By applying philosophical and historical perspectives to drawing instruction, this volume demonstrates how diverse teaching methods contribute to cognitive and holistic development applicable within and beyond the visual arts. Offering a new perspective on the art and science of drawing, this text reveals the often-unrecognized benefits that drawing can have on the human mind, and thus argues for the importance of drawing instruction despite, and even due to contemporary digitalization. Given the predominance of visual information and digital media, visual thinking in and through drawing may be an essential skill for the future. As such, the book counters recent declines in drawing instruction to propose five Paradigms for teaching drawing – as design, as seeing, as experience and experiment, as expression, and as a visual language – with exemplary curricula for pre-K12 art and general education, pre-professional programs across the visual arts, and continuing education. With the aid of instructional examples, this volume dispels the misconception of drawing as a talent reserved for the artistically gifted and posits it as a teachable skill that can be learned by all. This text will be of primary interest to researchers, scholars, and doctoral students with interests in drawing theory and practice, cognition in the arts, positive psychology, creativity theory, as well as the philosophy and history of arts education. Aligning with contemporary trends such as Design Thinking, STEAM, and Graphicacy, the text will also have appeal to visual arts educators at all levels, and other educators involved in arts integration.

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

AutoCAD is one of the leading CAD software used to create technical drawings. AutoCAD 2020 For Beginners helps you to learn AutoCAD basics using brief explanations and well-directed examples. You will learn the basics of the interface and commands, as well as how to create, edit, dimension, print drawings. - Create drawings with drawing tools - Create and edit complex drawings with the modify tools - Add dimensions and annotations to drawings - Prepare your drawing for printing - Create and edit 3D models - Learn to create Architectural floor plan. If you want to learn AutoCAD quickly and easily, AutoCAD 2020 For Beginners gets you started today. Download the resource files from: https://autocadforbeginners.weebly.com/
Autodesk 3ds Max is developed by Autodesk Inc., provides powerful tools for 3D modeling, animation, rendering, dynamics, and compositing. This enables game developers, visual effects artists, architects, designers, engineers, and visualization specialists to create stunning artwork. Additionally, the intuitive user interface and workflow tools of 3ds Max 2017 have made the job of design visualization specialists easier. Autodesk 3ds Max 2017: A Comprehensive Guide textbook aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The textbook caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the textbook first introduces the basic features of 3ds Max 2017 and then gradually progresses to cover the advanced 3D models and animations. In this textbook, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The textbook will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises.

For more than two decades, the Beginning AutoCAD® Exercise Workbook has been THE definitive tutorial for those learning and teaching about the CAD software. And as the AutoCAD package has continued to improve, so has this work, with better graphics, enhanced standard features (such as "CAD Tips" and side-by-side inch/metric measurements), and additional practical exercises. AutoCAD 2020 is packed with new features. The Exercise Workbook shows users and instructors how to unleash the power of AutoCAD with easy-to-follow lessons and tutorials on the many tools and commands available to create, tweak, and perfect a drafting, drawing, design, or 3D printed final product. Visual learners will be especially pleased with the heavily illustrated format, and the way the authors' lessons and exercises progress seamlessly from the basics to more sophisticated projects. For users of AutoCAD®, there is simply no better resource on the market. "CAD TIPS" and INCH/METRIC MEASUREMENTS This top-selling Workbook includes a dynamic feature called "CAD Tips" interspersed throughout the lessons to provide insider information from longtime AutoCAD experts. Side-by-side inch/metric measurements make the work accessible to AutoCAD users around the globe. New Features in AutoCAD 2020 Dark and light theme, making the command buttons to stand out more, and making the interface look more like the Windows 10 operating system dialog box appearance. New Blocks Palette, allowing users to view blocks before inserting them, with the added ability to insert blocks from current, recent, and saved drawings. Purge, making it easier to find and remove unused layers, text object, dimension styles, etc. Drawing Compare Enhancements, enabling users to compare 2 drawings and actually edit them at the same time. Quick Measure, revealing the size of all objects in length, width, angles, radius, or diameter.

