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Panjab University, Chandigarh, India

Autodesk Maya 2016 A Comprehensive Guide 8th Edition

**Sham Tickoo,Mable Thomas,CADCIM
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Autodesk Maya 2016 A Comprehensive Guide 8th Edition:

Autodesk Maya 2016 Prof Sham Tickoo Purdue Univ, 2015-09-25 Welcome to the world of Autodesk Maya 2016 Autodesk Maya 2016 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 2016 have made the job of design visualization specialists a lot easier Autodesk Maya 2016 A Comprehensive Guide textbook covers all features of Autodesk Maya 2016 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2016 for 3D and visual effects artists and designers This textbook 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 2016 and is ideally suited for learning at your convenience and at your pace

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

AutoCAD MEP 2018 for Designers, 4th Edition Prof. Sham Tickoo, 2017-08-20 AutoCAD MEP 2018 for Designers book is written to help the

readers effectively use the designing and drafting tools of AutoCAD MEP 2018. This book provides detailed description of the tools that are commonly used in designing HVAC system piping system and plumbing system as well as in designing the electrical layout of a building. The AutoCAD MEP 2018 for Designers book further elaborates on the procedure of generating the schematic drawings of a system which are used for schematic representation of a system. Special emphasis has been laid on the introduction of concepts which have been explained using text along with graphical examples. The examples and tutorials used in this book ensure that the users can relate the information provided in this textbook with the practical industry designs. Salient Features: Consists of 9 chapters and 2 real world projects that are organized in pedagogical sequence. The author has followed the tutorial approach to explain various concepts of AutoCAD MEP 2018. Detailed explanation of AutoCAD MEP 2018 commands and tools. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of AutoCAD MEP 2018 concepts and techniques. Step by step instructions that guide the users through the learning process. More than 10 real world mechanical engineering designs as tutorials and projects. 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 so that the users can assess their knowledge. Technical support by contacting techsupport.cadcim.com. Additional learning resources at <https://allaboutcadcam.blogspot.com>. Table of Contents: Chapter 1: Introduction to AutoCAD MEP. Chapter 2: Getting Started with AutoCAD MEP. Chapter 3: Working with Architecture Workspace. Chapter 4: Creating an HVAC System. Chapter 5: Creating Piping System. Chapter 6: Creating Plumbing System. Chapter 7: Creating Electrical System Layout. Chapter 8: Representation and Schedules. Chapter 9: Working with Schematics. Project 1: Creating Complete System of a Forging Plant. Project 2: Creating Complete Commercial Office Building 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 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 *Learning SOLIDWORKS 2018: A Project Based Approach* Prof. Sham Tickoo, 2018-08-27 This book introduces the readers to SOLIDWORKS 2018 the world's leading parametric solid

modeling package In this book the author has adopted a project based approach to explain the fundamental concepts of SOLIDWORKS This unique approach has been used to explain the creation of parts assemblies and drawings of a real world model The book will provide the users a sound and practical knowledge of the software while creating a motor cycle as the real world model This knowledge will guide the users to create their own projects in an easy and effective manner Keeping in view the requirement of the users a single project has been divided into many chapters to make the users understand the concepts in a better way The creation of each part assembly and drawing has been explained using small steps which make the learning process quite simple and effective Additionally the tools introduced for the first time have been dealt with in detail so that you can gain expertise and proficiency in SOLIDWORKS After reading the book the user will be able to create parts assemblies drawing views with bill of materials and also learn the techniques that are essential for designing multiple models of similar geometry with ease Salient Features Project based book consisting of 12 chapters that are organized in a pedagogical sequence Explanation of 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 Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of the chapters for the users to assess their knowledge Additional learning resources at allaboutcadcam.blogspot.com Table of Contents Chapter 1 Introduction to SOLIDWORKS 2018 Chapter 2 Creating Axle and Disc Plate Chapter 3 Creating Rim and Tire Chapter 4 Creating Caliper Piston Pad and Body Chapter 5 Creating Fork Tube Cap Holder and Bodies Chapter 6 Creating Handlebar and Handle Holders Chapter 7 Creating Muffler and Swing Arm Chapter 8 Creating Shock Absorber and Engine Parts Chapter 9 Creating Mudguards Fuel Tank Headlight Mask and Seat Cover Chapter 10 Weldment Structural Frames Chapter 11 Creating Motor Cycle Assembly Chapter 12 Generating Drawing Views Index Free Teaching and Learning Resources CADCIM Technologies provides the following free teaching and learning resources with this textbook Technical support by contacting techsupport.cadcim.com Part files used in exercises and illustrations Instructor Guide with solution to all review questions and instructions to create the models for exercises Additional learning resources at allaboutcadcam.blogspot.com and youtube.com/cadcimtech

