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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

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Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center

Index **Ubuntu Tutorials - Herong's Tutorial Examples** Herong Yang,2025-12-01 This book is a collection of notes and sample codes written by the author while he was learning Ubuntu systems Topics include using GNOME desktop for graphical applications using shell for command line tools managing processes and memory managing files and directories using APT Advanced Package Tool managing network connections using wget and curl commands SSH Server configuration and client tools administrative tasks moving home directory migrating users Updated in 2025 Version v1.25 with memory management tutorials For latest updates and free sample chapters visit <https://www.herongyang.com/Ubuntu>

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 Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 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 NURBS Modeling Chapter 11 Compound Objects Chapter 12 Modifiers Chapter 13 Lights and Cameras Chapter 14 Animation Basics Chapter 15 Systems Hierarchy and Kinematics Chapter 16 Rigid Body Dynamics and Helpers Chapter 17 Particle Systems and Space Warps I For free download Chapter 18 Particle Systems and Space Warps II For free download Project 1 Creating a Diner Index **Electronic Commerce** Efraim Turban,David King,Jae Kyu Lee,Ting-Peng Liang,Deborah C. Turban,2015-01-29 Throughout the book theoretical foundations necessary for

understanding Electronic Commerce EC are presented ranging from consumer behavior to the economic theory of competition Furthermore this book presents the most current topics relating to EC as described by a diversified team of experts in a variety of fields including a senior vice president of an e commerce related company The authors provide website resources numerous exercises and extensive references to supplement the theoretical presentations At the end of each chapter a list of online resources with links to the websites is also provided Additionally extensive vivid examples from large corporations small businesses from different industries and services governments and nonprofit agencies from all over the world make concepts come alive in Electronic Commerce These examples which were collected by both academicians and practitioners show the reader the capabilities of EC its cost and justification and the innovative ways corporations are using EC in their operations In this edition previous editions published by Pearson Prentice Hall the authors bring forth the latest trends in e commerce including social businesses social networking social collaboration innovations and mobility

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 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 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 **How to Teach** Beverley E. Crane,2013-11-26
Designed for any librarian who needs to teach either one person at a time or an entire class How to Teach A Practical Guide for Librarians is a standalone guide to becoming proficient in teaching users how to access evaluate and use information This book is designed for all librarians and library staff who teach as part of their role and is useful to library school students new to teaching *Cloning Internet Applications with Ruby* Chang Sau Sheong,2010-08-17 This is a hands on book with plenty of well explained code Each chapter has a standalone project in which a complete web application with specific features of a social networking site is emphasized The final chapter of the book is a project that has a complete and fully developed social networking site Each chapter begins with a brief description of the features of the Internet service and the market it is within After extracting the main features of the service the chapter goes into explaining how a clone of the service can be designed followed by a short description of the technologies and platforms being used The bulk of the chapter goes into describing how the clone is built with step by step explanations and code examples Finally the chapter shows how the finished clone can be deployed on the Internet This book is written for web application programmers with an intermediate knowledge of Ruby You should also know how web applications work and you have used at least some of the cloned Internet services before If you are trying to find out exactly how can you make your very own customized applications such as TinyURL Twitter Flickr or Facebook this book is for you Programmers who want to include features of these Internet services into their own web applications will also find this book interesting **Social Commerce** Efraim Turban,Judy Strauss,Linda Lai,2015-11-17 This is a multidisciplinary textbook on social commerce by leading authors of e commerce and e marketing textbooks with contributions by several industry experts It is effectively the first true textbook on this topic and can be used in one of the following ways Textbook for a standalone elective course at the undergraduate or graduate levels including MBA and executive MBA programs Supplementary text in marketing management or Information Systems disciplines Training courses in industry Support resources for researchers and practitioners in the fields of marketing management and information management The book examines the latest trends in e commerce including social businesses social networking social collaboration innovations and mobility Individual chapters cover tools and platforms for social commerce supporting theories and concepts marketing communications customer engagement and metrics social shopping social customer service and CRM contents the social enterprise innovative applications strategy and performance management and implementing social commerce systems Each chapter also includes a real world example as an opening case application cases and examples exhibits a chapter summary review questions and end of chapter exercises The book also includes a glossary and key terms as well as supplementary materials that include PowerPoint lecture notes an Instructor s Manual a test bank and five online tutorials **Vanity Fair** ,2013 **The New Color Work** Margaret Holzmann,2026-01-06 Transform your knitting projects

with a fresh approach to color work 26 stunning geometric blanket patterns that come to life using a simple pick up and knit technique From the successful Geometric Knit Blankets author these new designs showcase Holzmann s signature style while introducing an accessible approach to color work that will enhance your knitting practice Whether you re looking to create a statement piece for your home or a treasured gift these blankets combine mathematical precision with artistic vision for striking results Let these mesmerizing patterns guide you through a new knitting adventure Each project unfolds naturally as you watch the geometric designs emerge one section at a time into a hand knitted masterpiece you ll be proud to display 26 complex knit patterns for blankets No stranded colorwork or intarsia Appropriate for advanced knitters looking for new techniques Each pattern includes many charts for each section color charts written instructions and full color finished pieces Progressive color building techniques keep you from getting bored with one color over overwhelmed with information

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