If you want to learn AutoCAD to create technical drawings, this is the book for you. You will learn to use commands and techniques by following the step-by-step examples given in this book. This book covers everything from creating two-dimensional (2D) and three dimensional (3D) drawings to printing and publishing. The topics covered in this book are illustrated with the help of real world examples such as gaskets, flanges, brackets, schematic line diagrams, and more. Also, this book is well organized and
can be used for a course or self-study. - Get familiarized with user interface and navigation tools - Create print ready drawings -
Create smart drawings using parametric tools - Have a good command over AutoCAD tools and techniques - Explore the easiest
and quickest ways to perform operations - Know how to reuse existing data - Create 3D models and generate 2D drawings
You can download Resource Files from: www.cadfolks.com (Available very soon)
Tutorial Guide to AutoCAD 2017 provides a step-by-step introduction to AutoCAD with commands presented in the context of each
tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands
and techniques in AutoCAD 2017, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the
author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later,
individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their
own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled
AutoCAD users. Tutorial Guide to AutoCAD 2017 begins with three Getting Started chapters that include information to get
readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress
through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and
commands learned in each tutorial. Also, a glossary of terms and Commands Summary list the key commands used in the
tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical,
electrical, and civil engineering as well as architectural problems.
SOLIDWORKS 2021: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses
as well as self-paced learning. It is intended to help engineers and designers interested in learning SOLIDWORKS for creating 3D
mechanical design. This textbook is a great help for new SOLIDWORKS users and a great teaching aid in classroom training. This
textbook consists of 14 chapters, with a total of 798 pages covering the major environments of SOLIDWORKS such as Sketching
environment, Part modeling environment, Assembly environment, and Drawing environment. This textbook teaches users to use
SOLIDWORKS mechanical design software for creating parametric 3D solid components, assemblies, and 2D drawings. This
textbook also includes a chapter on creating multiple configurations of a design. This textbook not only focuses on the usage of the
tools and commands of SOLIDWORKS but also on the concept of design. Every chapter in this textbook contains tutorials that
provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter
ends with hands-on test drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS.
This book is your AutoCAD 2016 Instructor. The objective of this book is to provide you with extensive knowledge of AutoCAD,
whether you are taking an instructor-led course or learning on your own. AutoCAD 2016 Instructor maintains the pedagogy and in-
depth coverage that have always been the hallmark of the Leach texts. As the top-selling university textbook for almost a decade,
the AutoCAD Instructor series continues to deliver broad coverage of AutoCAD in a structured, easy-to-comprehend manner.
AutoCAD 2016 Instructor is command-oriented, just like AutoCAD. Chapters are structured around related commands, similar to
the organization of AutoCAD's menu system. The sequence of chapters starts with fundamental drawing commands and skills and then progresses to more elaborate procedures and specialized applications. The writing style introduces small pieces of information explained in simple form, and then builds on that knowledge to deliver more complex drawing strategies, requiring a synthesis of earlier concepts. Over 2000 figures illustrate the commands, features, and ideas. AutoCAD 2016 Instructor is an ideal reference guide, unlike tutorial-oriented books where specific information is hard to relocate. Because these chapters focus on related commands, and complete coverage for each command is given in one place, the commands, procedures, and applications are easy to reference. Tabbed pages help locate tables, lists, appendices, and the comprehensive index. What makes this book unique? In depth coverage of AutoCAD 2016 commands and features Command Tables indicate where to locate and how to start each command TIP markers in the margin provide important tips, notes, reminders, short-cuts and identify what's new Complete chapter exercises with many multi-chapter “REUSE” problems Well suited for a two or three course sequence This practical resource provides a series of Inventor® exercises covering several topics, including: sketches part models assemblies drawing layouts presentations sheet metal design welding for users with some familiarity with Autodesk® Inventor, or other similar feature-based modelling software such as Solid Works®, CATIA®, Pro/ENGINEER and Creo Parametric, and who want to become proficient. Exercises are set out in a structured way and are suitable for releases of Inventor from versions 7 to 13. AutoCAD 2015 For Beginners is written to help a complete novice to learn AutoCAD Basics. The Author guides readers to create 2D drawings and 3D models with the help of brief explanations and step-by-step examples. This book starts with the introduction to Microsoft Windows-based user interface, 2D drawings, organizing and reusing data, plotting, and 3D modeling. In addition, there is a separate chapter on 2D Architectural drawings. Table of Contents 1. Introduction to AutoCAD 2. Drawing Basics 3. Drawing Aids 4. Editing Tools 5. Multi View Drawings 6. Dimensions and Annotations 7. Parametric Tools 8. Section Views 9. Blocks, Attributes and Xrefs 10. Layouts & Annotative Objects 11. Templates and Plotting 12. 3D Modeling Basics 13. Solid Editing & generating 2D views 14. Creating Architectural Drawings AutoCAD 2019: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers, designers, and CAD operators interested in learning AutoCAD for creating engineering and architectural 2D drawings as well as 3D Models. This textbook is a great help for new AutoCAD users and a great teaching aid in a classroom setting. This textbook consists of 13 chapters, total 554 pages covering major workspaces of AutoCAD such as Drafting & Annotation and 3D Modeling. This textbook teaches you how to use AutoCAD software to create, edit, plot, and manage real world engineering and architectural 2D drawings as well as 3D Models. This textbook not only focuses on the usage of the tools/commands of AutoCAD but also on the concept of design. Every chapter of this book contains tutorials that instruct users step-by-step how to create mechanical designs and drawings with ease. Moreover, every chapter ends with hands-on test drives that allow the users of this textbook to experience themselves the ease-of-use and powerful capabilities of AutoCAD. Table of Contents: Chapter 1. Introduction to AutoCAD Chapter 2. Creating Drawings - I Chapter 3. Working with Drawing Aids and

