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HIGGINS GIANNA

*Autodesk Inventor:
Accelerating Design Using
Standards John Wiley &
Sons*

Autodesk Inventor 2021:
A Power Guide for
Beginners and
Intermediate Users
textbook has been
designed for instructor-led
courses as well as self-
paced learning. It is
intended to help
engineers and designers,
interested in learning
Autodesk Inventor, to
create 3D mechanical
designs. This textbook is
an excellent guide for new

Inventor users and a great
teaching aid for classroom
training. It consists of 14
chapters and a total of
790 pages covering major
environments of Autodesk
Inventor such as
Sketching environment,
Part modeling
environment, Assembly
environment, Presentation
environment, and
Drawing environment. The
textbook teaches you to
use Autodesk Inventor

mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter

ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. Mastering Autodesk Revit MEP 2015 John Wiley & Sons
Collection of selected, peer reviewed papers from the 2013 International Conference on Civil, Architecture and Building Materials, (3rd CEABM2013), May 24-26, 2013, Jinan, China. The 580 papers are grouped as follows: Chapter 1: Architectural Design and

its Theory; Chapter 2: Architectural Environment & Equipment Engineering; Chapter 3: Ecological Architecture; Chapter 4: Traditional Construction Materials; Chapter 5: Advanced Construction Materials; Chapter 6: Control of Quality Engineering; Chapter 7: Urban Planning and Design; Chapter 8: Landscape Planning and Design; Chapter 9: Project Management in Building; Chapter 10: Engineering Management and Engineering Education. Autodesk Inventor 2014

and Engineering Graphics

John Wiley & Sons
 Learn Revit Architecture
 with expert instruction
 from this Autodesk Official
 Press guide The new
 edition of this bestselling
 Revit book is the
 most useful and
 approachable Mastering
 Revit Architecture
 yet. Thoroughly revised
 and updated, this
 comprehensive guide
 to Autodesk's industry-
 leading building
 information modeling
 (BIM) software features in-
 depth explanations, real-
 world examples,

and practical tutorials help
 you grasp crucial tools,
 techniques, and concepts
 so you can quickly start
 doing real work in Revit.
 You will learn core BIM
 concepts and best
 practices for everything
 from putting together
 impressive building
 designs to producing
 solid documentation,
 creating visualizations
 that impress clients,
 and more. Hands-on
 exercises with
 downloadable before-and-
 after files provide plenty of
 opportunities to practice
 the real-world scenarios

and hone all the crucial
 Revit skills. Explains the
 user interface, general
 concepts, best
 practices, and new
 features of Revit 2014
 Teaches modeling,
 massing, and visualization
 with Revit Helps users
 develop extended
 modeling skills for walls,
 stairs, floors, and more
 Features detailed
 documentation and
 presentation techniques
 Provides detailed
 instruction, step-by-step
 tutorials, and numerous
 examples Includes
 downloadable starting

and ending files and additional advanced content. Offers information to help readers prepare for Autodesk's certification exams. This detailed reference and tutorial is the perfect resource for becoming an expert with Autodesk's powerful BIM software.

Autodesk AutoCAD 2022 Fundamentals SDC

Publications

Dive into the nuances of visual effects (VFX) design, from planning to execution, using Autodesk Maya. This book introduces the methods

and techniques required for your first foray into 3D FX generation from scratch. You will start with the fundamentals of visual effects, including a history of VFX, tools and techniques for creating believable visual effects, and popular tools used in the industry. Next, you are introduced to Autodesk Maya and its various components that make it a favorite among professionals. You will learn how to create rigid body collisions and simulate realistic particles such as dust, fire, water,

and more. This book also presents strategies for creating a vortex, rain, hair, fluids, and other soft body simulations and also demonstrates nature element simulations for computer-generated production. At the end of the book, there is a capstone project to make your own visual effects scene in a practical way. After going through this book, you will be able to start building computer-generated visual effects from your imagination through to production. What You Will Learn

Understand the basic physics behind effect creation Create 3D visual effects scenes from scratch Know the details of dynamic simulation in the computer generation space using various functionalities available in Autodesk Maya Who This Book Is For Beginning-level users; students from the field of visual effects design, 3D modeling, and simulation; game designers; those creating computer graphics; FX artists and aspirants looking for a career in the field of 3D

