

User Manual Autodesk Mudbox 2011

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

The Ultimate Maya 2009 Resource for Intermediate to Advanced Users If you already know the basics of Maya, now you can elevate your skills with Maya 2009 and the advanced coverage in this authoritative new reference and tutorial. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level instruction on Maya Complete and Maya Unlimited. This fully updated book brings you up to speed on Maya 2009's new features and expands your skills with advanced instruction on cloth, fur, and fluids. You'll learn Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more. Filled with challenging tutorials and real-world scenarios from some of the leading professionals in the industry, this one-of-a-kind guide gives you valuable insight into the entire CG production pipeline. If you've been looking for a complete, professional-quality Maya resource to turn to again and again, this is the book for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Every production is built on the backbone of the pipeline. While a functional and flexible pipeline can't assure a successful project, a weak pipeline can guarantee its demise. A solid pipeline produces a superior product in less time and with happier artists who can remain creative throughout the grueling production schedule. Walk through the foundational layers of the production pipeline, including IT infrastructure, software development practices and deployment policies, asset management, shot management, and rendering management. Production Pipeline Fundamentals for Film and Games will teach you how to direct limited resources to the right technological initiatives, getting the most for every dollar spent. Learn how to prepare for and manage all aspects of the pipeline with this entirely unique, one-of-a-kind guide. Expand your knowledge with real-world pipeline secrets handed to you by a stellar group of professionals from across the globe. Visit the companion website for even further resources on the pipeline.

È forte la tentazione di aprire questa Prefazione agli atti del 40.mo Convegno dei Docenti delle Discipline della Rappresentazione – il più importante dei nostri appuntamenti annuali, la cui prima edizione si tenne il 3-4-5 maggio 1979 a Santa Margherita Ligure – con qualche considerazione sul percorso che ci ha condotto fin qui. È però anche facile rinunciare, perché il Comitato Tecnico Scientifico della UID ha deciso di ricordare adeguatamente la ricorrenza, avviando in realtà, considerato che nel 2020 cade poi il 40.mo anniversario della fondazione della nostra società scientifica (formalmente costituita il 4 agosto 1980), un biennio di celebrazioni e, soprattutto, di riflessioni su “chi siamo, da dove veniamo”, ma pure su “dove andiamo”, anzi: su dove “dobbiamo andare”. Ci sta lavorando uno specifico gruppo di lavoro della UID, coordinato dal Vice Presidente Mario Centofanti, e i primi prodotti sono stati preparati proprio per questo Convegno di Milano, nel cui programma è stata prevista una sessione ad hoc. Mi pare allora più opportuno segnalare come quest'appuntamento milanese segni in maniera definitiva l'inserimento del Politecnico di Milano tra le realtà più significative della comunità scientifica della rappresentazione. Forse da sempre è, dopo Sapienza-Università di Roma, la sede con il maggior numero di incardinati sul settore scientifico-disciplinare ICAR/17; di sicuro, è stata la prima in Italia in cui la nostra attività di ricerca e didattica ha iniziato a cimentarsi a più ampio spettro nei diversi campi dall'architettura, del design e dell'ingegneria. Però solo negli ultimi anni è riuscita ad affermarsi in maniera esplicita, grazie soprattutto a un gruppo di giovani preparati e motivati, che finalmente ha trovato un'autorevole, consapevole e riconosciuta leadership in Rossella Salerno. Dopo una serie di significative iniziative, anche a livello internazionale, che hanno avuto il Patrocinio della UID – come il Seminario Brainstorming BIM. Il modello tra rilievo e costruzione, promosso da Cecilia Bolognesi alla fine del 2016; il 5th INTBAU International Annual Event, organizzato nel luglio 2017 da Giuseppe Amoroso e la ICGG 2018, 18th International Conference on Geometry and Graphics, l'appuntamento biennale della ISGG che si è svolta ad agosto scorso per iniziativa di Luigi Cocchiarella – l'organizzazione del nostro Convegno annuale costituisce un traguardo di assoluto rilievo. Per il Politecnico di Milano e per la UID, che non poteva più fare a meno dell'importante e continuo contributo milanese. Ringrazio Rossella, Michela Rossi, Andrea Rolando e tutti i colleghi del Politecnico per il grande sforzo che hanno fatto. L'Introduzione di Rossella Salerno mi consente, quest'anno, di essere più breve rispetto agli anni scorsi. Mi limiterò, pertanto, ad alcune considerazioni sulla partecipazione al Convegno e a una lettura trasversale dei paper, non per Focus, cercando soprattutto di cogliere ed evidenziare i macro temi che risultano più o meno coltivati. A tal fine la lettura dei paper accettata per la pubblicazione agli Atti, finalizzata a scrivere questa Prefazione, è una delle esperienze più faticose ma nello stesso tempo più interessanti e istruttive, come Presidente della UID; determinante per rendersi conto dello stato dell'attività scientifica in corso nella nostra comunità. È infatti nei convegni che in genere vengono presentati, offrendoli alla discussione e alla verifica dei colleghi, i primi risultati delle ricerche in atto, ben prima che sulle stesse vengano redatti meditati articoli o, nei casi di temi di maggiore respiro, scritte corpose monografie.