Autodesk Inventor 2021: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. Table of Contents: Chapter 1. Introduction to Autodesk Inventor Chapter 2. Drawing Sketches with Autodesk Inventor Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Work Features Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Advanced Modeling - III Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation and Exploded Views Chapter 14. Working with Drawings Main Features of the Textbook Comprehensive coverage of tools Step-by-step real-world tutorials with every chapter Hands-on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty (PowerPoint Presentations) Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com

Build Your Skills with Hundreds of Helpful Ideas from Two AutoCAD Superstars Two AutoCAD experts distill years of combined experience into hundreds of the most useful AutoCAD tips and techniques you'll ever find. Fun, easy to read, and packed with information, this beautiful guide equips you with inside tricks on critical AutoCAD features and functions— all in fast, easy-to-digest nuggets. Discover keyboard shortcuts and little-known system variables or punch up your style with expert tips on visualizing, publishing, and 3D modeling. No matter what your experience level, you're sure to increase productivity and master professional-level techniques with this lively, practical book. * Tweak Windows(r) and AutoCAD to get the UI you want * Handle layers and select objects like a pro * Create dimensions, hatch patterns, and text correctly the first time * Comprehend the complexities of Sheet Sets and Paperspace * Unleash the power of dynamic blocks * Get visualization tips from the experts * Plot or publish in the
background while you keep drawing * Take control of AutoCAD with customization techniques * Master the friendly new world of 3D in AutoCAD 2007

Utilize AutoCAD Civil 3D 2016 for a real-world workflow with these expert tricks and tips Mastering AutoCAD Civil 3D 2016 is a complete, detailed reference and tutorial for Autodesk's extremely popular and robust civil engineering software. With straightforward explanations, real-world examples, and practical tutorials, this invaluable guide walks you through everything you need to know to be productive. The focus is on real-world applications in professional environments, with all datasets available for download, and thorough coverage helps you prepare for the AutoCAD Civil 3D certification exam with over an hour's worth of video on crucial tips and techniques. You'll learn how to navigate the software and use essential tools, and how to put it all together in the context of a real-world project. In-depth discussion covers surveying, alignments, surface, grading, cross sections and more, and instructor support materials provide an ideal resource for training and education. This book will take you from beginner to pro, so you can get the most out of AutoCAD Civil 3D every step of the way. Understand key concepts and get acquainted with the interface Create, edit, and display all elements of a project Learn everything you need to know for the certification exam Download the datasets and start designing right away With expert insight, tips, and techniques, Mastering AutoCAD Civil 3D 2016 helps you become productive from the very beginning.