Mastering Autodesk Maya 2015 SDC Publications The AutoCAD(R) Electrical 2021: Fundamentals with NFPA Standards guide is designed for those using AutoCAD(R) Electrical 2021 with a Windows operating system. This guide is not designed for the AutoCAD for Mac software. The AutoCAD(R) Electrical 2021: Fundamentals with NFPA Standards guide covers the indispensable core topics for working with the AutoCAD(R) Electrical software. In this guide, you will learn how to use

many of the powerful electrical drawing creation tools in the AutoCAD Electrical software. You will create schematic drawings (ladder logic and point to point), panel drawings, and PLC-I/O circuits using automated commands for symbol insertion, component tagging, wire numbering, and drawing modification. In addition, you are introduced to methods of customizing AutoCAD Electrical symbols, circuits, and databases. Other topics covered include titleblock linking,

reporting tools, templates, and project files. Topics Covered Understanding project files Creating and editing schematic and panel drawings Working with PLC symbols Creating custom symbols Generating reports Prerequisites Access to the 2021.0 version of the software, to ensure compatibility with this guide. Future software updates that are released by Autodesk may include changes that are not reflected in this guide. The practices and files included with this guide

might not be compatible with prior versions (e.g., 2020).
Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 John Wiley & Sons
Autodesk Inventor 2023: A Power Guide for Beginners and Intermediate Users
textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical

designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid

components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves

the user friendly and powerful capacities of Autodesk Inventor. Table of Contents: Chapter 1. Introduction to Autodesk Inventor Chapter 2. Drawing Sketches with Autodesk Inventor Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Work Features Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and

Mirroring Chapter 10. Advanced Modeling - III Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation and Exploded Views Chapter 14. Working with Drawings Mastering Autodesk Revit MEP 2016 John Wiley & Sons
A fast, focused introduction to Revit functions, tools, and concepts As the leading Building Information Modeling software package, Revit is praised for its ease of use, power,

and sophistication.
Authored by a high profile team of Revit professionals, this reference and tutorial quickly has readers building skills to an intermediate level by exploring Revit tools and tasks, putting parametric modeling to use, detailing the basics of views and constraints, and working with detailing, massing, rendering, interior design, and more. Based on real-world workflows and projects, this book shows you readers how to model, document,

present, and share designs using Revit just the way the pros do. Discussions and workflows are reinforced with tutorials drawn from the authors' extensive experience, and a beautiful 16-page color insert focuses on real-world Revit projects. Helps novice-to-intermediate level users learn Revit and its functions, tools, and concepts easily and efficiently Contains straightforward explanations, real-world examples, beautiful

illustrations, and practical tutorials that focus intently on accomplishing vital Revit tasks Features in-depth discussions reinforced by comprehensive step-by-step exercises that show you how to model, document, present, and share your designs Includes a beautiful 16-page color insert with inspirational and instructional images drawn from the authors' professional experience This book is the perfect resource for readers of all skill levels who want to

quickly accomplish crucial Revit tasks.

Autodesk AutoCAD 2014 Fundamentals John Wiley & Sons

Get up to speed quickly with this compelling, full-color guide to Autodesk 3ds Max With its real-world, hands-on exercises, Autodesk 3ds Max 2015 Essentials helps new users learn the fundamentals of Autodesk 3ds Max quickly become productive. The task-based tutorials add real-world context that help you become familiar with the workflow scenarios of

a professional environment, and provide that extra level of understanding to make you more proficient overall with the software. Updated for 3ds Max 2015 and recommended as a preparation resource for the 3ds Max certification exam, this guide teaches the basics of modeling, texturing, animating, and visual effects. You'll have fun creating a retro-style alarm clock, animating a thrown knife, modeling a chair, and more, all while you learn modeling, rigging, animating,

rendering, architectural visualization, and other career-essential techniques. This colorful, engaging book features: Chapter-opening learning objectives Step-by-step tutorials Full-color screenshots and illustrations Downloadable exercise files Learn all the crucial techniques you'll need from authors Randi and Dariush Derakhshani, Autodesk Certified Instructors with years of professional experience under their belts. Artists, students, educators, and hobbyists will benefit from

the guide's techniques and tutorials, getting to know the program as a whole and gaining insight into which aspects of the 3D production pipeline are most appealing. Whether you're a beginner or migrating from another 3D application, Autodesk 3ds Max 2015 Essentials provides the solid foundation.

