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Exploring AutoCAD Civil 3D 2018, 8th Edition Jul 13 2020 *Exploring AutoCAD Civil 3D 2018* 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 provides comprehensive text and graphics to explain various concepts and procedures required in designing solutions for various infrastructure works. The accompanying tutorials and exercises, which relate to the real-world projects, help you better understand the tools in AutoCAD Civil 3D. This book consists of 13 Chapters covering Points Creations, Surface Creations, Surface Analysis, Corridor Modeling, Pipe Networks, Pressure Networks, Parcels, Corridor Bowties and Dynamic Profiles and so on. 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. This edition covers the description of all enhancements and newly introduced tools. Salient Features: Consists of 13 chapters that are arranged in pedagogical sequence covering the scope of the software Consists of 806 pages, more than 765 illustrations, and a comprehensive coverage of concepts and tools Consists of 38 tutorials and about 20 exercises which provide real-world experience of designing engineering projects using AutoCAD Civil 3D Step-by-step examples to guide the users through the learning process Additional information 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: Introduction to AutoCAD Civil 3D 2018 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

Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach, 18th Edition Oct 08 2022 Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor: Texture Maps-I Chapter 9: Material Editor: Texture Maps-II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting-I Chapter 13: Interior Lighting-II Chapter 14: Animation Basics Chapter 15: Complex Animation Chapter 16: Rendering Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index

Exploring Autodesk Revit 2018 for Structure, 8th Edition Sep 14 2020 *Exploring Autodesk Revit 2018 for Structure* is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. This book enables the users to harness the power of BIM with Autodesk Revit 2018 for Structure for their specific use. In this book, the author emphasizes on physical modeling, analytical modeling, rebar modeling, and quantity scheduling. Also, Revit 2018 for Structure book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software. This book is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry. In this book, along with the main text, the chapters have been punctuated with tips and notes to give additional information on the concept, thereby enabling you to create your own innovative project. Salient Features Detailed explanation of structural tools of Autodesk Revit Real-world structural projects given as tutorials Tips and Notes throughout the book 546 pages of heavily illustrated text Self-Evaluation Tests, Review Questions, and Exercises at the end of each chapter Table of Contents Chapter 1: Introduction to Autodesk Revit 2018 for Structure Chapter 2: Getting Started with a Structural Project Chapter 3: Setting up a Structural Project Chapter 4: Structural Columns and Walls Chapter 5: Foundations, Beams, Floors, and Open Web Joists Chapter 6: Editing Tools Chapter 7: Documenting Models and Creating Families Chapter 8: Standard Views, Details, and Schedules Chapter 9: 3D Views, Sheets, Analysis, Reinforcements Chapter 10: Linking Revit Model with Robot Structural Analysis Student Project Index

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Apr 02 2022 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

Exploring Oracle Primavera P6 Professional 18, 3rd Edition Aug 06 2022 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

SOLIDWORKS 2018: A Tutorial Approach, 4th Edition Dec 18 2020 SOLIDWORKS 2018: A Tutorial Approach introduces readers to SOLIDWORKS 2018 software, one of the world's leading parametric solid modeling packages. In this book, the author has adopted a tutorial-based approach to explain the fundamental concepts of SOLIDWORKS. This book has been written with the tutorial point of view and the learn-by-doing theme to help the users easily understand the concepts covered in it. The book consists of 12 chapters that are structured in a pedagogical sequence that makes the book very effective in learning the features and capabilities of the software. The book covers a wide range of topics such as Sketching, Part Modeling, Assembly Modeling, Drafting in SOLIDWORKS 2018. In addition, this book covers the basics of Mold Design, FEA, and SOLIDWORKS Simulation. Salient Features: Consists of 12 chapters that are organized in a pedagogical sequence. Tutorial approach to explain various concepts of SOLIDWORKS 2018. 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. Several real-world mechanical engineering designs as tutorials and projects. 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. Technical support by contacting 'techsupport@cadcam.com'. Additional learning resources at <http://allaboutcadcam.blogspot.com>. Table of Contents Chapter 1: Introduction to SOLIDWORKS 2018 Chapter 2: Drawing Sketches for Solid Models Chapter 3: Editing and Modifying Sketches Chapter 4: Adding Relations and Dimensions to Sketches Chapter 5: Advanced Dimensioning Techniques and Base Feature Options Chapter 6: Creating Reference Geometries Chapter 7: Advanced Modeling Tools-I Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling Chapter 10: Working with Drawing Views Chapter 11: Introduction to FEA and SOLIDWORKS Simulation Chapter 12: Introduction to Mold Design Student Project Index