leven en taal verbinden

Introducing Maya 2011

Autodesk Mudbox 2011

Mastering Autodesk 3ds Max Design 2010

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Mastering Autodesk Maya 2016

Creator Mugeda Arduino Arduino Mind+ AppInventor CinemaMoCap IPI Recorder HTML5 Cocos

Complete and thorough update to this Autodesk Official Training Guide! With pages of focused discussions, detailed exercises, in-depth coverage, and compelling examples, this comprehensive guide shows you how to implement and use Revit Architecture with spectacular results. You'll learn how use the interface, how to create fantastic building designs with Revit, how to produce solid documentation?even how to go direct to fabrication with Revit. An Autodesk Official Training Guide, this thorough reference and tutorial also helps you prepare for Autodesk's Certified Associate and Certified Professional exams. Gets you quickly productive with Revit Architecture?s features and functions Shows you how to document, detail, annotate, and present your designs Helps you improve workflows with worksharing and collaboration Prepares you for the Revit Architecture 2011 Certified Associate and Certified Professional Exams Gives contractors the essentials of modeling Explores using Revit for film and stage Mastering Autodesk Revit Architecture is the ultimate real-world reference on this exciting software.

A practical, step-by-step guide to Maya 2012 This book is the ideal primer to getting started with Maya, the premier 3D animation and effects software used in movies, visual effects, games, cartoons, short films, and commercials. You'll learn the Maya interface and the basics of modeling, texturing, animating, and visual effects. Professional visual effects artist and instructor Dariush Derakhshani explains the nuances of the complex software, while creative tutorials offer realistic, professional challenges for those new to 3D. You'll be up and running in no time with the world's most popular professional 3D software application. Provides a thorough, step-by-step introduction to Maya 2012 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Concepts are reinforced with tutorials that offer realistic challenges and clear explanations Color insert provides real-world examples from talented beginning Maya users Build your Maya and animation skills from the ground up with this practical, thorough guide.

Updated version of the bestselling 3ds Max book on the market Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to the bestselling 3ds Max book on the market continues to be the most comprehensive reference on this highly complex application. Packed with expert advice, timesaving tips, and more than 150 step-by-step tutorials 16-page color insert highlights the work of some of today's most cutting-edge 3D artists Includes a companion DVD with a searchable, full-color version of the 3ds Max Bible, as well as customizable models and textures The only comprehensive reference-tutorial on 3ds Max, it's no wonder the 3ds Max Bible is the bestselling 3ds Max book in the world and a favorite of both amateur and professional animators. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

3ds Max 2012

Game Engine Design and Implementation

Introducing Autodesk Maya 2012

Digital Poetry's Ontological Implications

Essential Tools and Techniques for Artists

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The only comprehensive tutorial/reference exclusively devoted to Autodesk's robust architectural visualization software 3ds Max Design is a powerful real-time 3D design, modeling, and animation tool for architectural visualizations. This book covers all the software's crucial features, including how to simulate and analyze sun, sky, and artificial light-crucial factors for sustainable design-and how to define and assign realistic materials and work with AutoCAD and Revit files. You'll quickly learn how to get the most from this powerful software's 3D modeling, animation, and rendering capabilities. McFarland is an Autodesk Authorized Author with professional experience in creating complex visualizations for a large property development company. His real-world focus means workflows and instructions are professional and proven, and projects will include those that pros work on every day. Uses actual examples from the author's experience, including retail spaces, small offices, residential developments, and more Concise explanations, focused examples, step-by-step instructions, and hands-on tutorials teach the basics and fine points of the software Covers all the essential features, such as how to simulate and analyze sun, sky, and artificial light Demonstrates efficient use of the interface; how to work with Revit and AutoCAD files; using data, scene management, and solid modeling tools; rendering real-world surfaces; and setting up animated walkthroughs Mastering 3ds Max Design 2010 provides a practical education in using this powerful architectural visualization tool.