Mastering Autodesk Maya 2014 John Wiley & Sons

This book will teach you everything you need to know to start using Autodesk Inventor 2014

with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Drafting (CAD) is needed since this book starts at an introductory level. The

author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable

you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained

about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project

and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot.

[Beginning VFX with Autodesk Maya](#) John Wiley & Sons

The gold-standard design and documentation reference for students Architectural Graphic Standards, Student Edition condenses key information from the

definitive industry reference to provide students with a powerful learning resource. Covering design and documentation for a variety of projects, this book offers extensive visuals backed by expert discussion to prepare students for work in a modern professional practice. This new 12th edition has been significantly updated to provide the latest information on important architectural developments and movements, with detailed

coverage of sustainability, economy, technology, and more alongside current building standards and best practices. The companion website features sample curricula, student exercises, and classroom projects to aid the understanding of developing designers, and links to additional resources include professional associations, manufacturers' websites, and architectural articles to help students stay up-to-date as the field continues to evolve. Architectural Graphic

Standards is the gold-standard reference for practicing architects, engineers, and builders; this Student Edition introduces key elements in a way that's relevant to the budding designer, along with ancillary materials that facilitate internalization. Delve into the design and documentation process for building materials and elements, as used in today's real-world practice Discover the latest advances in sustainability, digital fabrication, building information

modeling, and more Learn the building standards and best practices for a wide variety of architectural details Examine thousands of illustrations, richly detailed graphics, PowerPoint slides, and links to additional resources Simply "knowing" graphic and documentation standards is not enough; future architects and engineers must develop an instinctual understanding and reflexive use of much of this material. Architectural Graphic

Standards, Student Edition provides the depth and breadth of coverage they need, and the expert guidance that will help them succeed.

Mastering Autodesk Revit Architecture

2015 SDC Publications Autodesk Inventor 2014 and Engineering Graphics: An Integrated Approach will teach you the principles of engineering graphics while instructing you on how to use the powerful 3D modeling capabilities of Autodesk Inventor 2014. Using step by step tutorials, this text

will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor. By the end you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam. This text is intended to be used as a training guide for students and professionals. The chapters in this text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets

of engineering drawings. This text takes a hands-on, exercise-intensive approach to all the important concepts of Engineering Graphics, as well as in-depth discussions of parametric feature-based CAD techniques. This textbook contains a series of fifteen chapters, with detailed step-by-step tutorial style lessons, designed to introduce beginning CAD users to the graphic language used in all branches of technical industry. This book does not attempt to cover all of

Autodesk Inventor 2014's features, only to provide an introduction to the software. It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Autodesk Inventor 2014 Certified User Examination The content of this book covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2014 Certified User examination. Special reference guides show

students where the performance tasks are covered in the book. If you are teaching an introductory level Autodesk Inventor course and you want to prepare your students for the Autodesk Inventor 2014 Certified User Examination this is the only book that you need. If your students are not interested in the Autodesk Inventor 2014 Certified User Exam they will still be studying the most important tools and techniques of Autodesk Inventor as identified by

Autodesk. For detailed information on the Autodesk Inventor Certified User examination visit www.autodesk.com/certification. [Parametric Modeling with Autodesk Inventor 2014](#) SDC Publications Tools for Design is intended to provide the user with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package

and show how they can be used in design, both separately and in combination with each other. What you'll learn How to create and dimension 2D multiview drawings using AutoCAD How to freehand sketch using axonometric, oblique and perspective projection techniques How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor How to reuse design information between AutoCAD and Autodesk Inventor How to combine parts into

assemblies including assembly modeling with a LEGO® MINDSTORMS® Education Base Set with TETRIX® kit and a VEX Robot Kit How to perform basic finite element stress analysis using Inventor Stress Analysis Module **Mastering Autodesk Inventor 2015 and Autodesk Inventor LT 2015** SDC Publications Building Information Modeling (BIM) is an approach to the entire building life cycle. Autodesk(R) Revit(R) for Architecture, MEP, and Structure is a powerful

