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Engineering Design with SOLIDWORKS 2017 and video instruction is written to assist students, designers, engineers and professionals. The book provides a solid foundation in SOLIDWORKS by utilizing projects with step-by-step instructions for the beginner to intermediate SOLIDWORKS user. Explore the user interface, CommandManager, menus, toolbars and modeling techniques to create parts, assemblies and drawings in an engineering environment. Follow the step-by-step instructions and develop multiple parts and assemblies that combine machined, plastic and sheet metal components. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, Design Tables, Bills of Materials, Custom Properties and Configurations. Address various SOLIDWORKS analysis tools and Intelligent Modeling techniques along with Additive Manufacturing (3D printing). Learn by doing not just by reading. Desired outcomes and usage competencies are listed for each project. Know your objective up front. Follow the steps in Projects 1 - 9 to achieve the design goals. Review Project 10 on Additive Manufacturing (3D printing) and its benefits and features. Understand the terms and technology used in low cost 3D printers.

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Work between multiple documents, features, commands and custom properties that represent how engineers and designers utilize SOLIDWORKS in industry. Review individual features, commands and tools with the video instruction. The projects contain exercises. The exercises analyze and examine usage competencies. Collaborate with leading industry suppliers such as SMC Corporation of America, Boston Gear and 80/20 Inc. Collaborative information translates into numerous formats such as paper drawings, electronic files, rendered images and animations. On-line intelligent catalogs guide designers to the product that meets both their geometric requirements and performance functionality. The author developed the industry scenarios by combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. He is directly involved with SOLIDWORKS every day. His responsibilities go far beyond the creation of just a 3D model. The book is designed to complement the SOLIDWORKS Tutorials contained in SOLIDWORKS 2017.

Learn to use Zoom like a pro. Zoom is arguably one of the best video conferencing service out there. This book will teach you how to use Zoom in just 30 minutes. The present-day realities have greatly affected the way businesses are done. Many of us are now compelled to work from home; as a result, many

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companies and business owners are turning to video conferencing services to hold virtual meetings, webinars, lectures and so on. Inside this book you will learn how to use Zoom effectively. From basic account setup to holding meetings, and then to more complex functions, this book presents you with step by step directions to help you master Zoom. Screenshots of each step are also included to aid visual learning. The instructions contained in this book are detailed and straight to the point. I have also simplified all terminologies so you don't have to be supper techy to understand the book. Inside this book you will learn: -Setting Up A Zoom Account-Signing Up for Zoom-Getting Around Zoom-Upgrading Your Zoom Account-How to Host a Meeting-Setting up Recurring Meetings-How to Invite People in a Meeting-Sending Invitations by Contacts-Joining a Zoom Meeting-Joining a meeting from the App-Joining a meeting through an email link-Joining a meeting through the Zoom Website-Joining a Meeting via Telephone-Managing Zoom Meetings-Sharing Your Screen-Managing Participants in a Webinar-Creating a Poll-Launching a Poll-Raising Hands in a Meeting-Managing Raised Hands as a Host or Panelist-Chatting in a Meeting-Recording Zoom Meetings-Using Virtual Backgrounds-Leaving a Zoom Room-Security and Troubleshooting-Zoom Security Tips and How to Prevent Bombing-Five Common Zoom Problems and How to Fix Them-And a lot more!Scroll up and click the buy

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The primary goal of AutoCAD 2019 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 2019 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 2019. 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 2019, 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. Video Training Included with every new copy of AutoCAD

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2019 Tutorial First Level 2D Fundamentals is access to extensive video training. The video training parallels the exercises found in the text and are designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book. AutoCAD 2019 Certified User Examination The content of AutoCAD 2019 Tutorial First Level 2D Fundamentals covers the performance tasks that have been identified by Autodesk as being included on the AutoCAD 2019 Certified User Examination. Special reference guides show you where the performance tasks are covered in the book. If you are teaching an introductory level AutoCAD course and you want to prepare your students for the AutoCAD 2019 Certified User Examination this is the only book that you need. If your

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students are not interested in the AutoCAD 2019 Certified User Examination they will still be studying the most important tools and techniques of AutoCAD as identified by Autodesk.