This book is the most comprehensive book you will find on AutoCAD 2017 – 2D Drafting. Covering all of the 2D concepts, it uses both metric and imperial units to illustrate the myriad drawing and editing tools for this popular application. Use the companion CD to set up drawing exercises and projects and see all of the book’s figures in color. AutoCAD 2017 Beginning and Intermediate includes over 100 exercises or “mini-workshops,” that complete small projects from concept through actual plotting. Solving all of the workshops will simulate the creation of three projects (architectural and mechanical) from beginning to end, without overlooking any of the basic commands and functions in AutoCAD 2017. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. Features: *Designed for novice users of AutoCAD 2017. Most useful for “teach yourself” or instructor-led AutoCAD training in Level 1 or 2. No previous CAD experience is required *Accompanied by a CD featuring drawings, practice and finished plots, 4-color figures, etc. *Includes over 100 “mini-workshops” and hundreds of figures that complete small projects *Uses both English and metric units in examples, exercises, projects, and descriptions *Covers three full projects (metric and imperial) for architectural and mechanical designs *Helps you to prepare for the AutoCAD Certified Professional exam *Exercises available for use as a textbook On the Companion Disk: (Files also available for downloading from the publisher when purchased as an e-book ) *Drawing Exercises and Projects *Solutions to Exercises and Projects *All Images from the Text (including 4-color)

The bestselling guide to AutoCAD, updated and expanded for the AutoCAD 2017 release Mastering AutoCAD 2017 and AutoCAD LT 2017 is the premier guide to the world's leading CAD program. With clear explanation, focused examples, and step-by-step instruction, this guide walks you through everything you need to know to use AutoCAD 2017 and AutoCAD LT 2017 effectively.
From basic drafting tools to 3D modeling, this book leaves no stone unturned in exploring the full repertoire of AutoCAD capabilities. Hands-on instruction allows for more productive learning, and provides clarification of crucial techniques. Effective as both a complete tutorial and a dip-in reference, the broadly-applicable concepts and instructions will appeal to AutoCAD users across industries and abilities. This new edition has been thoroughly updated to align with the software’s latest features and capabilities, giving you a one-stop resource for getting up to speed. AutoCAD is the leading software for 2D and 3D technical drawings, and AutoCAD LT makes the software's tremendous functionality more accessible for smaller businesses and individuals. This guide shows you how to take full advantage of this powerful design platform, with expert guidance every step of the way. Get acquainted with the interface and master basic tools Utilize hatches, fields, cures, solid fills, dynamic blocks, and more Explore 3D modeling and imaging for more holistic design Customize the AutoCAD workflow to suit your needs Whether you're learning AutoCAD for the first time, upgrading from a previous version, or preparing for a certification exam, you need a thorough reference designed for the way professionals work. Mastering AutoCAD 2017 and AutoCAD LT 2017 is your ideal guide, with complete tutorials and expert advice.

Kelly L. Murdock's Autodesk 3ds Max 2018 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

SOLIDWORKS Surface Design 2021 for Beginners and Intermediate UsersCADArtifex DescriptionThis book carries a lot of information for you, if you are starting AutoCAD for the first time. The book is extremely simple to understand and can enlighten you with the basics fundamentals of AutoCAD. The main objective of this book is to make students passionate about learning the concepts of AutoCAD. The book is divided into Two Parts: Theoretical Practical The projects have been explained in a step by step manner with the commands along with a lot of new features. Table Of Contents: Section 1 - Introduction What is AutoCAD? History of AutoCAD Usage of AutoCAD What is New in AutoCAD 2017? What is Workspace? Section 2 - Overview Welcome screen GUI Overview Mouse use Difference between Command work & Visual work Coordinate system with Line command Zoom and extents Regen Section 3 - Drawing the door Unit Rectangle Offset Osnap Arc Mirror Join Extend Trim Section 4 - Grill Design Grid Snap Pline Ellipse Section 5 - Road & River Layer Spline Mlines Hatch Gradient Revision
Start designing today with this hands-on beginner's guide to AutoCAD Civil 3D 2016 AutoCAD Civil 3D 2016 Essentials gets you quickly up to speed with the features and functions of this industry-leading civil engineering software. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that help you quickly become productive as you master the fundamental aspects of AutoCAD Civil 3D design. Each chapter opens with a quick discussion of concepts and learning goals, and then briskly moves into tutorial mode with screen shots that illustrate each step of the process. The emphasis is on skills rather than tools, and the clear delineation between "why" and "how" makes this guide ideal for quick reference. The companion website provides starting and ending files for each exercise, so you can jump in at any point and compare your work with the pros. Centered around the real-world task of designing a residential subdivision, these exercises get you up to speed with the program's functionality, while also providing the only Autodesk-endorsed preparation for the AutoCAD Civil 3D certification exam. Master the AutoCAD Civil 3D 2016 interface and basic tasks Model terrain using imported field survey data Analyze boundaries, pipe networks, surfaces, and terrain Estimate quantities and create construction documentation If you're ready to acquire this must-have skillset, AutoCAD Civil 3D 2016 Essentials will get you up to speed quickly and easily.