BIM program that supports the ability to coordinate, update, and share design data with team members throughout the design construction and management phases of a building's life. A key component in managing the BIM process is to establish a company foundation for different types of projects by creating standard templates and custom family elements. Having this in place makes the process of any new project flow smoothly and

efficiently. The objective of the Autodesk(R) Revit(R) 2021 BIM Management: Template and Family Creation guide is to enable users who have worked with the software to expand their knowledge in setting up office standards with templates that include annotation styles, preset views, sheets, and schedules, as well as creating custom system, in-place, and component families. This guide contains practices that are specific to each discipline. Topics Covered

Create custom templates with annotation styles, title blocks, and custom element types. Create schedules, including material takeoff schedules with formulas. Create custom wall, roof, and floor types, as well as MEP system families. Set up a component family file with a parametric framework. Create family geometry. Create family types. Modify the visibility of components and incorporate additional family items such as controls, MEP connectors, and nested components.

Create specific families, including in-place families, profiles, annotations, and parameters. This guide also contains discipline-specific practices for families, including doors, windows, railings, pipe fittings, light fixtures, gusset plates, and built-up columns. Prerequisites Access to the 2021.0 version of the software, to ensure compatibility with this guide. Future software updates that are released by Autodesk may include changes that are not reflected in this guide.

The practices and files included with this guide might not be compatible with prior versions (e.g., 2020). You should be comfortable with the fundamentals of the Autodesk Revit software, as found in the Autodesk Revit 2021: Fundamentals for Architecture, Autodesk Revit 2021: Fundamentals for Structure, or Autodesk Revit 2021: Fundamentals for MEP guides. Knowledge of basic techniques is assumed, such as creating standard elements, copying and moving elements, and

creating and working with views. Information on Collaboration Tools, Conceptual Design, and Site and Structural Design are covered in other guides.

Autodesk 3ds Max 2015 Essentials John Wiley & Sons

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 AutoCAD 2015 Fundamentals

Apress
Get up and running on Autodesk Revit MEP 2016 with this detailed, hands-on guide Mastering Autodesk Revit MEP 2016 provides perfectly paced coverage of all core concepts and functionality, with tips, tricks, and hands-on exercises that help you optimize productivity. With a focus on real-world uses and workflows, this detailed reference explains Revit MEP tools and functionality in the context of professional design and provides the

practical insight that can only come from years of experience. Coverage includes project setup, work sharing, building loads, ductwork, electrical and plumbing, and much more, with clear explanation every step of the way. The companion website features downloadable tutorials that reinforce the material presented, allowing you to jump in at any point and compare your work to the pros. This is your guide to master the capabilities of this essential productivity-enhancing tool. Generate

schedules that show quantities, materials, design dependencies, and more Evaluate building loads, and design logical air, water, and fire protection systems Create comprehensive electrical and plumbing plans tailored to the project Model your design with custom parameters, symbols, fixtures, devices, and more If you're ready to get on board this emerging design, collaboration, and documentation paradigm, Mastering Autodesk Revit MEP 2016 is the one-stop

resource you need.
AutoCAD Electrical 2021
 John Wiley & Sons
 The definitive guide to Autodesk Revit MEP The expert author team for this Autodesk Official Press book has employed their years of experience to develop this exhaustive reference and tutorial, which is perfectly paced to cover all the core concepts and functionality of Revit MEP including:
 Navigating the interface
 Project setup and templates
 Worksharing
 Mechanical concerns such as building loads and

ductwork Electrical concerns such as lighting and communications outlets Plumbing concerns such as fixtures and water systems This revision covers all of Revit MEP's new features and includes more advanced electrical and plumbing information. In addition, the book features real-world sidebars and hands-on tutorials that reinforce the detailed discussions, along with downloadable before-and-after tutorial files to help you complete the hands-on projects. This Autodesk Official