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

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 **Mastering Autodesk Maya 2016** Todd Palamar,2015-08-03 Go from beginner to expert with this professional tutorial based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands on coverage to getting the most out of Maya If you already know the basics of Maya this book is your ticket to full coverage of all Maya 2016's latest features and showcases the tools and methods used in real world 3D animation and visual effects From modeling texturing animation and effects to high level techniques for film television games and more this book expands your skill set and helps you prepare for the Autodesk Maya certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam **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 2022: A Comprehensive Guide, 13th Edition Prof. Sham Tickoo, 2021-07-28 Autodesk Maya 2022 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 2022 have made the job of design visualization specialists a lot easier. Autodesk Maya 2022 A Comprehensive Guide book covers all features of Autodesk Maya 2022 software in a simple lucid and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2022 for 3D and visual effects artists and designers. It caters to the needs of both the novice and advanced users of Maya 2022 and is ideally suited for learning at your convenience and at your pace. Our latest edition covers new tools and enhancements in modeling animation rigging and much more. The performance improvements in tools such as Bifrost XGen and Arnold renderer are covered in depth. The author has also explained the newly introduced tool Sweep Mesh with the help of suitable examples and tutorials. 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, XGen, Fur, Fluids, Particles, nParticles, and Bullet Physics. Motion Graphics and MASH in Autodesk Maya 2022. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2022 concepts, commands, Real world 3D models and examples focusing on industry experience. Step by step instructions 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 Lights and Cameras, 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 and XGen, Chapter 16 Bifrost, Chapter 17 Bullet Physics and Motion Graphics.

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 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 Maya Fur Chapter 17 Bullet Physics Index **Autodesk Maya 2024: A Comprehensive Guide, 15th Edition** Prof. Sham Tickoo, 2023-11-08 Autodesk Maya 2024 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 2024 have made the job of design visualization specialists a lot easier Autodesk Maya 2024 A Comprehensive Guide book covers all features of Autodesk Maya 2024 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2024 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 motion graphics and visual effects Our latest edition covers new tools and enhancements in modeling animation Bifrost and much more The performance improvements in tools such as Selection Retopology Graph Editor and Animation are covered in depth The author has also explained the Bifrost Graph Editor an enhanced concept with the help of suitable examples 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 rigging animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles Bullet Physics Motion Graphics Bifrost and MASH in Autodesk Maya 2024 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 2024 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 Lights and Cameras 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 and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics 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** Sham Tickoo, Mable Thomas, CADCIM Technologies, Tickoo Institute of Emerging Technologies, 2018 **Autodesk Maya 2016 Basics Guide** Kelly Murdock, 2015-09-18 Written by renowned author and 3D artist Kelly L Murdock Autodesk Maya 2016 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya Using clear and easy to follow instructions this book will guide you

through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2016 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering, and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics, and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal, and the necessary features that are involved. Then you go in depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive step by step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya.

Introducing Autodesk Maya 2016 Dariush Derakhshani, 2015-07-07 Start modeling right away with this hands on guide to learning Autodesk Maya 2016. Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations laid out in fun, step by step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more, as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug ins. Begin building simple animations right away. Explore modeling, rendering, animation, and cloth motion. Add lighting, rendering, dynamics, simulations, and effects. If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

Autodesk Maya 2023: A Comprehensive Guide, 14th Edition Prof. Sham Tickoo, 2022-08-08 Autodesk Maya 2023 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 2023 have made the job of design visualization specialists a lot easier. Autodesk Maya 2023 A Comprehensive Guide book covers all features of Autodesk Maya 2023 software in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2023 for 3D and visual effects artists and designers. 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, XGen, Fur, Fluids, Particles, nParticles, Bullet

Physics Motion Graphics and MASH in Autodesk Maya 2023 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and comprehensive coverage of Autodesk Maya 2023 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 tests 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 Lights and Cameras 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 and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index

Autodesk Maya 2017 Prof Sham Tickoo Purdue Univ,2016-10-20

Welcome to the world of Autodesk Maya 2017 Autodesk Maya 2017 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 2017 have made the job of design visualization specialists a lot easier Autodesk Maya 2017 A Comprehensive Guide textbook covers all features of Autodesk Maya 2017 in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2017 for 3D and visual effects artists and designers This textbook 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 2017 and is ideally suited for learning at your convenience and at your pace

Autodesk Maya 2025: A Comprehensive Guide, 16th Edition Prof. Sham Tickoo,2024-11-19

Autodesk Maya 2025 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 2025 have made the job of design visualization specialists a lot easier Autodesk Maya 2025 A Comprehensive Guide book covers all features of Autodesk Maya 2025 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2025 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 motion graphics and visual effects It caters to the needs of both the novice and advanced users of Maya 2025 and is ideally suited for learning at your convenience and at your pace Our latest edition covers new tools and enhancements in modeling animation Bifrost and much more The performance improvements in tools such as Smart Extrude Graph Editor and Animation are covered in depth The author has also explained the Smart Extrude

and Bifrost Graph Editor advanced features of this release with the help of suitable examples 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 rigging animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles Bullet Physics Motion Graphics Bifrost and MASH in Autodesk Maya 2025 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 2025 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 Lights and Cameras 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 and XGen Chapter 16 Bifrost Chapter 17 Bullet Physics and Motion Graphics Index

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