Autodesk Fusion 360: A Tutorial Approach Feb 06 2020 Autodesk Fusion 360: A Tutorial Approach Introduces the readers to Autodesk Fusion 360, the first 3D/CAD/CAM/CAE tool that connects the entire product development process in a single cloud-based platform where different design teams work together in hybrid environment and harness the power of the cloud when necessary as well as use local resources. The chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software. This book covers all important topics and concepts such as Part Design, Assembly Design, Drafting, Animation, Basics of Sheet Metal. Salient Features Book consisting of 10 chapters that are organized in a pedagogical sequence. Summarized content on the first page of the topics that are covered in the chapter. More than 40 real-world mechanical engineering problems used as tutorials 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. Technical support by contacting techsupport@cadcam.com. Additional learning resources at '<https://allaboutcadcam.blogspot.com>'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Advance Modeling-I Chapter 5: Creating Reference Geometries Chapter 6: Advance Modeling-II Chapter 7: Assembling Components Chapter 8: Working with Drawing and Animation Workspace Chapter 9: Working with Sheet Metal Components Chapter 10: Managing and Collaborating on the Cloud Index Free Teaching and Learning Resources CAD/CAM Technologies provides the following free teaching and learning resources with this textbook: Technical support by contacting 'techsupport@cadcam.com' Part files used in tutorials, exercises*, and illustrations Instructor Guide with solution to all review questions and exercises* Additional learning resources at '<https://allaboutcadcam.blogspot.com>' and 'youtube.com/cadcamtech' (* For faculty only)

Exploring Autodesk Navisworks 2020, 7th Edition Jun 23 2021 Exploring Autodesk Navisworks 2020 is a comprehensive book that has been written to cater to the needs of the students and professionals. The chapters in this book are structured in a pedagogical sequence, which makes the learning process very simple and effective for both the novice as well as the advanced users of Autodesk Navisworks. In this book, the author emphasizes on creating 4D simulation, performing clash detection, performing quantity takeoff, rendering, creating animation, and reviewing models through tutorials and exercises. In addition, the chapters have been punctuated with tips and notes, wherever necessary, to make the concepts clear, thereby enabling you to create your own innovative projects. Salient Features Comprehensive book consisting of 404 pages of heavily illustrated text. Detailed explanation of the commands and tools of Autodesk Navisworks. Tips and Notes throughout the book for providing additional information. Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters. Table of Contents Chapter 1: Introduction to Autodesk Navisworks 2020 Chapter 2: Exploring the Navigation Tools in Navisworks Chapter 3: Selecting, Controlling, and Reviewing Objects Chapter 4: Viewpoints, Sections, and Animations Chapter 5: TimeLiner Chapter 6: Working with Animator and Scriptor Chapter 7: Quantification Chapter 8: Clash Detection Chapter 9: Autodesk Rendering in Navisworks Case Study Index

Resource Allocation and Management in Defence: Need for a Framework Mar 01 2022 The question that faces governments and militaries the world over is how best to allocate resources for management of defence in the new age. This book, by Shri A.K. Ghosh who has an economics background, explores the framework for change in resource allocation and capability building. It emphasises the importance of introducing programming in Indian defence to serve as a link between defence planning and budgeting. There is match between defence planning and budgeting needs to be connected by the introduction of resource constrained budgeting, having a multi-year perspective. The RMA, force modernisation, cost-benefit

analysis, management of risks, and internal and external audits are among the many issues the author has provided a perspective on. It is argued by the author that defence needs to be viewed as a giant business and, where possible, business practices should be introduced. The book is recommended reading for planners and decision-makers of defence management and will benefit readers from the armed forces as well. The lay readers interested in the subject of national defence and security will also find it useful and interesting.

MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Jan 31 2022 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

Autodesk Inventor Professional 2020 for Designers, 20th Edition Sep 26 2021 Autodesk Inventor Professional 2020 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2020, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2020. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments (For free download) Chapter 17: Miscellaneous Tools (For free download) Chapter 18: Working with Special Design Tools (For free download) Chapter 19: Introduction to Plastic Mold Design (For free download) Index

AutoCAD LT 2020 for Designers, 13th Edition May 11 2020 The AutoCAD LT 2020 for Designers, 13th Edition book explains commands, tools and their applications to solve drafting and design problems. In this book, every AutoCAD LT command is thoroughly explained with the help of examples and illustrations. This makes it easy for the users to understand the functions of the tools and their applications in the drawing. After reading this AutoCAD LT book, the user will be able to use AutoCAD LT commands to make a drawing, dimension a drawing, apply constraints to sketches, insert symbols as well as create text, blocks and dynamic blocks. This AutoCAD LT book also covers basic drafting and design concepts such as dimensioning principles and assembly drawings that equip the users with the essential drafting skills to solve the drawing problems in AutoCAD LT. While reading this book, you will learn about Blocks palette, Save to Web & Mobile, and Shared Views that will enhance the usability of the software. Salient Features: Comprehensive book with chapters organized in a pedagogical sequence. 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 30 real-world mechanical engineering designs as examples. 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 AutoCAD LT Chapter 2: Getting Started with AutoCAD LT Chapter 3: Getting started with Advanced Sketching Chapter 4: Working with Drawing Aids Chapter 5: Editing Sketched Objects-I Chapter 6: Editing Sketched Objects-II Chapter 7: Creating Texts and Tables Chapter 8: Basic Dimensioning, Geometric Dimensioning, and Tolerancing Chapter 9: Editing Dimensions Chapter 10: Dimension Styles, Multileader Styles, and System Variables Chapter 11: Hatching Drawings Chapter 12: Model Space Viewports, Paper Space Viewports, and Layouts Chapter 13: Plotting Drawings Chapter 14: Template Drawings Chapter 15: Working with Blocks Chapter 16: Defining Block Attributes Chapter 17: Understanding External References Chapter 18: Working with Advanced Drawing Options* Chapter 19: Grouping and Advanced Editing of Sketched Objects* Chapter 20: Working with Data Exchange & Object Linking and Embedding* Chapter 21: Conventional Dimensioning and Projection Theory using AutoCAD LT* Chapter 22: Concepts of Geometric Dimensioning and Tolerancing* Chapter 23: Isometric Drawings* Index (* For Free Download)