30th Anniversary of the bestselling AutoCAD reference - fully updated for the 2018 release Mastering AutoCAD 2018 and AutoCAD LT 2018 is the complete tutorial and reference every design and drafting professional needs. Step-by-step instructions coupled with concise explanation walk you through everything you need to know about the latest AutoCAD tools and techniques; read through from beginning to end for complete training, or dip in as needed to for quick reference—it's all here. Hands-on projects teach you practical skills that apply directly to real-world projects, and the companion website features the accompanying project files and other bonus content to help you master every crucial technique. This new edition has been updated to include the latest AutoCAD and AutoCAD LT capabilities, so your skills will transfer directly to real-world projects. With expert guidance and a practical focus, this complete reference is your ultimate resource for mastering this powerful software. AutoCAD is a critical skill in the design fields; whether you're preparing for a certification exam, or just want to become more productive with the software, this book will help you: Master the basic drafting tools that you'll use in every project Work with hatches, fields, tables, attributes, dynamic blocks, and other intermediate tools Turn your 2D drawing into a 3D model with advanced modeling and imaging techniques Customize AutoCAD to fit the way you work, integrate outside data, and much more If you're new to AutoCAD, this book will be your "bible;" if you're an experienced user, this book will introduce you to unfamiliar tools and techniques, and show you tips and tricks that streamline your workflow.

AutoCAD 2021 for Architectural Design: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-
led courses as well as for self-paced learning. It is intended to help architects, designers, and CAD operators interested in learning AutoCAD for creating 2D architectural drawings. This textbook is a great help for new AutoCAD users and a great teaching aid for classroom training. This textbook consists of 12 chapters, and a total of 488 pages covering tools and commands of the Drafting & Annotation workspace of AutoCAD. The textbook teaches you to use AutoCAD software for creating, editing, plotting, and managing real world 2D architectural drawings. Table of Contents: Chapter 1. Introduction to AutoCAD Chapter 2. Creating Drawings - I Chapter 3. Working with Drawing Aids and Layers Chapter 4. Creating Drawings - II Chapter 5. Modifying and Editing Drawings - I Chapter 6. Working with Blocks and Xrefs Chapter 7. Working with Dimensions and Dimensions Style Chapter 8. Editing Dimensions and Adding Text Chapter 9. Modifying and Editing Drawings - II Chapter 10. Hatching and Gradients Chapter 11. Working with Layouts Chapter 12. Printing and Plotting Tutorial Guide to AutoCAD 2018 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2018, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later, individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled AutoCAD users. Tutorial Guide to AutoCAD 2018 begins with three Getting Started chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary list the key commands used in the tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil engineering as well as architectural problems. AutoCAD 2021: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers, designers, and CAD operators interested in learning AutoCAD for creating 2D engineering drawings as well as 3D Models. This textbook is a great help for new AutoCAD users and a great teaching aid for classroom training. This textbook consists of 13 chapters, and a total of 556 pages covering major workspaces of AutoCAD such as Drafting & Annotation and 3D Modeling. This textbook teaches you to use AutoCAD software for creating, editing, plotting, and managing real world 2D engineering drawings and 3D Models. This textbook not only focuses on the usage of the tools/commands of AutoCAD but also on the concept of design. Every chapter of this textbook contains tutorials that provide users with step-by-step instructions on how to create mechanical designs and drawings with ease. Moreover, every chapter ends with hands-on test drives which allow users to experience themselves the user friendly and powerful capabilities of AutoCAD. Table of Contents: Chapter 1. Introduction to AutoCAD Chapter 2. Creating Drawings - I Chapter 3. Working with Drawing Aids and Layers Chapter 4.

