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Autodesk 3ds Max 2016

A Comprehensive Guide, 16th Edition

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Authorized Author

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Autodesk 3ds Max 2016 A Comprehensive Guide

Prof. Sham Tickoo



Autodesk 3ds Max 2016 A Comprehensive Guide:

Autodesk 3ds Max 2016 And Cadcim Technologies Prof Sham,2015-09-10 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 2016 have made the job of design visualization specialists easier Autodesk 3ds Max 2016 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 2016 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

Autodesk 3ds Max 2016 Prof Sham Tickoo Purdue Univ,2015-07-18 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 2016 have made the job of design visualization specialists easier Autodesk 3ds Max 2016 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 2016 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

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide Kelly Murdock,2015 Kelly L Murdock s Autodesk 3ds Max 2016 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk s 3D animation software it just gets better and better with each release Whether you re

new to 3ds Max or an experienced user you ll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills

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

MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Prof. Sham Tickoo,2019 MAXON CINEMA 4D R20 Studio A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques 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 and transform your imagination into reality with ease Salient Features Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering 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 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 CINEMA 4D R20 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene 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 **MAXON CINEMA 4D R19 Studio: A Tutorial Approach, 6th Edition** Prof. Sham Tickoo,2018-01-25 MAXON CINEMA 4D R19 Studio A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers animators and motion graphic designers The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19 Keeping in view the varied requirements of users the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph XPresso and 3D Compositing Salient Features Consists of 13 chapters and 2 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 and Review Questions are given at the end of each chapter so that the users can assess their knowledge Technical support by contacting techsupport cadcim com Additional learning resources available at cinema4dexperts.blogspot.com Table of Contents Chapter 1 Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mpping Chapter 10 Composting in 3D Objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene 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 **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 the users assess their knowledge. Additional learning resources at <http://allaboutcadcam.blogspot.com>. Table of Contents: Chapter 1 Introduction to Creo Parametric 5.0, Chapter 2 Creating Sketches in the Sketch Mode I, Chapter 3 Creating Sketches in the Sketch Mode II, Chapter 4 Creating Base Features, Chapter 5 Datums, Chapter 6 Options Aiding Construction of Parts I, Chapter 7 Options Aiding Construction of Parts II, Chapter 8 Options Aiding Construction of Parts III, Chapter 9 Advanced Modeling Tools, Chapter 10 Assembly Modeling, Chapter 11 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.

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

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

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 2020: A Comprehensive Guide, 20th Edition](#) Prof. Sham Tickoo, 2019 Autodesk 3ds Max 2020 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 2020 and then gradually progresses to cover the advanced 3D models and animations In this book one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier 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 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 Autodesk 3ds Max 2020 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 Index For free download *Autodesk 3ds Max 2024: A Comprehensive Guide, 24th Edition* Prof. Sham Tickoo,2024-02-22 Autodesk 3ds Max 2024 A Comprehensive Guide textbook 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 2024 and then gradually progresses to cover the advanced 3D models and animations One project based on the tools and concepts covered in the book has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced modifiers introduced in 3ds Max 2024 such as Array Boolean and so on 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 Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2024 Chapter 3 Extended Primitives Enhanced Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 2 Standard Primitives Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Enhanced Chapter 9 Graphite Modeling Technique Chapter 10 Compound Objects Chapter 11 Modifiers Enhanced 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 Index For free download **Autodesk 3ds Max 2021: A Comprehensive Guide, 21st Edition** Prof. Sham Tickoo,2020-09-04 Autodesk 3ds Max 2021 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 textbook first introduces the basic features of 3ds Max 2021 and then gradually progresses to cover the advanced 3D models and animations In this textbook one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier This book will help you unleash your creativity thus helping you create stunning 3D models and animations

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 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 Autodesk 3ds Max 2021 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

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Autodesk 3ds Max 2017 Sham Tickoo, 2016

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

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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

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Autodesk 3ds Max 2016 A Comprehensive Guide Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has become much more apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**Autodesk 3ds Max 2016 A Comprehensive Guide**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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