Computerspiele sind ein rasant wachsendes Massenmedium, das unsere Kultur und Gesellschaft heute entscheidend prägt und beeinflusst. Die Analyse virtueller Spielfiguren und die Auseinandersetzung mit ihrer Bedeutung sind aber bislang wenig erforscht, obwohl Charaktere zu den Schlüsselkomponenten von Spielen gehören. Solveigh Jäger gibt einen umfassenden Einblick in die komplexe Welt der digitalen Spielfigur, als interaktives Pixelbild und verbindenden, realen Bestandteil unserer Kultur und Gesellschaft. Sie zeigt, dass ein erfolgreiches Charakter-Design ein medienpsychologisches Verständnis von den Spielern voraussetzt. Die Grundregeln des menschlichen Verhaltens wirken sich direkt auf den virtuellen Repräsentanten in der digitalen Welt aus und beeinflussen die Wahrnehmung des Spielers in Abhängigkeit von seinem Typus, Geschlecht und dessen Kultur.

Provides instructions on using Mudbox 2011 to create digital sculptures.

Provides hands-on intermediate-to-advanced coverage of the leading 3D software Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. For intermediate and advanced users who already know Maya basics, this official Maya guide provides the detailed coverage you need to unlock the software's more complex features. Elevate your skills in modeling, texturing, animation, and visual effects, and gain proficiency in high-level techniques for film, television, game development, and more. Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids Offers intermediate-level projects on Dynamics, Maya Muscle, Stereo Cameras, Assets, rendering with mental ray, and more Offers challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation.

Archeologia e Calcolatori, 32.1, 2021

Aesthetic Animism

40° Convegno internazionale dei Docenti delle discipline della Rappresentazione. Quindicesimo congresso UID – Milano 13/15 settembre 2018 / 40th International Conference of Teachers of the disciplines of the Representation. XV congress UID - Milan

Introducing ZBrush 4

Het lied van de wolken

Dit boek vertelt je precies wat je allemaal met je Android-tablet kunt doen. Van het gebruiken van internet, e-mail en social media tot het vinden van apps, muziek en boeken. Het is geschikt voor alle types Android-tablets en bevat alle informatie die je nodig hebt om met je tablet aan de slag te gaan. Foto's maken en delen, genieten van films en series, je agenda bijhouden en nog veel meer - met dit boek heeft je tablet geen geheimen meer voor jou! Deze nieuwe editie is bijgewerkt tot en met Android-versie 8 (Ouro). Dan Gookin is de auteur van 'DOS voor Dummies', het allereerste Voor Dummies-boek. Hij wordt wereldwijd geprezen om zijn vele computing-bestsellers. Bron: Flaptekst, uitgeverinformatie.

Part of the new Digital Filmmaker Series! Digital Filmmaking: An Introduction is the first book in the new Digital Filmmaker Series. Designed for an introductory level course in digital filmmaking, it is intended for anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts on the part of the student. In addition to the basics of shooting and editing, different story forms are introduced from documentary and live events through fictional narratives. Each of the topics is covered in enough depth to allow anyone with a camera and a computer to begin creating visual projects of quality.

In dit tweede, los te lezen, boek over de vrouwen van Kiward reis je terug naar Nieuw-Zeeland aan het eind van de 19e eeuw, waar de band tussen Kura, Elaine en hun families onder druk komt te staan. Nieuw-Zeeland, 1893. Gwyneira en Helen, ooit samen overgekomen uit Londen, zijn al een leven lang beste vriendinnen. Helaas geldt dat niet voor hun kleindochters, Kura en Elaine. Kura is niet geïnteresseerd in het familiebedrijf dat Gwyn runt en dat zij over moet nemen om de vrede met de Maori-bevolking te bewaren. Zij heeft haar oog laten vallen op een zangcarrière in Engeland en op de knappe William, die Elaine het hof maakt. Elaine heeft altijd het gevoel gehad onder te doen voor haar bruisende nichtje. Als William hun verlovning verbreekt en met Kura trouwt, stort haar wereld in, en in haar wanhoop maakt ze keuzes die hun sporen trekken in beide families. Zal de jarenlange vriendschap tussen de families dit overleven? [Het lied van de wolken] is een meeslepend verhaal over familie en vriendschap, over het begaan van fouten en het maken van keuzes, en over de vrouwen van Kiward Station die hun plek in de wereld zoeken. Het verhaal van Kura, Elaine en hun families begint in [Het land van beloften] en gaat verder in [De roep van het land].