If you want to learn AutoCAD to create technical drawings, this is the book for you. You will learn to use commands and techniques by following the step-by-step examples given in this book. This book covers everything from creating two-dimensional (2D) and three dimensional (3D) drawings to printing and publishing. The topics covered in this book are illustrated with the help of real world examples such as gaskets, flanges, brackets, schematic line diagrams, and more. Also, this book is well organized and can be used for a course or self-study. - Get familiarized with user interface and navigation tools - Create print ready drawings - Create smart drawings using parametric tools - Have a good command over AutoCAD tools and techniques - Explore the easiest and quickest ways to perform operations - Know how to reuse existing data - Create 3D models and generate 2D drawings

Simple steps for creating AutoCAD drawings AutoCAD is the ubiquitous tool used by engineers, architects, designers, and urban planners to put their ideas on paper. It takes some AutoCAD know-how to go from a brilliant idea to a drawing that properly explains how brilliant your idea is. AutoCAD For Dummies helps you de-mystify the handy software and put the tools in AutoCAD to use. Written by an experienced AutoCAD engineer and mechanical design instructor, it assumes no previous computer-aided drafting experience as it walks you through the basics of starting projects and drawing straight lines all the way up through 3D modeling. Conquer the first steps in creating an AutoCAD project Tackle drawing basics including straight lines and curves Add advanced skills including 3D drawing and modeling Set up a project and move into 3D It's true that AutoCAD is tough, but with the friendly instruction in this hands-on guide, you'll find everything you need to start creating marvelous models—without losing your cool.

This is a story of reinvention. Jim Whitehurst, celebrated president and CEO of one of the world's most revolutionary software companies, tells first-hand his journey from traditional manager (Delta Air Lines, Boston Consulting Group) and “chief” problem solver to CEO of one of the most open organizational environments he'd ever encountered. This challenging transition, and what Whitehurst learned in the interim, has paved the way for a new way of managing—one this modern leader sees as the only way companies will successfully function in the future. Whitehurst says beyond embracing the technology that has so far disrupted entire industries, companies must now adapt their management and organizational design to better fit the Information Age. His mantra? “Adapt or die.” Indeed, the successful company Whitehurst leads—the open source giant Red Hat—has become the organizational poster child for how to reboot, redesign, and reinvent an organization for a decentralized, digital age. Based on open source principles of transparency, participation, and collaboration, “open management” challenges conventional business ideas about what companies are, how they run, and how they make money. This book provides the blueprint for putting it into practice in your own firm. He covers challenges that have been missing from the conversation to date, among them: how to scale
engagement; how to have healthy debates that net progress; and how to attract and keep the “Social Generation” of workers. Through a mix of vibrant stories, candid lessons, and tested processes, Whitehurst shows how Red Hat has blown the traditional operating model to pieces by emerging out of a pure bottom up culture and learning how to execute it at scale. And he explains what other companies are, and need to be doing to bring this open style into all facets of the organization. By showing how to apply open source methods to everything from structure, management, and strategy to a firm’s customer and partner relationships, leaders and teams will now have the tools needed to reach a new level of work. And with that new level of work comes unparalleled success. The Open Organization is your new resource for doing business differently. Get ready to make traditional management thinking obsolete.

SOLIDWORKS Surface Design 2021 for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers interested in learning SOLIDWORKS for creating real-world surface models. This textbook is a great help for SOLIDWORKS users new to surface design. It consists of total 106 pages covering the surface design environment of SOLIDWORKS. It teaches users to use SOLIDWORKS mechanical design software for creating parametric complex shape surface models that are not possible to create with solid modeling due to its limitations. This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS for creating surface models but also on the concept of design. It contains Tutorials followed by theory that provide users with step-by-step instructions for creating surface designs. Moreover, it ends with Hands-on Test Drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS. Main Features of the Textbook: • Comprehensive coverage of tools • Step-by-step real-world tutorials with every chapter • Hands-on test drives to enhance the skills at the end of every chapter • Additional notes and tips • Customized content for faculty (PowerPoint Presentations) • Free learning resources for faculty and students • Technical support for the book by contacting info@cadartifex.com

Autodesk 3ds Max 2019: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of 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 2019 and then gradually progresses to cover the advanced 3D models and animations. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The book will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises. Salient Features: Consists of 18 chapters, 1 project, and 1 student project 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 and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2019 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling Chapter 16: Systems, Hierarchy, and Kinematics Chapter 17: Particle Systems and Space Warps-I Chapter 18: Particle Systems and Space Warps-II Project 1: Creating a Diner Student Project Index Free Teaching and Learning Resources Technical support by contacting 'techsupport@cadcim.com'. Max files used in tutorials, exercises, and illustrations. Customizable PowerPoint presentations of all chapters*. Instructor Guide with solution to all review questions and instructions to create the models for exercises*. Additional learning resources at 'https://3dsmaxexperts.blogspot.com' and 'youtube.com/cadcimtech'. (* For faculty only)