Advanced AutoCAD 2018: A Problem-Solving Approach, 3D and Advanced, 24th Edition Aug 14 2020 The Advanced AutoCAD 2018: A Problem Solving Approach, 3D and Advanced, 24th Edition book contains detailed explanation of AutoCAD commands and their applications to solve design problems. Every AutoCAD command is thoroughly explained with the help of examples and illustrations. This makes it easy for the users to understand the functions and applications of the tools and commands. After reading this book, you will be able to create 3D objects, apply materials to objects, generate drafting views of a model, create surface or mesh objects, and render and animate designs, and understand 3D Printing. The book covers designing concepts in detail as well as provides elaborative description of technical drawing in AutoCAD including orthographic projections, dimensioning principles, sectioning, auxiliary views, and assembly drawings. While going through this book, you will discover some new unique applications of AutoCAD that will have a significant effect on your drawings and designs. The book also covers the 3D printing tools introduced in AutoCAD. Salient Features: Comprehensive book consisting 14 chapters that are organized in a pedagogical sequence. 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 25 real-world mechanical engineering designs as examples. 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. Technical support by contacting 'techsupport@cadcim.com' Additional learning resources at '<https://allaboutcadcam.blogspot.com>' Table of Contents Chapter 1: The User Coordinate System Chapter 2: Getting Started with 3D Chapter 3: Creating Solid Models Chapter 4: Editing 3D Objects-I Chapter 5: Editing 3D Objects-II Chapter 6: Surface Modeling Chapter 7: Mesh Modeling Chapter 8: Rendering and Animating Designs Chapter 9: AutoCAD on Internet and 3D Printing Chapter 10: Script Files and Slide Shows Chapter 11: Creating Linetypes and Hatch Patterns Chapter 12: Customizing the acad.pgp File Chapter 13: Conventional Dimensioning and Projection Theory Using AutoCAD Chapter 14: Isometric Drawings Index

Management in a Dynamic Environment Oct 16 2020 This book provides basic management knowledge in a clearly structured way. Fundamental

aspects of management are described, on the basis of which a model of the enterprise is outlined. This allows readers to find their way around easily, to reflect, then to set new approaches in context and examine them in a critical light. The practical examples, the interpretation questions, and the short case studies at the end of the chapters facilitate the transition from theory to practice.

Blender 2.79 for Digital Artists Mar 21 2021 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

Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition May 03 2022 Pixologic ZBrush 4R8: A Comprehensive Guide book covers all features of ZBrush 4R8 in a simple, lucid, and comprehensive manner. It gives in-depth details of the concepts and explains the usage and functions of ZBrush such as DynaMesh, NanoMesh, ZRemesher, ZModeler, NanoMesh, and KeyShot renderer. In this edition, new features such as Gizmo 3D and the Live Boolean mode, which is used to generate boolean results, have been explained. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. This book caters to the needs of both the novice and advanced users of ZBrush 4R8 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 12 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that will be covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

Strategic Sustainability Sep 07 2022 Strategic Sustainability examines how organizations can implement environmental sustainability science, theories, and ways of thinking to become more competitive. Including examples and ideas implemented in various countries, it is based on known scientific principles about the natural world and organizational principles focusing on the work domain. The intersection of these two realms of research creates a powerful and new approach to comprehensive, seemingly contradictory issues. Daniel S. Fogel draws from disparate fields and creates a story about organizations, their future and how people are part of the problem and, more importantly, part of the solution. Readers will find ways to take action to improve organizations and avoid denigrating our natural environment, learning to be mindful of the urgency we should feel to improve our impact on the world. The focus on the natural environment provides a powerful focus for creating value in organizations and addressing the major challenges we all face. Advanced sustainability students, working professionals and board members, managers and legislators responsible for governing organizations or implementing public policy will find this book useful. A companion website features an instructor's manual with test questions, as well as 38, 10-minute videos for classroom use.

Parameters Mar 09 2020

Guide to the White House Staff Jan 07 2020 Guide to the White House Staff is an insightful new work examining the evolution and current role of the White House staff. It provides a study of executive-legislative relations, organizational behavior, policy making, and White House-cabinet relations. The work also makes an important contribution to the study of public administration for researchers seeking to understand the inner workings of the White House. In eight thematically arranged chapters, Guide to the White House Staff: Reviews the early members of the White House staff and details the need, statutory authorization, and funding for staff expansion. Addresses the creation of the Executive Office of the President (EOP) and a formal White House staff in 1939. Explores the statutes, executive orders, and succession of reorganization plans that shaped and refined the EOP. Traces the evolution of White House staff from FDR to Obama and the specialization of staff across policy and political units. Explores how presidential transitions have operated since Eisenhower created the position of chief of staff. Explains the expansion of presidential in-house policymaking structures, beginning with national security and continuing with economic and domestic policy. Covers the exodus of staff and the roles remaining staff played during the second terms of presidents. Examines the post-White House careers of staff. Guide to the White House Staff also provides easily accessible biographies of key White House staff members who served the presidencies of Richard M. Nixon through George W. Bush. This valuable new reference will find a home in collections supporting research on the American presidency, public policy, and public administration.

