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# **Autodesk 3ds Max Design 2015** **A Tutorial Approach**

**Revised & Updated Edition**

**Sham Tickoo**  
Purdue University Calumet, USA



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**Sham Tickoo**

**Revised & Updated Edition**

**A Tutorial Approach**  
**2015**

# Autodesk 3ds Max Design 2015 A Tutorial Approach

**Prof. Sham Tickoo**



## **Autodesk 3ds Max Design 2015 A Tutorial Approach:**

*Autodesk 3ds Max Design 2015* Prof. Sham Tickoo, Purdue Univ, 2014-07-05 Autodesk 3ds Max Design 2015 A Tutorial Approach textbook introduces the readers to the basic features of 3ds Max Design 2014 through tutorials. The textbook caters to the needs of both the novice and the advanced users of the software. Written with the tutorial point of view and the learn by doing theme, the textbook is ideally suited for learning at your convenience and pace. 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.

**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:  
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Chapter 10 Feature Lines and Grading  
Chapter 11 Pipe Networks  
Chapter 12 Pressure Networks  
Chapter 13 Working with Plan Production Tools and Data Shortcuts  
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**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

**Siemens NX 2019 for Designers, 12th Edition** Prof. Sham Tickoo, 2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

**Salient Features** Comprehensive coverage of NX concepts and techniques Tutorial approach to explain the concepts and tools of NX Detailed explanation of all commands and tools Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 35 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to NX Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Geometric and Dimensional Constraints to Sketches Chapter 4 Editing

Extruding and Revolving Sketches Chapter 5 Working with Datum Planes Coordinate Systems and Datum Axes Chapter 6 Advanced Modeling Tools I Chapter 7 Advanced Modeling Tools II Chapter 8 Assembly Modeling I Chapter 9 Assembly Modeling II Chapter 10 Surface Modeling Chapter 11 Advanced Surface Modeling 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

**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

*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 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      Introduction to Java Programming, 2nd Edition Prof. Sham Tickoo, 2017-03-20 Introduction to Java Programming is a book for software developers to familiarize them with the concept of object oriented programming OOP The book enables the reader to understand the basic features of Java The line by line explanation of the source code a unique feature of the book enables the students to gain a thorough and practical understanding of Java The chapters in this book are structured in a pedagogical sequence which makes this book very effective in learning the features and capabilities of the software Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding This book introduces the key ideas of object oriented programming in an innovative way The concepts are illustrated through best programs covering the basic aspects of Java Additional information is provided to the users in the form of notes There is an extensive use of examples schematic representation screen captures tables and programming exercises Table of Contents Chapter 1 Introduction to Java Chapter 2 Fundamental Elements in Java Chapter 3 Control Statements and Arrays Chapter 4 Classes and Objects Chapter 5 Inheritance Chapter 6 Packages Interfaces and Inner Classes Chapter 7 Exception Handling Chapter 8 Multithreading Chapter 9 String Handling Chapter 10 Introduction to Applets and Event Handling Chapter 11 Abstract Window Toolkit Chapter 12 The Java I O System Index      **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  
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 Generating Editing and Modifying the Drawing Views Chapter 12 Dimensioning the Drawing Views Chapter 13 Other  
 Drawing Options Chapter 14 Working with Sheetmetal Components 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  
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 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      **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 Design 2010** Sham Tikoo,CADCIM Technologies Staff,Richa G,2009-07-06 **Autodesk 3ds Max Design 2014** Sham Tickoo,Autodesk, Inc,CADCIM Technologies,2013 Autodesk 3ds Max 2015 Prof Sham Tickoo Purdue Univ,CADCIM Technologies,2014-07-17 Autodesk 3ds Max is developed by Autodesk Inc provides powerful tools for 3D modeling animation rendering dynamics and compositing This enables game developers visual effects artists architects designers engineers and visualization specialists to create stunning artwork Additionally the intuitive user interface and workflow tools of 3ds Max 2015 have made the job of design visualization specialists easier Autodesk 3ds Max 2015 A Comprehensive Guide textbook aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The textbook 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 textbook first introduces the basic features of 3ds Max 2015 and then gradually progresses to cover the advanced 3D models and animations In this textbook 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 textbook 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 The main features of this textbook are as follows Tutorial Approach The author has adopted the tutorial point of view and the learn by doing theme throughout the textbook About 36 real world 3D animation and 3D modeling projects have been used as tutorials in the textbook This enables the readers to relate these tutorials to the real world models In addition there are about 48 exercises based on the real world projects Tips and Notes Additional information related to various topics is provided to the users in the form of tips and notes Learning Objectives The first page of every chapter summarizes the topics that will be covered in that chapter This will help the users to easily refer to a topic Self Evaluation Test Review Questions and Exercises Every chapter ends with a Self Evaluation Test so that the users can assess their knowledge of the chapter The answers to the Self Evaluation Test are given at the end of the chapter Also the Review Questions and Exercises are given at the end of each chapter and they can be used by the Instructors as test questions and exercises Heavily Illustrated Text The text in this book is heavily illustrated with about 1500 diagrams and screen captures For more information navigate to the following link



[www.cadcim.com](http://www.cadcim.com)     *Autodesk 3ds Max Design 2012* CAD/CIM Technologies, Sham Tickoo, 2011     *Autodesk 3ds Max Design 2011* Sham Tickoo, Autodesk, Inc, 2010     *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     *Autodesk 3ds Max 2018 for Beginners* Sham Tickoo, Rakesh R. Koul, 2017     *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 2021 FOR BEGINNERS* TICKOO. SHAM, 2020     ***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 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 CADCIM website using the following link <https://www.cadcim.com/video-courses>

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