

Autodesk 3ds Max Tutorial Beginner

Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition

Prof. Sham Tickoo 2017-08-01 Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world based 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, Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5:

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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

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Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach, 19th Edition
 Prof. Sham Tickoo 2019 Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. Salient Features: Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2019 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor:

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Exploring Oracle Primavera P6 Professional 18, 3rd Edition Prof. Sham Tickoo 2019 Exploring Oracle Primavera P6 Professional 18 book explains the concepts and principles of project management through practical examples, tutorials, and exercises. This enables the users to harness the power of managing projects with Oracle Primavera P6 for their specific use. In this book, the author emphasizes on planning, managing and controlling the projects, assigning resources and roles to a project, and producing schedule and resources reports and graphics. This book is specially meant for professionals and students in engineering, project management and allied fields in the building industry. Salient Features: Detailed explanation of Oracle Primavera concepts. Real-world projects given as tutorials. Tips and Notes throughout the book. 264 pages of illustrated text. Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters Table of Contents: Chapter 1: Getting Started with Primavera P6 Professional 18 Chapter 2: Creating Projects Chapter 3: Defining Calendars and Work Breakdown Structure Chapter 4: Working with Activities and Establishing Relationships Chapter 5: Defining Resources and Roles Chapter 6: Risks and Issues, and Setting Baselines Chapter 7: Project Expenses and Tracking Progress of Project Chapter 8: Printing Layouts and Reports Index

Autodesk 3ds Max 2024 Basics Guide Kelly Murdock 2023-07 • Takes a beginner-friendly approach that assumes no prior knowledge of Autodesk 3ds Max • Uses clear, easy-to-follow tutorials with accompanying video instruction to enhance your learning experience • Detailed lessons progress from basic functions to advanced techniques • Real-world examples help you apply your skills in a professional setting • Includes

coverage of the newest features and improvements to Autodesk 3ds Max 2024 Discover the world of 3D Modeling and animation with Autodesk 3ds Max 2024 Basics Guide, a comprehensive and user-friendly guide designed for beginners and professionals alike. Authored by renowned 3D artist Kelly L. Murdock, this essential handbook incorporates an array of easy-to-follow tutorials, covering everything from interface navigation to advanced lighting techniques. Whether you're a complete novice or a seasoned professional looking to expand your skills, this guide will help you develop the knowledge and confidence necessary to create stunning 3D models, animations, and renderings. With meticulously organized chapters, each focusing on a specific skill set, you'll be smoothly guided through the entire process, from exploring the interface to simulating physics-based motion and working with hair and cloth. Autodesk 3ds Max 2024 Basics Guide begins by introducing you to the user interface and scene navigation, then delves into object manipulation, 3D asset modeling, material application, camera and lighting techniques, rendering, animation, character creation, special effects, and dynamic animation systems. As both a beginner's guide and a reference for experienced users, this invaluable resource offers expert advice from popular author Kelly Murdock. The book begins with a 'getting started' section for instant immersion, and contains countless tips and timesavers throughout. Learn how to harness the power of Autodesk 3ds Max, one of the most popular 3D modeling, animation, rendering, and compositing softwares used by game developers and graphic designers in the film and television industry. Unlock your creative potential and start creating breathtaking 3D animations with the Autodesk 3ds Max 2024 Basics Guide.

Autodesk 3ds Max 2017 for Beginners Prof Sham Tickoo Purdue Univ 2016-07-13 Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have

made the job of design visualization specialists easier. Autodesk 3ds Max 2017 for Beginners: A Tutorial Approach is a tutorial-based textbook that introduces the readers to the basic features of 3ds Max 2017 created on real world model through tutorials. The textbook caters to the needs of both the novice and the advanced users of the software. This textbook will help you unleash your creativity and help you create simple and complete 3D models and animations. The textbook will help the learners transform their imagination into reality with ease.

Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach, 20th Edition
Prof. Sham Tickoo 2020-01-21 Autodesk 3ds Max 2020 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2020 such as modeling, texturing, lighting, animation, and rendering in an effective and simple manner. In this edition, the readers will also learn about arnold materials, lights, and rendering. Also, some new and enhanced features of 3ds Max 2020 such as Chamfer Modifier and OSL map are covered in this edition. Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. Self-Evaluation test, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students.
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 Design Project Project 5: Creating a Computer Center Index Free
 Teaching and Learning Resources: CAD/CIM Technologies provides the
 following free teaching and learning resources with this book: Technical
 support by contacting 'techsupport@cadcim.com' Max files used in
 tutorials Instructor Guide with solution to all review questions and
 instructions to create the models for exercises (For faculty only).
 Additional learning resources at '3dsmaxexperts.blogspot.com' and
 'youtube.com/cadcimtech' We also provide video courses on Autodesk
 3ds Max. To enroll, please visit the CAD/CIM website using the following
 link: <https://www.cadcim.com/video-courses>

Creo Parametric 5.0 for Designers, 5th Edition Prof. Sham Tickoo
 2018 Creo Parametric 5.0 for Designers book is written to help the
 readers effectively use the modeling and assembly tools by utilizing the
 parametric approach of Creo Parametric 5.0 effectively. This book
 provides a detailed description of the tools that are commonly used in
 modeling, assembly, sheetmetal as well as in mold design. This book also
 covers the latest surfacing techniques like Freestyle and Style with the
 help of relevant examples and illustrations. The Creo Parametric 5.0 for
 Designers book further elaborates on the procedure of generating the
 drawings of a model or assembly, which are used for documentation of a
 model or assembly. Also, it includes the concepts of geometric
 dimensioning and tolerancing. The examples and tutorials used in this
 book ensure that the users can relate the knowledge gained through this
 book with the actual mechanical industry designs. Every chapter begins
 with a tool section that provides a brief information of the Creo
 Parametric tools. This approach allows the user to use this book initially
 as a learning tool and then as a reference material. Salient Features
 Consists of 17 chapters that are organized in a pedagogical sequence.
 Comprehensive coverage of Creo Parametric 5.0 concepts and
 techniques. Tutorial approach to explain the concepts of Creo Parametric
 5.0. Detailed explanation of all commands and tools. Summarized content

on the first page of the topics that are covered in the chapter. 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, 40 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 the chapters to help
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 Chapter 15: Surface Modeling (For free download) Chapter 16:
 Introduction to Mold Design (For free download) Chapter 17: Concepts of
 Geometric Dimensioning and Tolerancing (For free download) Index
Blender 2.79 for Digital Artists Prof. Sham Tickoo 2018 Blender 2.79 for
 Digital Artists book covers major features of Blender 2.79 in a simple,
 lucid, and comprehensive manner. Keeping in view the varied
 requirements of the users, the book introduces the basic features of
 Blender 2.79 and then gradually progresses to cover the advanced
 features. This book will help you unleash your creativity, thus helping
 you create stunning 3D models. The book will help the learners
 transform their imagination into reality with ease. Also, it takes the users
 through progressive tutorials, numerous illustrations, and ample
 exercises. Salient Features Consists of 11 chapters that are organized in
 a pedagogical sequence covering various aspects of modeling, sculpting,
 texturing, lighting, rigging, animation, rigid body dynamics, and particle
 system. 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 Blender Interface Chapter 2: Working with Mesh Primitives Chapter 3: Working with Curve Primitives Chapter 4: Working with Modifiers Chapter 5: Digital Sculpting Techniques Chapter 6: Working with Materials - I Chapter 7: Working with Materials - II Chapter 8: Lights and Cameras Chapter 9: Basics of Rigging and Animation Chapter 10: Rigid Body Dynamics Chapter 11: Working with Particles Index

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 3ds Max 2025 Basics Guide Kelly Murdock 2024-07 • Takes a beginner-friendly approach that assumes no prior knowledge of Autodesk 3ds Max • Uses clear, easy-to-follow tutorials with accompanying video instruction to enhance your learning experience • Detailed lessons progress from basic functions to advanced techniques • Real-world examples help you apply your skills in a professional setting • Includes coverage of the newest features and improvements to Autodesk 3ds Max 2025 Discover the world of 3D Modeling and animation with Autodesk 3ds Max 2025 Basics Guide, a comprehensive and user-friendly guide designed for beginners and professionals alike. Authored by renowned 3D artist Kelly L. Murdock, this essential handbook incorporates an array of easy-to-follow tutorials, covering everything from interface navigation to advanced lighting techniques. Whether you're a complete novice or a seasoned professional looking to expand your skills, this guide will help you develop the knowledge and confidence necessary to create stunning 3D models, animations, and renderings. With meticulously organized chapters, each focusing on a specific skill set, you'll be smoothly guided through the entire process, from exploring the interface to simulating physics-based motion and working with hair and cloth. Autodesk 3ds Max 2025 Basics Guide begins by introducing you to the user interface and scene navigation, then delves into object manipulation, 3D asset modeling, material application, camera and lighting techniques, rendering, animation, character creation, special effects, and dynamic animation systems. As both a beginner's guide and a reference for experienced users, this invaluable resource offers expert advice from popular author Kelly Murdock. The book begins with a 'getting started' section for instant immersion, and