Der Blaue Ozean als Strategie Jul 01 2019 Das Buch ist ein globales Phänomen. Es wurde 3,5 Millionen Mal verkauft, in rekordverdächtigen 43 Sprachen publiziert und ist auf 5 Kontinenten zum Bestseller geworden. Nun ist es in einer aktualisierten und erweiterten Auflage neu erschienen. - Der internationale Bestseller: Jetzt mit neuem Vorwort, neuen Kapiteln und aktualisierten Fallstudien - Ein Bestseller auf 5 Kontinenten - Weltweit mehr als 3,5 Millionen Bücher verkauft - In 43 Sprachen übersetzt - Ein Wall-Street-Journal-, Businessweek- und Fast-Company-Bestseller Der von Organisationen und Branchen auf der ganzen Welt hochgeschätzte Bestseller stellt alles in Frage, was wir bisher über die Voraussetzungen strategischen Erfolgs zu wissen glaubten. Der Blaue Ozean als Strategie, vertritt die Ansicht, dass ein brutaler Konkurrenzkampf nur dazu führt, dass sich die Konkurrenten in einem blutrot gefärbten Ozean um rapide schwindende Gewinnmöglichkeiten streiten. Basierend auf der Untersuchung von mehr als 150 strategischen Schachzügen (im Lauf von mehr als 100 Jahren und in mehr als 50 Branchen) vertreten die Autoren die Ansicht, dass nachhaltiger Erfolg nicht auf verschärftem Konkurrenzkampf, sondern auf der Eroberung »Blauer Ozeane« beruht: der Erschließung neuer Märkte mit großem Wachstumspotenzial. Der Blaue Ozean als Strategie präsentiert einen systematischen Ansatz, wie man Konkurrenz irrelevant macht, und legt Prinzipien und Methoden vor, mit der jede Organisation ihre eigenen Blauen Ozeane erobern kann. Diese erweiterte Auflage enthält: - Ein neues Vorwort der Autoren: Hilfe! Mein Ozean färbt sich rot. - Aktualisierungen der in dem Buch behandelten Fälle und Beispiele, indem ihre Geschichte bis in die Gegenwart weiterverfolgt wird. - Zwei neue Kapitel und ein erweitertes drittes Kapitel: Ausrichtung, Erneuerung und Red Ocean Traps. Sie behandeln die wichtigsten Fragen, die die Leser in den vergangenen zehn Jahren gestellt haben. Der bahnbrechende Bestseller stellt das bisherige strategische Denken auf den Kopf und entwirft einen kühnen neuen Weg in die Zukunft. Hier können Sie lernen, wie man neue Märkte erschließt, auf denen Konkurrenz noch keine Rolle spielt. "Das ist ein extrem wertvolles Buch." Nicolas G. Hayek, Verwaltungsratspräsident, Swatch Group "Ein Muss für Manager und Wirtschaftsstudenten." Carlos Ghosn, President und CEO, Nissan Motor Co., Ltd. "Die Strategien von Kim und Mauborgne sind nicht nur neu, sondern auch praxisnah. Wir haben sie in unserem Unternehmen mit großem Erfolg umgesetzt." Patrick Snowball, Chief Executive, Norwich Union Insurance Wenn Sie mehr über die innovative Kraft des Buches wissen wollen, besuchen Sie blueoceanstrategy.com. Dort finden Sie alle Mittel, die Sie brauchen: praktische Ideen und Fallbeispiele aus staatlichen Unternehmen und der Privatindustrie, Lehrmaterial, Mobile Apps, aktuelle Updates sowie Tipps und Tools, mit denen Sie Ihre Reise auf dem Blauen Ozean erfolgreich gestalten können.