Master the art of 3D printing with step-by-step tutorials and DIY projects Are you ready to join the new industrial revolution? 3D Printing with Autodesk 123D, Tinkercad, and MakerBot reveals how to turn your ideas into physical products that you can use or sell! You'll learn how to operate powerful, free software from Autodesk and bring your creations to life with the MakerBot—a leading consumer printer—or an online service bureau. Practical examples take you through the Design, Catch, Meshmixer, Tinkercad, Make, and CNC Utility apps, and the MakerBot Desktop. Fun projects, easy-to-follow instructions, and clear screenshots progress from installing the software to printing the design. Videos and digital files accompany this hands-on guide. Make your own creations with Design and Tinkercad Download editable, premade content Generate construction documents with the LayOut feature Create and edit a reality capture model with Catch Edit and mash up .stl files with Meshmixer Navigate the MakerBot Desktop Print the model on your own machine or with a service bureau

3ds Max 2011 Bible

Mastering Maya 2009

Autodesk Official Press

Mastering Autodesk Maya 2012

Introducing Mudbox

Mastering Autodesk Revit Architecture 2011

Dans cet ouvrage complet, initiez-vous à la toute dernière version de Blender, le logiciel gratuit de référence en matière de création graphique 3D. Apprenez l'indispensable et même plus pour créer vos propres animations et découvrez ainsi les techniques de modélisation, les textures, les effets declairage et d'animation, ainsi que les effets spéciaux. A la fin de chaque chapitre, vous pouvez directement mettre en pratique ce que vous venez d'étudier grâce aux cas pratiques. Apprenez ainsi à créer la texture d'objets de jeu vidéo, l'clairage d'une scène simple ou à appliquer un chemin de « ride » à une caméra en quelques clics. Donner vie à vos idées avec Blender devient facile grâce à cet ouvrage de référence!

3ds Max, il celebre software di modellazione vettoriale e tridimensionale, è lo standard per architetti, urbanisti e designer che vogliono creare modelli, immagini di alta qualità e i rendering-zadioni di elementi architettonici. Ma non solo. 3ds Max, infatti, ha da tempo oltrepassato i suoi consueti ambiti di utilizzo approdando alla produzione televisiva e cinematografica. Gli autori non mirano a trattare tutte le potenzialità di un software così sofisticato, ma forniscono al lettore le informazioni necessarie per cominciare a lavorare in modo efficiente e con profitto, descrivendo l'interfaccia e illustrando le funzionalità di base per la modellazione 3D.

Aimed at business strategists, policy makers, researchers and adult learners, this book has an Asian perspective on business sustainability and is about understanding how recent developments and future actions in one part of the world will have a global impact. The book magnifies the concept of so-called 'globalisation' and examines the topic of business sustainability from a broad and integrated approach to business: encapsulating people, prosperity and the planet. Furthermore, it acknowledges the contributions, challenges and potential of not only the big corporate houses, but also the smaller ones, in this situation. Chapters discuss the benefits organisations can attain with better governance, and social and environmental practices are also analysed. Broad and integrated approach to business encapsulating people, prosperity and sustainability Details recent developments and future actions in the areas of business sustainability and applicable more globally Written by highly knowledgeable and well-respected academician and practitioners in the field; a perfect blend of the best of both worlds

Autodesk® Maya® è un software gigante, por é m, o fluxo de trabalho ser á focado apenas para a construção do personagem still, mas todo conceito aplicado pode ser utilizado para outros fins. Lembrando que o objetivo principal neste momento é a montagem de um personagem que fique próximo ao proposto, com tempo e treino, conseguir á modelar personagens iguais ao planejado, uma vez que a criação é no papel e não no software.

