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Digital Modeling William Vaughan,2011-12-27 Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for Where are the lesson files? Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is

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The Routledge Companion to Digital Humanities and Art History Kathryn Brown,2020-04-15 The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting-edge intersections between digital technologies and the study of art history, museum practices, and cultural heritage. The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies. Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development. This book offers a timely perspective on trans-disciplinary developments that are reshaping art historical research, conservation, and teaching. This book will be of interest to scholars in art history, historical theory, method and historiography, and research methods in education.

Fusion 360 for Makers Lydia Sloan Cline,2018-05-11 Learn how to use Autodesk Fusion 360 to digitally model your own original projects for a 3D printer or a CNC device. Fusion 360 software lets you design, analyze, and print your ideas. Free to students and small businesses alike, it offers solid, surface, organic, direct, and parametric modeling capabilities. Fusion 360 for Makers is written for beginners to 3D modeling software by an experienced teacher. It will get you up and running quickly with the goal of creating models for 3D printing and CNC fabrication. Inside Fusion 360 for Makers, you'll find: Eight easy-to-understand tutorials that provide a solid foundation in Fusion 360 fundamentals DIY projects that are explained with step-by-step instructions and color photos Projects that have been real-world

tested, covering the most common problems and solutions Stand-alone projects, allowing you to skip to ones of interest without having to work through all the preceding projects first Design from scratch or edit downloaded designs. Fusion 360 is an appropriate tool for beginners and experienced makers.

3D Modeling & Animation Magesh Chandramouli,2021-12-30 If I were still teaching introductory computer graphics, I would not hesitate to use this textbook as it has just the right amount of coverage of the topic for a semester course and is presented in a highly appealing manner to engage the reader. – Gary Bertoline, PhD, Distinguished Professor of Computer Graphics Technology, Purdue University, USA Graphics-based 3D modeling and animation are relevant not only in the motion picture and video game industries, but also in many other disciplines including creative arts, engineering, architecture, education, medicine, etc. Understanding the basics of 3D modeling and animation requires understanding some basic concepts in physics and math. While some books assume the readers' prior knowledge of these concepts, but 3D Modeling & Animation: A Primer explains these important concepts in a visually engaging manner. This book is not just for university students, but for anyone with an interest in computer graphics modeling and animation. Using a Software-Agnostic approach, this book and focuses on the modeling and animation concepts spanning across multiple software platforms. Employing a balanced approach that is neither too technical nor too artistic, this book instills the need for creativity and visual composition in animation. KEY FEATURES: • Uses a simple, clear, and concise approach to explain the basics of modeling and animation • Two hundred plus vibrant images to easily understand and appreciate complex concepts • Review questions at chapter ends to help readers better review the content AUTHOR: Magesh Chandramouli is a Professor of Computer Graphics Technology at Purdue University Northwest and is a Distinguished Visiting

Faculty of Computer Graphics at Feng Chia University, Taiwan. He is currently serving as the Director of Programs of the Engineering Design Graphics Division of the American Society for Engineering Education. He was a Frederick Andrews Fellow at Purdue University, West Lafayette, where he completed his Ph.D. He received Master of Science from the University of Calgary, Canada, Master of Engineering from the National University of Singapore, and B.E. from College of Engineering, Guindy, India. He has received National and International awards for his scholarly accomplishments and has delivered invited lectures in reputed universities and research centers around the world.

Essential Skills for 3D Modeling, Rendering, and Animation Nicholas Bernhardt Zeman,2014-11-06 The Key to Fully Understanding the Basics of a 3D World Prominently used in games, movies, and on television, 3D graphics are tools of creation used to enhance how material and light come together to manipulate objects in 3D space. A game-changer written for the non-technical mind, Essential Skills for 3D Modeling, Rendering, and Animation examines the complexities of 3D computer-generated art, and outlines the basics of how things work and are used in 3D. This text describes the three cornerstones of 3D—modeling, rendering, and animation; focuses on common elements; and provides a full understanding of the foundational concepts involved. Detailing the skills and knowledge needed to become an accomplished 3D artist, it includes step-by-step instruction with ample examples, and allows absolute beginners to move at their own pace. Master Anything You Are Tasked to Model The author incorporates historical information—presenting a contextual understanding of the various techniques and methodologies in their historical place. Each chapter builds on the fundamentals of 3D computer graphics and augments skills based on the concepts, enabling the student to learn both theory and application simultaneously. The book highlights two basic geometry types, polygons and NURBS surfaces, showing the

student basic modeling techniques with both. While more techniques are available, an artist can cover any model by grasping these basic techniques. Supplies examples that are specifically taken from Autodesk Maya Contains exercises that are meant to be used in conjunction with the training videos on the website Includes a documented history of computer graphics Essential Skills for 3D Modeling, Rendering, and Animation offers a fundamental understanding of the mechanics of 3D graphics to modelers, animators, texture artists, render artists, game developers, and production artists, as well as educators teaching an undergrad or tech course in 3D animation.