James Stewart's CALCULUS texts are widely renowned for their mathematical precision and accuracy, clarity of exposition, and outstanding examples and problem sets. Millions of students worldwide have explored calculus through Stewart's trademark style, while instructors have turned to his approach time and time again. In the Seventh Edition of CALCULUS, Stewart continues to set the standard for the course while adding carefully revised content. The patient explanations, superb exercises, focus on problem solving, and carefully graded problem sets that have made Stewart's texts best-sellers continue to provide a strong foundation for the Seventh Edition. From the most unprepared student to the most mathematically gifted, Stewart's writing and presentation serve to enhance understanding and build confidence. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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Corporation of America, Boston Gear and 80/20 Inc. Collaborative information translates into numerous formats such as paper drawings, electronic files, rendered images and animations. On-line intelligent catalogs guide designers to the product that meets both their geometric requirements and performance functionality. The author developed the industry scenarios by combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. These professionals are directly involved with SOLIDWORKS every day. Their responsibilities go far beyond the creation of just a 3D model. The book is designed to compliment the SOLIDWORKS Tutorials contained in SOLIDWORKS 2016.

Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2017 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2017 Basics Guide makes no assumptions about your previous experience with

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This book is a complete manual for users of the Sony Cyber-shot DSC-RX100 VII camera, one of the most advanced, but still pocketable, cameras available. With this book, author Alexander White provides users of the RX100 VII with a guide to all aspects of the camera's operation, including its many advanced settings for

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autofocus and exposure control. Using a tutorial-like approach, the book shows beginning and intermediate photographers how to take still images and record video with the RX100 VII, and explains when and why to use the camera's many features. The book provides details about the camera's automatic and advanced shooting modes, including continuous shooting at rates as fast as 20 frames per second, with short bursts as fast as 90 frames per second, as well as its numerous menu options for shooting, playback, and setup. The book includes information about using Wi-Fi and Bluetooth connections for image transfer, remote control, and adding location information to images. The book has more than 500 color photographs or illustrations that help explain the camera's menus, shooting screens, and features. These images include examples of photographs taken using the RX100 VII's Scene mode, with settings optimized for subjects such as landscapes, sunsets, portraits, low-light, and action shots; and the Creative Style and Picture Effect menu options, with settings that alter the appearance of images. The book also provides introductions to topics such as street photography, astrophotography, and digiscoping, with photographic examples. The book includes a full discussion of the video features of the RX100 VII, which can shoot HD and 4K (ultra-HD) movies, and which offers manual control of exposure and focus during movie recording. The book explains the

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camera's numerous features that are useful for professional-level videography, including Picture Profiles that allow adjustment of settings such as gamma curve, black level, knee, and detail. The book provides detailed information about recording 4K video to an external video recorder using the "clean" video output from the camera's HDMI port. In three appendices, the book discusses accessories for the RX100 VII, including cases, power sources, grips, remote controls, and filter adapters, and includes a list of websites and other resources for further information. The book includes an appendix with "quick tips" on how to take advantage of the camera's features in the most efficient ways possible. This guide to the RX100 VII includes a detailed index, so the reader can quickly find needed information about any particular feature or aspect of the camera. Photographer's Guide to the Sony a7C is a full-color, fully illustrated guide book covering all features and operations of the a7C mirrorless, compact, full-frame interchangeable-lens digital camera. With this book, author Alexander S. White provides users of the a7C with a manual covering all aspects of the camera's operation. Using a tutorial-like approach, the book shows beginning and intermediate photographers how to accomplish things with the a7C, and explains when and why to use the camera's many features. The book provides details about the camera's shooting modes as well as its menu options for shooting,

