

Autocad 2017 For Beginners 4th Edition

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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@cadcim.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

Exploring Autodesk Navisworks 2017 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 2017 book, the author has emphasized various hands-on tools for real-time navigation, reviewing models, creating 4D and 5D simulation, quantifying various elements, performing clash detection, rendering with Presenter and Autodesk Rendering graphics, 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. Salient Features 392 pages of heavily illustrated text Covers detailed description of the tools of Navisworks 2017 Explains the concepts using real-world projects and examples focusing on industry experience Covers advanced functions such as creating visualizations with Autodesk Rendering Covers topics such as how to import a file in different formats, navigate around the merged 3D model, manage annotations and documentation, coordinate schedules with TimeLiner, and estimate project with Quantification. Includes an exercise on creating car animation using Animator and Scripser tool. Provides step-by-step explanation that guide the users through the learning process Effectively communicates the utility of Navisworks 2017. 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 2016 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 Scripser Chapter 7: Quantification Chapter 8: Clash Detection Chapter 9: Autodesk Rendering in Navisworks Index

AutoCAD MEP 2018 for Designers book is written to help the readers effectively use the designing and drafting tools of AutoCAD MEP 2018. This book provides detailed description of the tools that are commonly used in designing HVAC system, piping system, and plumbing system as well as in designing the electrical layout of a building. The AutoCAD MEP 2018 for Designers book further elaborates on the procedure of generating the schematic drawings of a system, which are used for schematic representation of a system. Special emphasis has been laid on the introduction of concepts, which have been explained using text, along with graphical examples. The examples and tutorials used in this book ensure that the users can relate the information provided in this textbook with the practical industry designs. Salient Features: Consists of 9 chapters and 2 real-world projects that are organized in pedagogical sequence. The author has followed the tutorial approach to explain various concepts of AutoCAD MEP 2018. Detailed explanation of AutoCAD MEP 2018 commands and tools. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of AutoCAD MEP 2018 concepts and techniques. Step-by-step instructions that guide the users through the learning process. More than 10 real-world mechanical engineering designs as tutorials and projects. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Additional learning resources at 'https://allaboutcadcam.blogspot.com'. Table of Contents Chapter 1: Introduction to AutoCAD MEP Chapter 2: Getting Started with AutoCAD MEP Chapter 3: Working with Architecture Workspace Chapter 4: Creating an HVAC System Chapter 5: Creating Piping System Chapter 6: Creating Plumbing System Chapter 7: Creating Electrical System Layout Chapter 8: Representation and Schedules Chapter 9: Working with Schematics Project 1: Creating Complete System of a Forging Plant Project 2: Creating Complete Commercial Office Building Index

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

Become a Java wizard with this popular programming guide Consider Beginning Programming with Java For Dummies your indispensable guide to learning how to program in one of the most popular programming languages—Java! Java is an invaluable language to master, as it ' s widely used for application development, including Android, desktop, and server-side applications. Beginning Programming with Java For Dummies is written specifically for newbies to programming. The book starts with an overview of computer programming and builds from there; it explains the software you need, walks you through writing your own programs, and introduces you to a few of the more-complex aspects of programming in Java. It also includes step-by-step examples you can try on your own (and email the author if you need help). As you work through the book, you ' ll get smart about these Java features: Object-oriented programming (OOP), a Java mainstay IntelliJ IDEA, an integrated development environment (IDE), that gives you one place to do all your programming, including debugging code Loops, branches, and collections Variables and operators Expressions, statements, and blocks Beginning Programming with Java For Dummies translates all this foreign programming and computer syntax into plain English, along with plenty of helpful examples and tips. Learning a new language—and coding is definitely its own language—should be a fun endeavor. With this book as your handy interpreter, you ' ll be on your way to fluency, speaking the language of coders everywhere!

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

Get to know WordPress with this simple and approachable reference WordPress For Dummies, 9th Edition helps readers discover the power of the WordPress web content building tool. Web builders have created 75 million websites using WordPress and this book will show you how to add your blogs and websites to that count. WordPress For Dummies, 9th Edition drops you right into the fast lane to publishing your first website or blog by teaching you to: · Customize a theme · Create your first post · Use WordPress as a content management system · Work with multimedia formats · Add plugins to your site · Establish a publishing routine Perfect for new bloggers, experienced bloggers converting to WordPress for the first time, and people accustomed to WordPress who want to learn more about the full potential of the technology, WordPress For Dummies, 9th Edition is an indispensable addition to the library of every blogger and webmaster.

The complete year-round guide to BBQ and smoking! The BBQing and smoking industry is heating up! No longer reserved for warm weather occasions or backyard gatherings, firing up the grill or smoker is becoming ever-more popular in everyday American cooking. Written by America ' s Pit Master and award-winning restaurant owner Carey Bringle of Peg Leg Porker, one of the most famous BBQ spots in Nashville, this book features more than 50 recipes and provides tried-and-true advice on BBQing and smoking all types of meat, seafood, chicken, pork, and veggies. Choose the right wood and get the best smoker or grill Get recipes for marinades, rubs, injections, and sauces Cook up hog, ribs, brisket, and chicken, and more Work with certain cuts of meat If you ' re looking for a new guide to classic barbecue and more, look no further.

Make smart business decisions with your data by design! Take a deep dive to understand how developing your data science dogma can drive your business—ya dig? Every phone, tablet, computer, watch, and camera generates data—we ' re overwhelmed with the stuff. That ' s why it ' s become increasingly important that you know how to derive useful insights from the data you have to understand which piece of data in the sea of data is important and which isn ' t (trust us: not as scary as it sounds!), and to rely on said data to make critical business decisions. Enter the world of data science: the practice of using scientific methods, processes, and algorithms to gain knowledge and insights from any type of data. Data Science For Dummies provides a comprehensive introduction in that friendly and approachable way you ' ve come to know from Dummies. Your new go-to guide breaks down this vast topic into three smaller parts—big data, data science, and data engineering—and then shows you how to combine those areas to produce value and make informed decisions to drive business growth. It ' s also filled with real-world examples and applications that you can apply to your situation. Data Science For Dummies demonstrates: How natural language processing works Strategies around data science How to make decisions using probabilities Ways to display your data using a visualization model How to incorporate various programming languages into your strategy Whether you ' re a professional or a student, Data Science For Dummies will get you caught up on all the latest data trends. Find out how to ask the pressing questions you need your data to answer by picking up your copy today.

Unlock the potential of macOS Monterey with this updated guide from " Dr. Mac " himself Macs are famously an absolute pleasure to use. But it ' s even more fun discovering all the cool things a new version of macOS can do. macOS Monterey, introduced in 2021, makes the latest macOS features available to Mac users everywhere. macOS Monterey For Dummies is your personal roadmap to finding every single awesome new bell and whistle in this world-famous operating system. You ' ll read about upgrades to the accessibility options, how to use Live Text to grab text from all of your photos, manage your iPhone from your Mac and vice versa, and use the new Universal Control to seamlessly transition between Apple devices. You can also: Learn how to watch TV or a movie with friends while you ' re on a FaceTime call Explore the new " Shared With You " feature so you can access the content people send to you directly in the relevant app Explore the online world with the Safari browser included with every installation of MacOS Monterey Perfect for anyone who

wants to take full advantage of the latest version of Apple ' s intuitive and user-friendly operating system, macOS Monterey For Dummies is the fastest, easiest way to master the newest features and the coolest capabilities included with macOS Monterey. With hundreds of pages of simple instructions and images of the macOS interface, this is the last handbook you ' ll need to make the most of the newest macOS.

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