3D Modeling and Printing with Tinkercad James Floyd Kelly,2014 Want to master 3D modeling and printing? Tinkercad is the perfect software for you: it's friendly, web-based, and free. Even better, you don't have to rely on Tinkercad's technical documentation to use it. This guide is packed with photos and projects that bring 3D modeling to life!

3D Modeling Theo Zizka,2014-08-01 Learn how to create computer-generated 3D models like the ones used in video games and animated films. Readers will blend their art and technology skills as they learn how to use the program SketchUp. Photos, sidebars, and callouts help readers draw connections between new concepts in this book and other makers-related concepts they may already know. Additional text features and search tools, including a glossary and an index, help students locate information and learn new words.

3-D Human Modeling and Animation Peter Ratner,2012-04-27 3-D Human Modeling and Animation Third Edition All the tools and techniques you need to bring human figures to 3-D life Thanks to today's remarkable technology, artists can create and animate realistic, three-dimensional human figures that were not possible just a few years ago. This easy-to-follow book guides you through all the necessary steps to adapt your own artistic skill in figure drawing, painting, and sculpture

to this exciting digital canvas. 3-D Human Modeling and Animation, Third Edition starts you off with simple modeling, then prepares you for more advanced techniques for creating human characters. After a brief overview of human anatomy, you'll delve into the basic principles of proportion and structure, along with the different body parts. Exploring human modeling, texturing, rigging, and lighting leads you to more advanced techniques for digital figure animation. Filled with?detailed, practical information about creating and animating 3-D human models, this updated Third Edition now features more than 500 full-color images that detail, step by step, the modeling and animation processes for both male and female figures. Most helpful of all, the included DVD features QuickTime tutorials tied to the modeling chapters and provides detailed color images from the chapters so you can get a quick start in bringing your visions to fruition!

3D Digital Modeling for Beginners Ezekiel Liz,2022-09-09 This book is specially designed for beginners, it is aimed to be a solid teaching resource since it will cover almost everything about 3D digital modeling GET A COPY NOW!

BIM and Urban Land Administration Abbas Rajabifard,Behnam Atazadeh,Mohsen Kalantari,2019-06-11 Rapid urbanization has created an unprecedented pressure on the use of land in cities around the world, resulting in physical and legal complexities. This book explains the theoretical basis and practicality of connecting urban land administration practices with the 3D digital data environment of Building Information Modelling (BIM). The main focus is to adopt a BIM-based paradigm for enhancing communication and management of complex ownership rights in multi-story buildings, which are prevalent in urban built environments. This book first elaborates on a range of data elements required for managing legal information in current land administration practices pertaining to subdivision of legal interests within multi-story building

developments. It then explains how an open data model in the BIM domain – Industry Foundation Classes (IFC) – can be extended with legal data elements to lay the foundation for adopting BIM in urban land administration. The book also highlights benefits and barriers of implementing BIM-enabled urban land administration. Features Explains the theoretical basis and practicality of connecting urban land administration practices with the 3D digital data environment of BIM. Highlights the existing challenges associated with current practice of urban land administration for multi-story buildings. Introduces the potential of 3D digital environment of BIM for the purpose of mapping and registering legal interests. Describes how BIM-based data models can be extended for recording, managing, and representing legal ownership of properties over a building's lifecycle. Includes models of multi-story buildings as case studies to demonstrate the feasibility of extended BIM-based data models.

Above Them All: The Story of the Landmark Hotel & Casino Marc Wagner,2018-11-20 The Landmark Hotel & Casino was considered by many to be an eyesore and a failure before it was even completed. Developer Frank Caroll's dream struggled to become reality through seven years of stop-and-go construction. Money problems and legal disputes plagued the Landmark throughout its construction as well as its entire operational life. A string of owners, including the eccentric Howard Hughes, struggled to make the Las Vegas property a success but fate refused to roll the dice in their favor. Filled with rare photos, interviews with employees, and backed by over a decade of research. From its development and construction, through its operational life, to its twilight years of abandonment and eventual destruction to make room for a parking lot, this is the story of the tower above them all in Las Vegas.