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playback, setup, video, Wi-Fi, Bluetooth, and special effects. The book covers the a7C's ability to use its touch screen for focusing and enlarging images in some situations, its upgraded autofocus system, which includes real-time tracking autofocus as well as automatic focusing on the eyes of humans or animals, and the camera's wide range of options for assigning its control buttons, dial, and wheel to carry out photographic functions. The book includes more than 400 color photographs that illustrate the camera's controls, display screens, and menus. The images include photographs taken using the a7C's various shooting modes and its Creative Style and Picture Effect menu options, with settings that alter the appearance of images. The book provides concise introductions to topics such as street photography and astrophotography, and explains how to use the camera's Wi-Fi and Bluetooth features to transfer images to a smartphone or tablet, to control the camera from such a device, and to add location information to images. The book includes a full discussion of the video features of the a7C, which can shoot HD and 4K (ultra-HD) movies, with manual control of exposure and focus during recording. The book explains the camera's numerous features for professional-level videography, including Picture Profiles that allow adjustment of settings such as gamma curve, black level, knee, and detail. The book describes steps for recording 4K video to an external video

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recorder using the “clean” video output from the camera’s HDMI port. In three appendices, the book discusses accessories for the a7C, including lenses, cases, power sources, remote controls, microphones and external flash units, and includes a list of websites and other resources for further information. The book includes an appendix with “quick tips” on how to take advantage of the camera’s features in the most efficient ways possible. This guide to the a7C includes a detailed index, so the reader can quickly locate information about any particular feature or aspect of the camera.

New to the world of video conferencing? It's easier than you think to get started, mastering some of the powerful, yet simple features available on the market today. This book gives you a video conference overview, which includes the history of the technology, how to choose a dedicated VTC system, Video Conferencing as a desktop solution, and step by step instructions to master desktop Video Conferencing. You can be up and running in a video conference within an hour, assuming you have a computer, an internet connection, and some form of webcam with integrated microphone.

The iPad Mini Survival Guide organizes the wealth of knowledge about the seven-inch iPad into one place, where it can be easily accessed and navigated for quick reference. This guide comes with countless screenshots, which complement the

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step-by-step instructions and help you to realize the iPad Mini's full potential. The iPad Mini Survival Guide provides useful information not discussed in the official iPad Mini manual, such as tips and tricks, hidden features, and troubleshooting advice. You will also learn how to download FREE games and FREE eBooks and how to make VIDEO CALLS using FaceTime. Whereas the official iPad Mini manual is stagnant, this guide goes above and beyond by discussing recent known issues and solutions that may be currently available. This information is constantly revised for a complete, up-to-date manual.

This book focuses on novel design and systems engineering approaches, including theories and best practices, for promoting a better integration of people and engineering systems. It covers a range of innovative topics related to: development of human-centered systems; interface design and human-computer interaction; usability and user experience; innovative materials in design and manufacturing; biomechanics and physical rehabilitation, as well as safety engineering and systems complexity. The book, which gathers selected papers presented at the 3rd International Conference on Human Systems Engineering and Design: Future Trends and Applications (IHSED 2020), held on September 22-24, 2020, at Juraj Dobrila University of Pula, in Pula, Croatia, provides researchers and practitioners with a snapshot of the state-of-the-art and current

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challenges in the field of human systems engineering and design. Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2015 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by accompanying video instruction that's included with each book. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2015 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the

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Provides instructions for repairing VCRs, camcorders, and video cassettes, and discusses safety measures, maintenance schedules, and troubleshooting Both beginners and advanced users will get professional results fast by following Church's step-by-step instructions.

Provides comprehensive coverage of successful translation of language learning designs utilizing ICT in practical learning contexts. Offers the latest knowledge related to research on computer-enhanced language acquisition and learning.

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and CommandManager, Document and System properties, simple and complex parts and assemblies, proper design intent, design tables, configurations, multi-sheet, multi-view drawings, BOMs, and Revision tables using basic and advanced features. Additional techniques include the edit and reuse of features, parts, and assemblies through symmetry, patterns, configurations, SOLIDWORKS 3D ContentCentral and the SOLIDWORKS Toolbox. Project 7: Understand Top-Down assembly modeling and Sheet Metal parts. Develop components In-Context with InPlace Mates, along with the ability to import parts using the Top-Down assembly method. Convert a solid part into a Sheet Metal part and insert and apply various Sheet Metal features. Project 8 - Project 9: Recognize SOLIDWORKS Simulation and Intelligent Modeling techniques. Understand a general overview of SOLIDWORKS Simulation and the type of questions that are on the SOLIDWORKS Simulation Associate - Finite Element Analysis (CSWSA-FEA) exam. Apply design intent and intelligent modeling techniques in a sketch, feature, part, plane, assembly and drawing. Project 10: Comprehend the differences between additive and subtractive manufacturing. Understand 3D printer terminology along with a working knowledge of preparing, saving, and printing CAD models on a low cost printer. Project 11: Review the Certified Associate - Mechanical Design (CSWA) program. Understand the curriculum and categories of the CSWA exam and the required model knowledge needed to successfully take the exam. The author developed the industry scenarios by combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. These professionals are directly involved with SOLIDWORKS every day. Their responsibilities go far beyond the creation of just a 3D model.