SOLIDWORKS Sheet Metal Design 2021 textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers interested in learning SOLIDWORKS for creating real-world sheet metal components. This textbook is a great help for SOLIDWORKS users new to sheet metal design. It consists of total 132 pages covering the sheet metal design environment of SOLIDWORKS. It teaches users to use SOLIDWORKS mechanical design software for creating parametric 3D sheet metal components. This textbook not only focuses on the usage of the tools and commands of SOLIDWORKS for creating sheet metal components but also on the concept of design. It contains Tutorials followed by theory that provide users with step-by-step instructions for creating sheet metal components. Moreover, it ends with Hands-on Test Drives which allow users to experience the user friendly and technical capabilities of SOLIDWORKS.

Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor.

Welcome to the world of Autodesk Maya 2017. Autodesk Maya 2017 is a powerful, integrated 3D modeling, animation, visual effects, and rendering software developed by Autodesk Inc. This integrated node based 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 2017 have made the job of design visualization specialists a lot easier. Autodesk Maya 2017: A Comprehensive Guide textbook covers all features of Autodesk Maya 2017 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2017 for 3D and visual effects artists, and designers. This textbook 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 2017 and is ideally suited for learning at your convenience and at your pace.

AutoCAD 2017: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. This textbook is intended to help engineers, designers, and CAD operators interested in learning AutoCAD for creating engineering and architectural 2D drawings. Taken together, this textbook can be a great starting point for new AutoCAD users and a great teaching aid in classroom training. This textbook contains 12 chapters which consist of 502 pages covering Drafting & Annotation environment of AutoCAD, which teaches you how to use AutoCAD software to create, edit, plot, and manage real world engineering and architectural 2D drawings. Every chapter of this textbook contains tutorials, intended to help users to experience how things can be done in AutoCAD step-by-step. Moreover, every chapter ends with hands-on test drives that allow the users of this textbook to experience themselves the ease-of-use and powerful capabilities of AutoCAD. Table of Contents: Chapter 1. Introduction to AutoCAD Chapter 2. Creating Drawings - I Chapter 3. Using Drawing Aids and Selection Methods Chapter 4. Creating Drawings - II Chapter 5. Modifying and Editing Drawings - I Chapter 6. Working with Dimensions and Dimensions Style Chapter 7. Editing Dimensions and Adding Text Chapter 8. Modifying and Editing Drawings - II Chapter 9. Hatching and Gradients Chapter 10. Working with Blocks and Xrefs Chapter 11. Working with Layouts Chapter 12. Printing and Plotting