Maya for Games Michael Ingrassia,2008-10-03 Well-known Maya professional, Michael Ingrassia, takes readers through his unique style of modeling: Image Based Modeling where efficient,

realistic models can be created very quickly. Ingrassia's techniques allow modelers to create exact replicas of their concept characters or objects. The techniques presented are very efficient and allow game modelers to quickly build out stand alone props to populate environments and game levels. Presented are tried and true techniques that the author has used successfully in game production for the past 10 years. Most, if not all 3D books, focus on basic box modeling techniques, which are the basis for proper 3D modeling but not the complete solution. In the author's experience, students who have learned through the Image Based Modeling brand, have quickly excelled into effective modelers. One of the hardest things for any modeler to do is match their model EXACTLY to the concept art or photos they are provided. The insider tips in this book walk artists through this process. Artists begin with basic modeling and advance to a creating a complete scene and set design/game level. Rather than including sporadic models with zero association from to one another, each model in the book becomes an integral part of an overall theme realistic in game development today. The accompanying downloadable resources include 8 exclusive video tutorials on advanced Maya techniques as bonus tracks for artists providing invaluable modeling, rigging and texturing samples. Also, an in-depth video on assembling a Killer Demo Reel showing simple but effective video editing techniques used by the author so that artists can learn how to get their work seen. The book not only teaches effective methodology, but provides the user with impressive content for producing effective demo reels and portfolios. Pros and cons of demo reel, website and artist representation are given, along with insights into the expectations of game studios today. The video tutorials show users the finished product, and then run through the process of step by step creation of that particular technique.

Thirty Years Hundred Stories Liu Fook Thim,2016-04-29 Engineers play a vital role in nation building. Since

independence, they have been driving Singapore's efforts in industrialisation. Their vision, creativity and resilience gave Singapore a competitive edge, enabling a meteoric rise from Third World to First in one generation. Going forward, the government wants to make Singapore a e;Smart Natione; - a nation where people live meaningful and fulfilled lives, enabled seamlessly by technology, offering exciting opportunities for all. Engineers are vital in making this happen. This book captures 100 stories of engineering accomplishments in Singapore over a span of 30 years as told by the Nanyang Technological Institute (now known as NTU) Pioneer Engineering Class of 85. They demonstrate the breadth and depth of the engineering landscape in our nation. If this book inspires some to take up an engineering career, it will have achieved its purpose.

From Photography to 3D Models and Beyond: Visualizations in Archaeology Donald H. Sanders,2023-12-21 This book explores the history of visual technology and archaeology and outlines how the introduction of interactive 3D computer modelling to the discipline parallels very closely the earlier integration of photography into archaeological fieldwork.

Games and Learning Alliance Antonios Liapis,Georgios N. Yannakakis,Manuel Gentile,Manuel Ninaus,2019-11-20 This book constitutes the refereed proceedings of the 8th International Conference on Games and Learning Alliance, GALA 2019, held in Athens, Greece, in November 2019. The 38 regular papers presented together with 19 poster papers were carefully reviewed and selected from 76 submissions. The papers cover the following topics: serious game design and pedagogical foundations; AI and technology for SG; gamification; applications and case studies; and posters. The chapter Cyber Chronix, Participatory Research Approach to Develop and Evaluate a Storytelling Game on Personal Data Protection Rights and Privacy Risks is available open access under a CC BY 4.0 license at link.springer.com.

A Beginner's Guide to 3D Modeling Cameron

Coward,2019-06-11 A Beginner's Guide to 3D Modeling is a project-based, straightforward introduction to computer-aided design (CAD). You'll learn how to use Autodesk Fusion 360, the world's most powerful free CAD software, to model gadgets, 3D print your designs, and create realistic images just like an engineering professional—with no experience required! Hands-on modeling projects and step-by-step instructions throughout the book introduce fundamental 3D modeling concepts. As you work through the projects, you'll master the basics of parametric modeling and learn how to create your own models, from simple shapes to multipart assemblies. Once you've mastered the basics, you'll learn more advanced modeling concepts like sweeps, lofts, surfaces, and rendering, before pulling it all together to create a robotic arm. You'll learn how to: • Design a moving robotic arm, a door hinge, a teapot, and a 20-sided die • Create professional technical drawings for manufacturing and patent applications • Model springs and other complex curves to create realistic designs • Use basic Fusion 360 tools like Extrude, Revolve, and Hole • Master advanced tools like Coil and Thread Whether you're a maker, hobbyist, or artist, A Beginner's Guide to 3D Modeling is certain to show you how to turn your ideas into professional models. Go ahead—dust off that 3D printer and feed it your amazing designs.