contains countless tips and timesavers throughout. Learn how to harness the power of Autodesk 3ds Max, one of the most popular 3D modeling, animation, rendering, and compositing softwares used by game developers and graphic designers in the film and television industry. Unlock your creative potential and start creating breathtaking 3D animations with the Autodesk 3ds Max 2025 Basics Guide. What You'll Learn • Get started navigating the user interface, Viewports and working with files • Explore 3D modeling and how to apply materials and textures • Learn how to reference, select, clone, group, link and transform objects • Set impressive scenes with backgrounds, cameras and lighting • Master intelligent techniques for rendering, compositing and animating • Create characters, add special effects, and finish with dynamic animations such as hair and cloth • Get comfortable with key tools such as Track View, Arnold, Quicksilver, Space Warps and more • Discover all the new features and changes in 3ds Max 2025 Training Videos The text is complemented by an expansive collection of video tutorials. Every chapter comes with a series of matching video presentations that act as a live counterpart to the written lessons. These presentations provide you with a firsthand view of the topics, capturing the subtle nuances that words alone might miss.

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
Autodesk 3ds Max 2023 for Beginners: A Tutorial Approach, 23rd Edition Prof. Sham Tickoo 2023-04-23 Autodesk 3ds Max 2023 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2023 such as modeling, texturing, lighting, Animation, and Arnold rendering in an effective and simple manner. This book will help readers unleash their creativity and help them create simple 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real-world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, 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 tests,

Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. A student project has been given at the end of this book to test and enhance the skills of students.

Download Resources Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2023 (Enhanced) Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9: Material Editor - Texture Maps - II Chapter 10: Material Editor: Controlling Texture 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: Arnold Materials, Lights, and 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

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

Autodesk 3ds Max 2016 for Beginners Prof Sham Tickoo Purdue Univ 2015-08-09 Get up to speed quickly with this compelling guide to Autodesk 3ds Max. With its real-world, hands-on exercises, 'Autodesk 3ds Max 2016 for Beginners' helps new users learn the fundamentals of Autodesk 3ds Max quickly become productive.

AUTODESK 3DS MAX 2018 FOR BEGINNERS SHAM. TICKOO 2017 *Autodesk 3ds Max 2024 for Beginners: A Tutorial Approach, 24th Edition* Prof. Sham Tickoo 2024-02-02 Autodesk 3ds Max 2024 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the features of 3ds Max 2024 such as modeling, texturing, lighting, Animation, and Arnold rendering in an effective and simple manner. This book will help readers unleash their creativity and help them create simple 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, 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, Review Questions, and exercises are given at the end of each chapter so that the users can assess their knowledge. Student project has been

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AUTODESK 3DS MAX 2021 FOR BEGINNERS TICKOO. SHAM 2020
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
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 each chapter to help the users assess their knowledge. Table of Contents
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 Tools-II Chapter 8: Assembly Modeling-I Chapter 9: Assembly Modeling-
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 Chapter 12: Generating, Editing, and Dimensioning the Drawing Views
 Chapter 13: Synchronous Modeling Chapter 14: Sheet Metal Design
 Chapter 15: Introduction to Injection Mold Design (For Free Download)
 Chapter 16: Concepts of Geometric Dimensioning and Tolerancing (For
 Free Download) Index

Autodesk 3ds Max 2026 Basics Guide Kelly L. Murdock 2025-07 • Takes
 a beginner-friendly approach that assumes no prior knowledge of
 Autodesk 3ds Max • Uses clear, easy-to-follow tutorials with
 accompanying video instruction to enhance your learning experience •
 Detailed lessons progress from basic functions to advanced techniques •
 Real-world examples help you apply your skills in a professional setting •
 Includes coverage of the newest features and improvements to Autodesk
 3ds Max 2026 Discover the world of 3D Modeling and animation with
 Autodesk 3ds Max 2026 Basics Guide, a comprehensive and user-friendly

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- Master intelligent techniques for rendering, compositing and animating
- Create characters, add special effects, and finish with dynamic animations such as hair and cloth
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