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Sari,Irwandi,Robbi Rahim**

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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 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 [Autodesk Maya 2018: A Comprehensive Guide, 10th Edition](#) Prof. Sham Tickoo, 2017-08-29

Welcome to the world of Autodesk Maya 2018 Autodesk Maya 2018 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 2018 have made the job of design visualization specialists a lot easier Autodesk Maya 2018 A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists and designers This 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 2018 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 2018 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 2018 concepts and 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 Additional learning resources at mayaexperts.blogspot.com Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling

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Technology Literacy Engineering Law Economy Education and Religion The participants came from various universities and
practitioners with a total of 140 papers that were published in a proceedings It is expected that this proceedings will bring
contribution and insight resulting in new knowledge inspirations and collaborations We are very grateful for their
participation We hope to meet you again in the next edition BIC VII or BICoSecH VII *MAXON CINEMA 4D S24: A Tutorial
Approach, 8th Edition* Prof. Sham Tickoo,2021-10-29 MAXON CINEMA 4D S24 A Tutorial Approach is a tutorial based book
and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers animators and designers The book caters to the
needs of both the novice and the advance users of MAXON CINEMA 4D S24 Keeping in view the varied requirements of
users the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques
In this book three projects based on the tools and concepts covered in the book have been added to enhance the knowledge
of users The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset
Browser and the new placement tools in depth Salient Features Consists of 13 Chapters and 3 Projects that are organized in
a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation The
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Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Project 3 Creating an Exterior
Scene Index *Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition* Prof. Sham Tickoo,2017-08-29 Autodesk 3ds
Max 2018 A Comprehensive Guide 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 2018 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 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 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

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Ning Wang,Genaro Rebolledo-Mendez,Vania Dimitrova,Noboru Matsuda,Olga C. Santos,2023-06-29 This volume constitutes poster papers and late breaking results presented during the 24th International Conference on Artificial Intelligence in Education AIED 2023 Tokyo Japan July 3 7 2023 The 65 poster papers presented were carefully reviewed and selected from 311 submissions This set of posters was complemented with the other poster contributions submitted for the Poster and Late Breaking results track of the AIED 2023 conference

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

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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 Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 Chapter 2 Primitive Objects I Enhanced Chapter 3 Primitive Objects II Enhanced Chapter 4 Working with Splines I Enhanced 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 Enhanced Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Enhanced Chapter 15 Complex Animation Enhanced Chapter 16 Arnold Materials Lights and Rendering New 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 Free Teaching and Learning Resources CADCIM Technologies provides the following free teaching and learning resources with this book Technical support by contacting

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