Exploring AutoCAD Civil 3D 2019, 9th Edition Dec 30 2021 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

Exploring Autodesk Navisworks 2019, 5th Edition Nov 28 2021 Exploring Autodesk Navisworks 2019 is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. In Navisworks 2019 book, the author has emphasized on various hands on tools for real-time navigation, reviewing models, creating 4D and 5D simulation, quantifying various elements, performing clash detection, rendering, creating animation, and advanced tools for selection through tutorials and exercises. In this book, along with the main text, the chapters have been punctuated with tips and notes to give additional information on the concept, thereby enabling you to create your own innovative projects. Additionally, this book contains case studies of two real world BIM projects undertaken by The BIM Engineers. Salient Features: 404 pages of heavily illustrated text. Covers detailed description of the tools of Navisworks 2019. Explains the concepts using real-world projects and examples focusing on industry experience. Covers advanced functions such as creating visualizations with Autodesk Rendering. Includes an exercise on creating car animation using Animator and Scriptor tool. Includes two case studies from projects of The BIM Engineers. Provides step-by-step explanation that guides the users through the learning process. Effectively communicates the utility of Navisworks 2019. Self-Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters. Table of Contents Chapter 1: Introduction to Autodesk Navisworks 2019 Chapter 2: Exploring the Navigation Tools in Navisworks Chapter 3: Selecting, Controlling, and Reviewing Objects Chapter 4: Viewpoints, Sections, and Animations Chapter 5: TimeLiner Chapter 6: Working with Animator and Scriptor Chapter 7: Quantification Chapter 8: Clash Detection Chapter 9: Autodesk Rendering in Navisworks Case Studies Index

Research in Education Sep 02 2019

Exploring Autodesk Revit 2019 for Structure, 9th Edition Apr 09 2020 Exploring Autodesk Revit 2019 for Structure is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. This book enables the users to harness the power of BIM with Autodesk Revit 2019 for Structure for their specific use. In this book, the author emphasizes on physical modeling, analytical modeling, rebar modeling, steel element cutting tools, structural steel connections and quantity scheduling. Also, Revit 2019 for Structure book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software. This book is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry. In this book, along with the main text, the chapters have been punctuated with tips and notes to give additional information on the concept, thereby enabling you to create your own innovative project. Salient Features: Detailed explanation of structural tools of Autodesk Revit. Real-world structural projects given as tutorials. Tips and Notes throughout the book. 536 pages of heavily illustrated text. Self-Evaluation Tests, Review Questions, and Exercises at the end of each chapter. Table of Contents Chapter 1: Introduction to Autodesk Revit 2019 for Structure Chapter 2: Getting Started with a Structural Project Chapter 3: Setting up a Structural Project Chapter 4: Structural Columns and Walls Chapter 5: Foundations, Beams, Floors, and Open Web Joists Chapter 6: Editing Tools Chapter 7: Documenting Models and Creating Families Chapter 8: Standard Views, Details, and Schedules Chapter 9: 3D Views, Sheets, Analysis, Reinforcements, and Massing Chapter 10: Linking Revit Model with Robot Structural Analysis Student Project Index Free Teaching and Learning Resources CAD/CIM Technologies provides the following free teaching and learning resources with this book: Technical support on contacting techsupport@cadcim.com Part files used in tutorials, illustrations and exercises*. Customizable PowerPoint Presentations of every chapter. * Instructor Guide with solution to all review questions and exercises* Additional learning resources at 'revitxperts.blogspot.in/' and 'youtube.com/cadcimtech' (* For Faculty Only)

Insiders' Guide® to Williamsburg Apr 21 2021 Experience America's past and present-day glories in beautiful, historic Williamsburg, Jamestown, and Yorktown. Written by a local, this guide includes: Comprehensive listings of restaurants, cozy accommodations, and attractions the whole family can enjoy, including candlelight ghost tours, Colonial reenactments, and amusement parks with thrill rides and waterslides Countless details on annual events, festivals, shopping, and kid-friendly entertainment Advice on how to live and thrive in the area—from recreation to education

The Strategic Tool for Evaluating Educational Returns Oct 28 2021 Axel Müller-Hofvenschiöld presents a new evaluation approach for executive education. His Strategic Tool for Evaluating Educational Returns (STEER) combines ideas from controlling and psychology in order to measure the added-value of face-to-face business school programs to an organisation.