The Visual Effects Producer Charles Finance,Susan Zwerman,2015-02-11 First published in 2010. Go behind the scene of the behind the scenes to learn how the business of producing the dazzling visual effects we see in movies and on TV works. With decades of combined VFX production and supervisory experience in Hollywood, the authors share their experience with you, illuminating standard industry practices and tips on:* preproduction planning * scheduling * budgeting* evaluating vendors and the bidding process * effective data management * working on-set, off-set, or overseas * dealing with changes in post-production * legal issues (contracts, insurance,

business ethics), and more. Also included are interviews with established, successful Hollywood VFX Producers about their career paths and how they got to where they are now. From pre-production to final delivery, this is your complete guide to visual effects production, providing insight on VFX budgeting and scheduling (with actual forms for your own use) and common production techniques such as motion control, miniatures, and pre-visualization.

Drawing from the Model Frank Melendez,2019-04-16 Bridges traditional and contemporary methods of creating architectural design drawings and 3D models through digital tools and computational processes. Drawing from the Model: Fundamentals of Digital Drawing, 3D Modeling, and Visual Programming in Architectural Design presents architectural design students, educators, and professionals with a broad overview of traditional and contemporary architectural representation methods. The book offers insights into developments in computing in relation to architectural drawing and modeling, by addressing historical analog methods of architectural drawing based on descriptive geometry and projection, and transitioning to contemporary digital methods based on computational processes and emerging technologies. Drawing from the Model offers digital tools, techniques, and workflows for producing architectural design drawings (plans, sections, elevations, axonometrics, and perspectives), using contemporary 2D drawing and 3D modeling design software. Visual programming is introduced to address topics of parametric modeling, algorithmic design, computational simulations, physical computing, and robotics. The book focuses on digital design software used in higher education and industry, including Robert McNeel & Associates Rhinoceros® (Rhino 6 for Windows), Grasshopper®, Adobe Illustrator® CC, and Arduino, and features an appendix filled with 10 design drawing and 3D modeling exercises intended as educational and pedagogical examples for

readers to practice and/or teach workflows that are addresses in the book. Bridges analog hand-drawing and digital design drawing techniques Provides comprehensive coverage of architectural representation, computing, computer-aided drafting, and 3D modeling tools, techniques, and workflows, for contemporary architectural design drawing aesthetics and graphics. Introduces topics of parametric modeling, algorithmic design, computational simulation, physical computing, and robotics through visual programming environments and processes. Features tutorial-based instruction using the latest versions of Rhinoceros® (Rhino 6 for Windows), Grasshopper®, Adobe Illustrator® CC, and Arduino.

Time in the History of Art Dan Karlholm,Keith Moxey,2018-04-27 Addressed to students of the image—both art historians and students of visual studies—this book investigates the history and nature of time in a variety of different environments and media as well as the temporal potential of objects. Essays will analyze such topics as the disparities of power that privilege certain forms of temporality above others, the nature of temporal duration in different cultures, the time of materials, the creation of pictorial narrative, and the recognition of anachrony as a form of historical interpretation.

History Education in the Digital Age Mario Carretero,María Cantabrana,Cristian Parellada,2022-10-03 This book reflects on how teachers and students use new technologies in classroom settings in order to improve the capacity of teaching and learning in history to successfully meet the challenges of the twenty-first century through a complex understanding of the relation between past and present. Key authors in the field from Europe and the Americas present a comprehensive overview of the central questions at the heart of the book. They contribute to this process of reflection by taking diverse methodological, pedagogical and conceptual approaches to analyse the ways in which digital tools could advance the development of historical

comprehension in the fields of formal and informal history education in different settings as schools, museums, exhibitions, sites of memory, videogames and films. Drawing together a disciplinary diversity that approaches the topic from the viewpoints of collective memory, global history, historical thinking and historical consciousness, the book's cutting-edge content offers interested academics and practitioners with a broad-based view on the current state of debate in this area, examined via theoretical exploration in-depth case analysis.

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