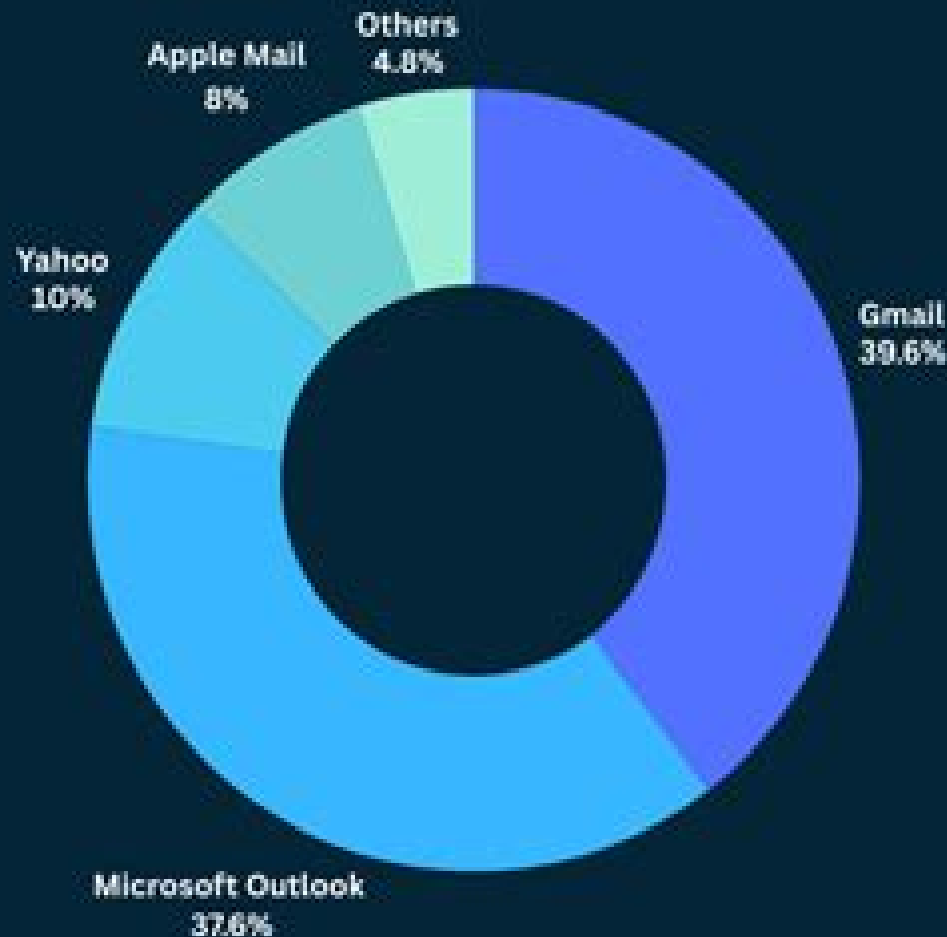


Gmail Compare with Other Email Services



Gmail Compare Tutorial

Prof. Sham Tickoo

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both the novice and the advanced users of 3ds Max Keeping in view the varied requirements of the users the book first introduces the basic features of 3ds Max 2023 and then gradually progresses to cover the advanced 3D models and animations One project based on the tools and concepts covered in the book has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features introduced in 3ds Max 2023 such as Auto Backup toolbar Snap Working Pivot Tools Active Viewport icon and so on This book will help you unleash your creativity thus helping you create stunning 3D models and animations

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Prof. Sham Tickoo, 2024-07-01 MAXON CINEMA 4D 2024 with Videos A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D 2024 for modelers animators and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D 2024. Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D 2024 and then progresses to cover the advanced techniques. The book covers three important projects to enhance the knowledge of the users. Salient Features Consists of 13 Chapters and 3 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation. The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation. The first page of every chapter summarizes the topics that are covered in it. Step by step instructions

that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D 2024 Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Project 3 Creating an Exterior Scene Index

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