Digital Sculpting with Mudbox

AUTODESK MAYA E MUDBOX 2018 MODELAGEM ESSENCIAL PARA PERSONAGEM

Mastering Autodesk Maya 2011

The Fundamentals of 3D Modeling, Texturing, and Animation

Mastering Autodesk 3ds Max Design 2011

3ds Max 2012 Bible

Como en el Teatro Houdin de Georges Méliès, o en los espectáculos de vodevil de Winsor McCay a comienzos del siglo XX, las artes escénicas están experimentando hoy una evolución hacia el espectáculo multimedia mediante la incorporación de imagen animada —o, dicho esto sin ironía, la animación reanima el teatro. Las artes escénicas también han sido motivo de fascinación para los animadores que acuden al teatro y a los géneros musicales como fuente de inspiración o crítica. Por añadidura, los principios teatrales de acting y puesta en escena son fundamentales en la narrativa animada de hoy y de siempre, pues donde hay un animador, sin duda encontraremos también a un actor. Nos sobran los motivos, pues, para brindar en este número de Con A de animación un homenaje al intercambio entre la imagen animada y las artes escénicas a las que tanto debe. El presente número de Con A de animación contiene una serie de reseñas, reportajes, entrevistas y textos de investigación originales e inéditos en torno a la animación y las artes escénicas, que destacarán figuras como el animador británico Barry Purves, el sudafriicano William Kentridge o los españoles Alberto Vázquez y César Díaz Meléndez; las animadoras y “performancers” Miwa Matreyek y Kathy Rose, la compañía operística 1927, las técnicas escenográficas de Karel Zeman y Josef Svoboda, o las ideas de Garri Bardin, sin dejar de lado aproximaciones tecnológicas a la puesta en escena con gráficos digitales.

Modern engineering often deals with customized design that requires easy, low-cost and rapid fabrication. Rapid prototyping (RP) is a popular technology that enables quick and easy fabrication of customized forms/objects directly from computer aided design (CAD) model. The needs for quick product development, decreased time to market, and highly customized and low quantity parts are driving the demand for RP technology. Today, RP technology also known as solid freeform fabrication (SFF) or desktop manufacturing (DM) or layer manufacturing (LM) is regarded as an efficient tool to bring the product concept into the product realization rapidly. Though all the RP technologies are additive they are still different from each other in the way of building layers and/or nature of building materials. This book delivers up-to-date information about RP technology focusing on the overview of the principles, functional requirements, design constraints etc. of specific technology.

A beautifully-packaged, advanced reference on the very latest version of Maya If you already know the basics of Maya, the latest version of this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, this book will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software Covers the very latest Maya tools and features, including Dynamics, Maya Muscle, Stereo Cameras, rendering with mental ray, and more Offers complete coverage of advanced topics such as cloth, fur, and fluids Showcases the techniques of

professionals through numerous examples and real-world scenarios, showing you how to set up and manage 3D animation and visual effects pipelines Includes a CD with all support files from the book, along with movies to illustrate concepts If you're looking for an in-depth, professional Maya resource to turn to again and again, Mastering Maya is the book you need. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

La animación a escena. Con A de Animación 7
Erfolgreiches Charakterdesign für Computer- und Videospiele
Blender - Le guide complet
Het ware geheim van schrijven
Principles and Functional Requirements
Mobile Internet Monthly Newsletter September 2010

Zitten, lopen en schrijven dit zijn de drie basiselementen van Natalie Goldbergs schrijfpraktijk. Vijftientig jaar na het verschijnen van haar bestseller 'Writing Down the Bones' / 'Schrijven vanuit je hart' heeft zij de ervaringen van haar 'True Secret-schrijfretraites verwerkt in 'Het ware geheim van schrijven'. In stilte schrijven met een open, niet oordelende geest, dat is haar motto. Als praktisch zenbeoefenaar benadrukt zij naast de stilte ook het belang van beweging, het contact met de aarde. 'Het vinden van je schrijversstem is het vinden van je ruggengraat: je verbindt je adem van inspiratie met de adem van de wereld. NATALIE GOLDBERG ' Oprecht, grappig, diepzinnig, kalm, en woest Natalie zorgt ervoor dat je meteen wilt gaan schrijven. JACK KORNFELD, auteur van 'Het wijze hart'

Bachelorarbeit aus dem Jahr 2011 im Fachbereich Informatik - Software, Note: 1,7, Ruhr-Universität Bochum (Institut für Computational Engineering), Veranstaltung: Informatik im Bauwesen, Sprache: Deutsch, Anmerkungen: Das 3D-Modell kann nach Anfrage herausgegeben werden., Abstract: Ziel der Arbeit ist es die 3D-Modellierungssoftware SketchUp durch einen Programmzusatz dahingehend zu erweitern, dass es möglich ist, ein 3D-Gebaudemodell mit Zeitangaben zu versehen. Die Einsatztauglichkeit dieser 4D-Modellierungssoftware wird anhand eines Beispiel-Bauwerks überprüft.

