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at harnessing the power
of MAXON CINEMA
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modelers, animators,

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and motion graphics
designers. The
CINEMA 4D R17 book
caters to the needs of
both the novice and the
advance users of
CINEMA 4D R17.

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

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such as MoGraph, XPresso, and 3D Compositing. This book features two projects based on the tools and concepts covered in the book. In this edition of the CINEMA 4D R17 book, new tutorials and exercises have been added to enhance the knowledge of the users.

MAXON CINEMA 4D

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R18 Studio: A Tutorial

Approach book aims at harnessing the power of MAXON CINEMA 4D

R18 Studio for

modelers, animators, and motion graphic designers. The

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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. This book features two projects based on the tools and concepts covered in the book. In this edition of the CINEMA 4D R18

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book, new tutorials and exercises have been added to enhance the knowledge of the users.

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

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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-

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Evaluation test and
Review Questions are
given at the end of each
chapter so that the users
can assess their

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Working with XPresso

Project 1: Creating an

Indoor Scene Project 2:

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Scene Index Cinema

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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

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caters to the needs of

both the novice and the

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advance users of
CINEMA 4D R19.

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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

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instructions that guide the users through the learning process.

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chsupport@cadcim.com'

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resources available at 'ci
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Working with XPresso

Project 1: Creating an

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Where To Download Maxon Cinema MAXON CINEMA 4D R20 Studio: A Tutorial Approach

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

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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

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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

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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

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Test and Review

Questions are given at the end of each chapter so that the users can assess their knowledge.

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Chapter 8: Animation
Chapter 9: Introduction
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objects Chapter 11:
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MoGraph Chapter 13:
Working with XPresso
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Indoor Scene Project 2:
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Where To Download Maxon Cinema 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

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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

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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

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Maxon Cinema
4d R17 Studio A
Tutorial
Approach

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

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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.

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Chapter 7: Rigging
Chapter 8: Animation
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10: Compositing 3D
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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

XPresso is a node based system in Cinema 4D that is used to create automated object interactions. You can

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create these interactions
by drawing wires from
one node to another.

From rotating fan blades
to rigged objects, from
propellers to the
bouncing ball, from
clock mechanism to
organic movement of a
jellyfish, XPresso
allows you to create
animations with ease.

The MAXON Cinema
4D R20: A Detailed

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Guide to XPresso book introduces students to the XPresso module of the CINEMA 4D which is a node-based visual scripting language. This book covers XPresso Editor and different nodes of the XPresso and MoGraph classes and takes you step-by-step through the whole process of building node networks in XPresso

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Editor. Numerous examples and hands-on exercises are used to show the functioning of the nodes. Moving ahead, this book broadens your XPresso knowledge by taking you step-by-step through the process of creating four Cinema 4D lighting presets. You can use these presets to quickly and easily

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illuminate the scenes
and produce cool
looking renders.

Practicing is one of the
best ways to improve
skills. This book
contains practice
activities which you are
highly encouraged to
complete and gain
confidence for real-
world projects. By
completing these
activities, you will be

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able to master the powerful capabilities Cinema 4D. By the time you're done, you'll be ready to create hard-surface models in Cinema 4D. If you buy this book, you'll also get access to all preset files, Cinema 4D files, texture files, and any other resource used in the book. You are free to use these resources in

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your own projects
personal or commercial.

These working files
allow you to follow
along with the author
throughout the lessons.

This book shares tips,
tricks, notes, and
cautions throughout,
that will help you
become a better 3D
artist and you will be
able to speed up your
workflow. This book is

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aimed to be a solid teaching resource for learning XPresso module with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book

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instruct users how things can be done in XPresso step-by-step.

As students move from one exercise to another, they will be gaining robust knowledge about the XPresso module of Cinema 4D. What are the key features of the book? Explains XPresso Editor and node-based approach. Covers nodes of the XPresso and

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MoGraph classes. Step-by-step instructions to create four lighting presets from scratch.

Covers nodes and features in detail.

Features 30 examples showing functioning of the nodes. Features more than 18 hands-on exercises – complete with before and after files. Contains 10 practice activities to test

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the knowledge gained.

Additional guidance is provided in the form of tips, notes, and cautions.

Important terms are in bold face so that you never miss them. The content under “What just happened?” heading explains the working of the instructions. The content under “What next?” heading tells you about the procedure you

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will follow after
completing a step(s).
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process. This ePub file
is included with the
resources. Tech support
from the author. Access
to each exercise's initial

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and final states along
with the resources used
in hands-on exercises.

Quiz to assess the
knowledge.

Autodesk Maya 2019 is
a powerful, integrated
3D modeling,
animation, visual
effects, and rendering
software developed by
Autodesk Inc. This
integrated node based

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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

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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

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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

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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,

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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

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on industry experience.

Step-by-step
instructions that guide
the user through the
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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

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assess their knowledge.

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Constraints, and
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nHair Chapter 16:
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Pixologic ZBrush 2020:
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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

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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,

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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

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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.

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and ZRemesher Chapter

7: ShadowBox Chapter

8: Materials in ZBrush

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Cartoon Character
Modeling Index

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Civil 3D 2019 book
introduces the users to
the powerful Building
Information Modeling
(BIM) solution,

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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

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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

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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

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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

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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

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Working with Profiles

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Subassemblies Chapter

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8: Working with
Corridors and Parcels
Chapter 9: Sample
Lines, Sections, and
Quantity Takeoffs
Chapter 10: Feature
Lines and Grading
Chapter 11: Pipe
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Chapter 13: Working
with Plan Production
Tools, and Data
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Exploring AutoCAD
Civil 3D 2020 book
introduces the users to
the powerful Building
Information Modeling
(BIM) solution,
AutoCAD Civil 3D. The
book helps you learn,
create and visualize a
coordinated data model
that can be used to
design and analyze a
civil engineering project

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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

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their respective
domains. This book
provides comprehensive
text and graphical
representation to explain
concepts and procedures
required in designing
solutions for various
infrastructure works.
The tutorials and
exercises, which relate
to real-world projects,
help you better
understand the tools in

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fantastic farm machines

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