This book is for instructors who think that most calculus textbooks are too long. In writing the

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book, James Stewart asked himself: What is essential for a three-semester calculus course for scientists and engineers? **ESSENTIAL CALCULUS**, Second Edition, offers a concise approach to teaching calculus that focuses on major concepts, and supports those concepts with precise definitions, patient explanations, and carefully graded problems. The book is only 900 pages--two-thirds the size of Stewart's other calculus texts, and yet it contains almost all of the same topics. The author achieved this relative brevity primarily by condensing the exposition and by putting some of the features on the book's website, www.StewartCalculus.com. Despite the more compact size, the book has a modern flavor, covering technology and incorporating material to promote conceptual understanding, though not as prominently as in Stewart's other books. **ESSENTIAL CALCULUS** features the same attention to detail, eye for innovation, and meticulous accuracy that have made Stewart's textbooks the best-selling calculus texts in the world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Here is the fourth of a four-volume set that constitutes the refereed proceedings of the 12th International Conference on Human-Computer Interaction, HCII 2007, held in Beijing, China, jointly with eight other thematically similar conferences. It covers business applications; learning and entertainment; health applications; work and collaboration support; web-based and mobile applications; as well as, advanced design and development support.

Creative ideas for things to make: crazy hats, crocodile invitations, scrumptious birthday cake, splendid straws, funny-face dips, mysterious masks ...

Marketing Solutions for the Home-Based Business is prime for a revision with the explosion of social media marketing. Business News Daily notes that two of the top 50 home-based jobs to

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watch are for Social Media Consultants and Internet Marketing Consultant. With more than a half million copies sold, Globe Pequot Press continues to grow its ever popular How To Start a Home-based Business series. Each volume includes worksheets, business and marketing forms, and everything you need to know about business start-up costs and strategies. This title will make the perfect companion to any book in the series offering up-to-date marketing strategies to help better position your home-based business.

The primary goal of AutoCAD 2021 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 2021 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 2021. 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 2021, 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. Video Training Included with every new copy of AutoCAD 2021 Tutorial First Level 2D Fundamentals

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is access to extensive video training. The video training parallels the exercises found in the text and is designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and bring the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book. Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2022 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2022 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as

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character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn

- How to create models using primitives, curves, NURBS, Polygons and more
- How to assign materials and textures to make realistic-looking models
- How to use Paint Effects to paint on and quickly create complex 3D Models
- How to use lights, cameras, and depth of field to render captivating scenes
- How to use keyframes, motion paths and the Graph Editor to create animations
- How to use character rigging, skinning, and inverse kinematics to animate realistic movements
- How to use various deformers to manipulate objects, animations and special effects
- How to add influence objects, skin weights and hair to a character for a more realistic look
- How to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects
- How to enable

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raytracing, motion blur, and fog effects for increased realism • How to render stills and animations using Maya Vector and Mental Ray for different looks • How to use the Command Line and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Written by renowned author and 3D artist Kelly L. Murdock, Autodesk Maya 2020 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2020 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also

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and MEL Scripting to work faster About Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