A poetics appropriate to the digital era that connects digital poetry to traditional poetry's concerns with being. This book offers a decoder for some of the new forms of poetry enabled by digital technology. Examining many of the strange technological vectors converging on language, it proposes a poetics appropriate to the digital era while connecting digital poetry to traditional poetry's concerns with being (a.k.a. ontological implications). Digital poetry, in this context, is not simply a descendent of the book. Digital poems are not necessarily "poems" or written by "poets"; they are found in ads, conceptual art, interactive displays, performative projects, games, or apps. Poetic tools include algorithms, browsers, social media, and data. Code blossoms into poetic objects and poetic proto-organisms. Introducing the terms TAVs (Textual-Audio-Visuals) and TAVITS (Textual-Audio-Visual-Interactive), Aesthetic Animism theorizes a relation between scientific method and literary analysis; considers the temporal implications of animation software; and links software studies to creative writing. Above all it introduces many examples of digital poetry within a playful yet considered flexible taxonomy. In the future imagined here, digital poets program, sculpt, and nourish immense immersive interfaces of semi-autonomous word ecosystems. Poetry, enhanced by code and animated by sensors, reengages themes active at the origin of poetry: animism, agency, consciousness. Digital poetry will be perceived as living, because it is living. The exclusive, official guide to the very latest version of Maya Get extensive, hands-on, intermediate to advanced coverage of Autodesk Maya 2012, the top-selling 3D software on the market. If you already know Maya basics, this authoritative book takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book provides professional-level Maya instruction. With pages of scenarios and examples from some of the leading professionals in the industry, author Todd Palamar will help you master the entire CG production pipeline. Provides professional-level instruction on Maya, the industry-leading 3D animation and effects software used in popular films, games, and commercials Covers the very latest Maya 2012 tools and features, including the new fluid simulation tools Showcases the techniques of professionals through numerous examples, demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real-world scenarios from some of the leading professionals in the industry If you're looking for an in-depth, professional Maya resource to turn to again and again, this is the book you need.

3D Printing with Autodesk 123D, Tinkercad, and MakerBot
Production Pipeline Fundamentals for Film and Games
Erstellung einer 4D-Visualisierungskomponente für die Bauablaufplanung und Evaluierung am Beispiel eines Bürogebäudes
Rapid Prototyping Technology

Rappresentazione materiale/immateriale - Drawing as (in) tangible
Mastering Autodesk Revit Architecture 2012

Design remarkably realistic creatures, people, and objects using ZBrush and the new edition of this top-selling book. Professional Hollywood animator and ZBrush artist Eric Keller combines his firsthand experience with detailed, step-by-step explanations to make you feel right at home with the interface and tools. The book reinforces the core concepts of ZBrush through fun, hands-on tutorials that will help you achieve amazing results. Understand ZBrush's unique sculpting and painting technology Take a tour of ZBrush 4's innovative interface and powerful toolkit Work with digital clay and effectively use the full array of sculpting brushes Master ZSpheres for armature and ZSketching for creating meshes Explore exciting new tools for creating hard surface objects Learn how to set lighting, create materials, and render in ZBrush Create animated turntables within ZBrush to show off your work The book includes a DVD with example files and models to help guide you through each lesson, as well as movies to show you the sculpting techniques used to create many of the digital sculptures. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

A practical, step-by-step guide to Maya 2011 Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples, while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand and a decorative box—among other projects—and master all essential tools. Provides a thorough, step-by-step introduction to Maya 2011 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Provides project files on CD and walks you through the creation of several projects; the CD also includes images, movies, and scene files Includes a color insert with pages of striking examples from talented Maya beginners Build your Maya and animation skills from the ground up with this practical, thorough guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

Looks at the principles of 3D art and offers instructions on creating a variety of 3D graphics and animation. Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you're a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you're an experienced user checking out 3ds Max 2012's latest and greatest features, you'll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find out what's new, what's tried and true, and how creative you can get using the tips, tricks, and techniques in this must-have guide. Don't miss the 16-page color insert with examples from cutting-edge 3D artists, as well as the DVD packed with all kinds of extras. Loaded with expert advice, timesaving tips, and more than 150 step-by-step tutorials Highlights the work of some of today's most cutting-edge 3D artists in a 16-page color insert Includes a companion DVD with all examples from the book, including unique models and texture that you can customize DVD also features 500 pages of extra content from previous editions of the 3ds Max Bible, including a set of Quick Start tutorials If you want to gain 3ds Max 2012 skills, whether you're just beginning or not, this is the book you need to succeed.

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