A Guide to Global Mental Health Practice Oct 04 2019 Drawing on the authors' experience in developing and implementing global mental health programs in crisis and development settings, *A Guide to Global Mental Health Practice: Seeing the Unseen* is designed for mental health, public health, and primary care professionals new to this emerging area. The guide is organized topically and divided into four sections that move from organizing and delivering global mental health services to clinical practice, and from various settings and populations likely to be encountered to special issues unique to global work. Case studies based around a central scene are threaded throughout the book to convey what global mental health work actually involves. Mental health professionals of all backgrounds, including social workers, nurses, nurse practitioners, psychologists, and psychiatrists, as well as public health professionals and community level medical professionals and mental health advocates will benefit from this engaging primer. It is the book for anyone committed to addressing mental health issues in a low resource or crisis-hit setting, whether international or domestic.

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Jul 05 2022 Pixologic ZBrush 2020: A Comprehensive Guide covers all features of ZBrush 2020 in a simple, lucid, and comprehensive manner. It gives in-depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh, NanoMesh, ZRemesher, ZModeler, NanoMesh, and KeyShot renderer. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. In this edition, the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight. Moreover, new sculpting brushes like XTractor and HistoryRecall have been covered. Additionally, the concepts like Array, ZPlugin, and FiberMesh are explained with the help of step by step instructions. Salient Features Consists of 12 chapters & 1 project that are organized in a pedagogical sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test & Review Questions at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

Autodesk Inventor Professional 2019 for Designers, 19th Edition Jan 19 2021 Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019, a feature-based 3D parametric solid modeling software. All environments of this solid modeling software are covered in this book with thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies, and apply direct modeling techniques to facilitate rapid design prototyping. Salient Features: Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2019 Tutorial approach to explain the concepts Step-by-step instructions and real-world mechanical engineering designs as tutorials and projects Additional information in the form of notes and tips Self-Evaluation Test, Review Questions, and Exercises at the end of each chapter for the users can assess their knowledge. Technical support by contacting 'techsupport@cadcam.com' Additional learning resources at 'allaboutcadcam.blogspot.com'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments * Chapter 17: Miscellaneous Tools * Chapter 18: Working with Special Design Tools * Chapter 19: Introduction to Plastic Mold Design * Index *(Free download from CAD/CIM Website) Free Teaching and Learning Resources Part files used in tutorials, exercises*, and illustrations Instructor Guide with solution to all review questions and exercises* (* For faculty only)

Council of Europe - Highlights 2015 Dec 06 2019 This publication presents the work carried out in 2015 by the different bodies and sectors of the Council of Europe, highlighting its particular strengths and achievements. The Council of Europe is the continent's leading human rights organisation. It comprises 47 member states, 28 of which are members of the European Union. All Council of Europe member states have signed up to the European Convention on Human Rights, a treaty designed to protect human rights, democracy and the rule of law. The European Court of Human Rights oversees the implementation of the Convention in the member states.

Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition Jun 04 2022 Pixologic ZBrush 2018: A Comprehensive Guide covers all features of ZBrush 2018, which is a powerful modeling and sculpting software developed by Pixologic Inc. and is used for developing highly detailed characters for movies, games, and digital design projects. The book provides in-depth details of the concepts and explains the usage and functions of the most commonly used tools of ZBrush. In this edition, new feature such as, ZModeler, NanoMesh, and KeyShot renderer have been also explained. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 12 chapters & 1 project that are organized in a pedagogical sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test & Review Questions at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition Nov 09 2022 Autodesk 3ds Max 2018: A Comprehensive Guide aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2018 and then gradually progresses to cover the advanced 3D models and animations. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The book will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises. Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: NURBS Modeling Chapter 11: Compound Objects Chapter 12: Modifiers Chapter 13: Lights and Cameras Chapter 14: Animation Basics Chapter 15: Systems, Hierarchy, and Kinematics Chapter 16: Rigid Body Dynamics and Helpers Chapter 17: Particle Systems and Space Warps-I (For free download) Chapter 18: Particle Systems and Space Warps-II (For free download) Project 1: Creating a Diner Index

Resources in Education Nov 04 2019

Communities in Contact Nov 16 2020 "Communities in Contact represents the outcome of the Fourth International Leiden in the Caribbean symposium, entitled "From Prehistory to Ethnography in the circum-Caribbean." The contributions included in this volume cover a wide range of topics from a variety of disciplines - archaeology, bioarchaeology, ethnohistory and ethnography - revolving around the themes of mobility and exchange, culture contact, and settlement and community. The application of innovative approaches and the multi-dimensional character of these essays have provided exiting new perspectives on the indigenous communities of the circum-Caribbean and Amazonian regions throughout prehistory until the present."--pub. desc.

Howkins & Bourne: Shaw's Textbook of Gynaecology, 18th Edition - E-Book Aug 26 2021 Howkins & Bourne: Shaw's Textbook of Gynaecology, 18th Edition - E-Book

Exploring Bentley STAAD.Pro CONNECT Edition, 3rd Edition Jun 11 2020 Exploring Bentley STAAD.Pro CONNECT Edition is a comprehensive book that has been written to cater to the needs of the students and professionals. The chapters in this book are structured in a pedagogical sequence, which makes the learning process very simple and effective for both the novice as well as the advanced users of STAAD.Pro. In this book, the author explains in detail the procedure of creating 2D and 3D models, assigning material constants, assigning cross-section properties, assigning supports, defining different loads, performing analysis, viewing results, and preparing report. The chapters in the book are punctuated with tips and notes, wherever necessary, to make the concepts clear, thereby enabling the user to create his own innovative projects. Salient Features: Detailed explanation of concepts Real-world projects given as example• Tips and Notes throughout the book 284 pages of illustrated text Self-Evaluation Tests and Review Questions Table of Contents: Chapter 1: Introduction to STAAD.Pro CONNECT Edition Chapter 2: Structural Modeling in STAAD.Pro Chapter 3: Structural Modeling Using Tools Chapter 4: Defining Material Constants and Section Properties Chapter 5: Specifications and Supports Chapter 6: Loads Chapter 7: Performing Analysis, Viewing Results, and Preparing Report Chapter 8: Physical Modeling Index

MAXON CINEMA 4D S24: A Tutorial Approach, 8th Edition May 23 2021 MAXON CINEMA 4D S24: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers, animators, and designers. The book caters to the needs of both the

novice and the advance users of MAXON CINEMA 4D S24. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques. In this book, three projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset Browser and the new placement tools in depth. Salient Features Consists of 13 Chapters and 3 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. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring CINEMA 4D S24 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 Project 3: Creating an Exterior Scene Index

Jude the Obscure Aug 02 2019 Jude Fawley, the stonemason excluded not by his wits but by poverty from the world of Christminster privilege, finds fulfilment in his relationship with Sue Bridehead. Both have left earlier marriages. Ironically, when tragedy tests their union it is Sue, the modern emancipated woman, who proves unequal to the challenge. Hardy's fearless exploration of sexual and social relationships and his prophetic critique of marriage scandalised the late Victorian establishment and marked the end of his career as a novelist.

MAXON CINEMA 4D R19 Studio: A Tutorial Approach, 6th Edition Jul 25 2021 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

Wonderpedia of NeoPopRealism Journal, Today's Featured Articles, 2010-2013 Feb 17 2021 NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.