Press book is the perfect resource for becoming a Revit MEP expert. *Architectural Graphic Standards* John Wiley & Sons This book provides you with an easy to use reference for all of Autodesk Revit's Architectural Commands. This command reference can be used as you are working in the software to help you understand what each command does and how it may be used in your overall workflow. Also included with this book are nearly 100

videos tutorials which will further help you master Autodesk Revit. The book is organized in the same way the Revit user interface is presented. Each tab of the Ribbon is represented as a chapter in the book. Within the chapter each button is represented in the book as it appears on the Ribbon from left to right. Organizing the book in this way makes it easy to locate each command in the book and understand its use. For each command entry you will see a brief description of

what the tool will do, how it is used, and the options you will be given as you use the tool. In some cases the author's suggestions or tips about the use of the tool will also be presented. As you learn the tools in Revit you may not need to read the full entry on the tool. To help facilitate this, many of the tools include a "Quick Steps" section to explain the tools and options in outline form. This book will help facilitate your learning of the Revit interface and all of the commands. For

more experienced users, the command reference may introduce you to commands you have not used before or help you with commands you use less frequently. Whatever level of user you are, this command reference becomes a valuable resource to you as you work with Revit. Mastering Autodesk Inventor 2014 and Autodesk Inventor LT 2014 SDC Publications Autodesk AutoCAD 2022 Fundamentals is designed to be used during instructor led training in

an eight week course. It is an introductory level textbook intended for new AutoCAD 2022 users. This book covers all the fundamental skills necessary for effectively using AutoCAD and will provide a strong foundation for advancement. This textbook applies the use of AutoCAD as it pertains to mechanical drafting. Knowing how to draw a line in AutoCAD is not the same as understanding which line type is required when creating technical drawings. This text not

only provides the necessary information to operate AutoCAD 2022 but also provides the skills to use AutoCAD as a tool to work proficiently as a drafter or designer.

AutoCAD Electrical 2020

John Wiley & Sons

Expand your skills with complete Maya mastery Mastering Autodesk Maya is the ultimate guide to the popular 3D animation software. Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next

level. Written for those who already know the basics of this enormous program, the book covers advanced topics and professional techniques for modeling, animation, texturing, and visual effects. Fully updated to reflect Maya's latest features, the book takes a hands-on approach to instruction, providing readers with a diverse set of tutorials designed by real-world professionals to showcase 3D animation and visual techniques used in industry settings. Complete and

comprehensive, the book makes an excellent desk reference for the working animator, and is an ideal resource for those seeking Maya certification. The unique combination of challenging material and practical instruction make this one-of-a-kind guide the ultimate Maya handbook. Topics include: Animation using inverse kinematics, keyframes, and deformers Hard surface and organic modeling Proper rigging techniques, and working with Maya Muscle Xgen, Paint Effects, and

rendering with mental ray
Texture mapping,
compositing, nParticles,
and more Virtual
filmmaking and scene
management The most
complex skills are useless
if they can't be applied,
so the book emphasizes
the practical, day-to-day
uses of each skill, and
discusses which solutions
best fit which scenario.
For the computer
animation professional
seeking a more in-depth
mastery of this popular
animation program,
Mastering Autodesk Maya
is an excellent investment

in the future of your
career.
Mastering Autodesk Maya
2016 CAD Artifex
Great guide to the
fundamentals of Autodesk
3ds Max 2014 This
Autodesk Official Press
guide is just what you
need to learn the basics of
Autodesk 3ds Max 2014
quickly and
easily. Through a series of
cool projects like
designing an alarm
clock, animating a thrown
knife, or lighting a scene,
you'll learn the essentials
of modeling, rigging,
animating, and rendering

using the popular
Autodesk 3ds Max 3D
animation and effects
software. It's a practical,
hands-on approach
allowing you to constantly
reinforce skills as you
learn them. Downloadable
before-and-after project
files let you to
compare your work to that
of 3ds Max professionals.
Even if you already have
experience with 3ds Max,
this book is a great
reference for renewing
your skills. And, it will help
all users review
and prepare for the
Autodesk 3ds Max 2014

certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014. Features a realistic, task-based approach, so readers learn via a series of hands-

on projects using downloadable files, all backed with ample instruction, explanation, and illustration. Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more. Written by Autodesk Authorized Authors and is

an Autodesk Official Press book. Get firsthand experience with 3ds Max, as well as a good start on preparing for the Autodesk 3ds Max 2014 Certified Professional exam, with Autodesk 3ds Max 2014 Essentials.