and art. Unreal® is a registered trademark of Epic Games, Inc. Copyright in the Unreal Development Kit, Unreal Tournament, and Unreal Engine 3 is owned by Epic Games. Content of those programs included in screen shots in this book is copyrighted by Epic Games and used with the permission of Epic Games.

3D Photorealistic Rendering - Jamie Cardoso 2017-05-08
Increase the photorealism of your 3d visualizations with enhanced toolsets of V-ray in 3ds Max. Full-color, step-by-step tutorials about techniques involved in creating photorealistic renders for interior/exterior scenes. Each tutorial includes a 3d project scene to guide you through, production and post-production. The production chapter shows how to create shaders, fine-tune textures and set up a day/night lighting rig. You will be rendering high-res images with render elements included for the final stage of post-production. The book also includes tips about, pre-production, camera settings, verified views, material editors, shaders, 3ds max scripts, and much more! Key Features This book deals with real world scenes and delivers up to date design direction. This book has professional supporting files ready for the reader to open and explore. This book highlights the processes of making your own content that not only gives images your personal touch, but also through the online content that will be made available for this title. Includes some coverage of V-Ray. Focuses in depth on separate issues surrounding interior, exterior and product design, which vary wildly.

Programming Linux Games - Loki Software, Inc 2001

Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Autodesk 3ds Max 2019: A Comprehensive Guide, 19th Edition - Prof. Sham Tickoo 2018-07-19

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)

AutoCAD 2012 and AutoCAD LT 2012 Essentials - Scott Onstott 2011-05-09

Learn the Essentials on Autodesk's powerhouse architectural software The new Essentials series from Sybex helps you quickly learn and use Autodesk software. This beautiful, task-based, full-color Autodesk Official Training Guide thoroughly covers the fundamentals of AutoCAD and AutoCAD LT. Readers learn how to draw in 2D, shape complex curves, manage objects with layers, organize with blocks and groups, add dimensions and annotation, work with layouts, plot and print, model in 3D, create realistic renderings, and much more. This four-color Essentials book features real-world tutorials, downloadable before-and-after exercise files, and additional suggested exercises. This book is recommended as a Certification Preparation study guide resource for the AutoCAD Associate and Professional exams. Covers AutoCAD 2012 and AutoCAD LT 2012 fundamentals, so you become quickly productive with the software Prepares you for the AutoCAD 2012 Associate and Professional certification exam Uses straightforward explanations and real-world, hands-on exercises and tutorials to teach the software's core features and functions Helps you develop the skills you'll need throughout a production pipeline, whether you're a beginner or a more experienced user brushing up on the basics If you want to learn AutoCAD essentials, AutoCAD 2012 and AutoCAD LT 2012 Essentials is the place to start.

Essential Skills for 3D Modeling, Rendering, and Animation - Nicholas Bernhardt Zeman 2014-11-06

The Key to Fully Understanding the Basics of a 3D World Prominently used in games, movies, and on television, 3D graphics are tools of creation used to enhance how material and light come together to manipulate objects in 3D space. A game-changer written for the non-technical mind, Essential Skills for 3D Modeling, Rendering, and Animation examines the complexities of 3D computer-generated art, and outlines the basics of how things work and are used in 3D. This text describes the three cornerstones of 3D-modeling, rendering, and animation; focuses on common elements; and provides a full understanding of the foundational concepts involved. Detailing the skills and knowledge needed to become an accomplished 3D artist, it includes step-by-step instruction with ample examples, and allows absolute beginners to move at their own pace. Master Anything You Are Tasked to Model The author incorporates historical information-presenting a contextual understanding of the various techniques and

methodologies in their historical place. Each chapter builds on the fundamentals of 3D computer graphics and augments skills based on the concepts, enabling the student to learn both theory and application simultaneously. The book highlights two basic geometry types, polygons and NURBS surfaces, showing the student basic modeling techniques with both. While more techniques are available, an artist can cover any model by grasping these basic techniques. Supplies examples that are specifically taken from Autodesk Maya Contains exercises that are meant to be used in conjunction with the training videos on the website Includes a documented history of computer graphics Essential Skills for 3D Modeling, Rendering, and Animation offers a fundamental understanding of the mechanics of 3D graphics to modelers, animators, texture artists, render artists, game developers, and production artists, as well as educators teaching an undergrad or tech course in 3D animation.

Game Programming in C++ - Erik Yuzwa 2006

Written for hobbyists, beginning developers, and students, the text includes exercises to build a complete 3D asteroid game. A variety of tools are used throughout, including VisualStudio.NET and DirectX, Paintshop Pro*, 3ds Max(, and the Panda XFile exporter tool.

Inside 3D Studio MAX 3 - Jeffrey Abouaf 1999

This complete reference--with solutions-oriented tutorials and inside reference information--works with its two companion titles: "Inside 3D Studio Max 3: Modeling, Materials, and Rendering" and "Inside 3D Studio Max 3 Animation" to provide the most comprehensive coverage for serious users. The CD includes all tutorial files, all MAX files associated with the case studies, texture maps, and 3D models from REM Infografica.

Forthcoming Books - Rose Arny 2003

Edgeloop Character Modeling For 3D Professionals Only -

Kelly L. Murdock 2006-09-12

Learn the secrets for breathing life into your characters with this guide to edgeloop modeling, and create a character with personality, realistic form, and natural motion.

3ds Max 2018 - Getting Started with Standard Materials and Lights - Ravi Conor 2017-08-30

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

Computer Arts - 2004

Fundamentals of Multimedia - Ze-Nian Li 2014-04-09

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

3ds Max 2011 Bible - Kelly L. Murdock 2010-07-06

Updated version of the bestselling 3ds Max book on the market Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to the bestselling 3ds Max book on the market continues to be the most comprehensive reference on this highly complex application. Packed with expert advice, timesaving tips, and more than 150 step-by-step tutorials 16-page color insert highlights the work of some of today's most cutting-edge 3D artists Includes a companion DVD with a searchable, full-color version of the 3ds Max Bible, as well as customizable models and textures The only comprehensive reference-tutorial on 3ds Max, it's no wonder the 3ds Max Bible is the bestselling 3ds Max book in the world and a favorite of both amateur and professional animators. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Books in Print - 1977

Inside 3D Studio Max - Steven D. Elliott 1996

Inside 3D Studio has consistently been the bestselling 3D Studio book on the market since it was first published in March 1994. Readers will learn about 3D Studio MAX from the #1 authority, Phillip Miller, product director for 3D Studio MAX at Autodesk. The book is a complete tutorial and production guide to creating professional-quality 3D animations with MAX. The CD-ROM includes meshes, texture maps, graphics file format conversion utilities and more.

Architectural Rendering with 3ds Max and V-Ray - Markus Kuhlo 2013-03-20

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.