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and...
take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less
time, labor, and capital resources.
Autodesk Fusion 360: Introduction to Surface and T-Spline Modeling textbook has been designed for instructor-led courses as well
as self-paced learning. It is intended to help engineers and designers interested in learning Autodesk Fusion 360 for creating
complex shape real-world models by using surface and T-Spline modeling techniques. This textbook is a great help for Autodesk
Fusion 360 users who are new to surface and T-Spline modeling. It consists of a total of 232 pages covering the Surface and
Form/Sculpt environments of Autodesk Fusion 360. It teaches users to use Autodesk Fusion 360 mechanical design software for
creating complex shapes, three-dimensional surfaces and T-Spline models of zero thickness. This edition of textbook has been
developed using Autodesk Fusion 360 software version: 2.0.10811 (August 2021 Product Update). This textbook not only focuses
on the usage of the tools and commands of Autodesk Fusion 360 for creating surface and T-Spline models but also on the concept
of design. Every chapter in this textbook contains Tutorials followed by theoretical description, that provide users with step-by-step
instructions for creating surface designs and sculpting with T-Spline surfaces. Moreover, every chapter ends with Hands-on Test
Drives which allow users to experience the user friendly and powerful capacities of Autodesk Fusion 360.
The primary goal of AutoCAD 2017 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design
and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD
2017 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview
drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD
2017. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also
helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of
the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to
serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic
premise of this book is that the more designs you create using AutoCAD 2017, the better you learn the software. With this in mind,
each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers
establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.
The perfect reference for all AutoCAD users AutoCAD 2015 and AutoCAD LT 2015 Bible is the book you want to have close at
hand to answer those day-to-day questions about this industry-leading software. Author and Autodesk University instructor Ellen
Finkelstein guides readers through AutoCAD 2015 and AutoCAD LT 2015 with clear, easy-to-understand instruction and hands-on
tutorials that allow even total beginners to create a design on their very first day. Although simple and fundamental enough to be
used by those new to CAD, the book is so comprehensive that even Autodesk power users will want to keep a copy on their
desks. Here is what you'll find inside the book: Part I: Introducing AutoCAD and AutoCAD LT Basics Part II: Drawing in Two
Dimensions Part III: Working with Data Part IV: Drawing in Three Dimensions Part V: Organizing and Managing Drawings Part VI:
Customizing AutoCAD and AutoCAD LT Part VII: Programming AutoCAD Part VIII: Appendixes Appendix A: Installing and Configuring AutoCAD and AutoCAD LT Appendix B: AutoCAD and AutoCAD LT Resources In addition, the book also explores advanced techniques like programming with AutoLISP and VBA, and demonstrates AutoCAD 2015 customization that can smooth workflow. The companion website contains real-world drawings for each tutorial, plus bonus chapters and video tutorials. If you need to become an AutoCAD guru, AutoCAD 2015 and AutoCAD LT 2015 Bible is the one resource that will get you there quickly. Autodesk Fusion 360: A Power Guide for Beginners and Intermediate Users (4th Edition) textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Fusion 360, to create 3D mechanical designs. This textbook is a great help for new Fusion 360 users and a great teaching aid for classroom training. This textbook consists of 14 chapters, a total of 750 pages covering major workspaces of Fusion 360 such as DESIGN, ANIMATION, and DRAWING. The textbook teaches you to use Fusion 360 mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This edition of textbook has been developed using Autodesk Fusion 360 software version: 2.0.9313 (November 2020 Product Update). This textbook not only focuses on the usages of the tools/commands of Fusion 360 but also on the concept of design. Every chapter in this textbook contains tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with hands-on test drives that allow users to experience for themselves the user friendly and powerful capacities of Fusion 360. Table of Contents: Chapter 1. Introducing Fusion 360 Chapter 2. Drawing Sketches with Autodesk Fusion 360 Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Construction Geometries Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Editing and Modifying 3D Models Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation of a Design Chapter 14. Working with Drawings AutoCAD 2018 For Beginners makes it easy to learn drafting in AutoCAD. Using easy, real-world examples, you will master the basics of this leading CAD software by following step by step instructions. Each topic starts with a brief explanation, and then launches into the example that gives you a direct experience and a good start. You’ll learn the basics of drawing, editing, dimensioning, printing, and 3D modeling as you create the examples given in this book. Whether you are a beginner or trying to upgrade your skills, this step-by-step guide provides a solid base in design and drafting. * Create basic drawings with drawing tools * Create and edit complex drawings with the modify tools * Add dimensions and annotations to drawings * Prepare your drawing for printing * Create and edit 3D models * Learn to create Architectural floor plan If you want to learn AutoCAD quickly and easily, AutoCAD 2018 For Beginners gets you started today. If you are an educator, you can request an evaluation copy by sending us an email to online.books999@gmail.com Master the complexities of the world’s bestselling 2D and 3D software with Introduction to AutoCAD 2017. Ideally suited to new
users of AutoCAD, this book will be a useful resource for drawing modules in both vocational and introductory undergraduate courses in engineering and construction. A comprehensive, step-by-step introduction to the latest release of AutoCAD. Covering all the basic principles and acting as an introduction to 2D drawing, it also contains extensive coverage of all 3D topics, including 3D solid modelling and rendering. Written by a member of the Autodesk Developer Network. Hundreds of colour pictures, screenshots and diagrams illustrate every stage of the design process. Worked examples and exercises provide plenty of practice material to build proficiency with the software. Further education students will find this an invaluable textbook for City & Guilds AutoCAD qualifications as well as the relevant Computer Aided Drawing units of BTEC National Engineering, Higher National Engineering and Construction courses from Edexcel. Students enrolled in Foundation Degree courses containing CAD modules will also find this a very useful reference and learning aid.

Copyright: f7c50c1544b9418d5926e27ec5da2700