There is much to learn about the new generation of iPad, and the iPad 2 Survival Guide is the flagship guide for Apple's newest creation. The iPad 2 Survival Guide organizes the wealth of knowledge about the iPad 2 into one place, where it can be easily accessed and navigated for quick reference. This guide comes with countless screenshots, which complement the step-by-step instructions and help you to realize the iPad's full potential. The iPad 2 Survival Guide provides useful information not discussed in the iPad manual, such as tips and tricks, hidden features, and troubleshooting advice. You will also learn how to download FREE games and FREE eBooks, how to PRINT right from your iPad, and how to make VIDEO CALLS using FaceTime. Whereas the official iPad 2 manual is stagnant, this guide goes above and beyond by discussing recent known issues and solutions that may be currently available. This information is constantly revised for a complete, up-to-date manual. This iPad 2 guide includes: Getting Started: - Button Layout - Before First Use - Navigating the Screens - Setting Up Wi-Fi - Setting Up an Email Account - Using Email - Logging In to the Application Store - Using FaceTime - Placing a FaceTime Call - Moving the

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Picture-in-Picture Display - Taking Pictures - Capturing Videos - Browsing and Trimming Captured Videos - Using iTunes to Import Videos - Viewing a Video - Using the iPod Application - Using the iTunes Application - Sending Pictures and Videos via Email - Setting a Picture as Wallpaper - Viewing a Slideshow - Importing Pictures Using iPhoto - Creating Albums Using iPhoto Advanced topics: - 161 Tips and Tricks for the iPad - Setting the iPad Switch to Mute or Lock Rotation - Downloading Free Applications - Downloading Free eBooks - Adding Previously Purchased and Free eBooks to the iBooks app - Updating eBooks in the iBooks app - Using the Kindle Reader for iPad - Using the iBooks Application - Using the iBooks Internal Dictionary - Highlighting and Taking Notes in iBooks - Turning On VoiceOver - Printing Directly from the iPad - Printing Web Pages - Moving a Message to Another Mailbox or Folder - Changing the Default Signature - Setting the Default Email Account - Changing How You Receive Email - Saving a Picture Attachment - Managing Contacts - Setting Up a 3G Account - Turning Data Roaming On and Off - AT&T Data Plans Explained - Using the Safari Web Browser - Blocking Pop-Up Windows - Managing Applications - Deleting Applications - Setting a Passcode Lock - Changing Keyboard Settings - Tips and Tricks - Maximizing Battery Life - Printing Pictures Without a Wireless Printer - Viewing Applications on an HD TV - Troubleshooting - Resetting Your iPad
Tips and techniques for shooting and sharing superb digital videos Never before has video been more popular-or more accessible to the home videographer. Now you can

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create YouTube-worthy, professional-looking video, with the help of this richly illustrated guide. In a straightforward, simple, highly visual format, Teach Yourself VISUALLY Digital Video demystifies the secrets of great video. With colorful screenshots and illustrations plus step-by-step instructions, the book explains the features of your camera and their capabilities, and shows you how to go beyond "auto" to manually adjust the settings for just the effect you want. Know how to get the most out of your camera, whether it's a high definition video recorder or a still camera with video capabilities Set exposure, white balance, and shutter speed to achieve optimum results for your subject Learn how to edit and enhance your video with after capture software Share your work with friends, family, or professional colleagues on the Web, through YouTube, Facebook, MySpace, Google, Yahoo, Flickr, and other sites Jam packed with hints and simple tips, this handy, full-color visual guide will give you the tools and techniques to create better homemade videos or make the jump from amateur to prosumer.

A COMPLETE AND EFFECTIVE GUIDE ON HOW TO UNLOCK THE IPHONE 12 CAMERA CAPABILITIES Judging from the outside, you would not think much has changed in the camera department for the iPhone 12. The dual rear lenses are arranged similarly to last year's model, with wide and ultra-wide optics supported by 12-megapixel sensors. Don't let your eyes fool you because remarkable upgrades have been made to the iPhone 12 cameras. This book gives you all the instructions you need

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to turn your iPhone 12 into a digital camera. Here is a preview of this book: The Awesome Features iPhone 12 Camera Potential How To Use iPhone 12 Camera App How To Move Camera App To Dock How To Apply Filters In Photos How To Take Pictures In Low Light Or Night Mode How To Change Video Resolution How To Change Aspect Ratio How To Record A Dolby Vision HDR Video How To Shoot Slow-Mo Video How To Convert Video At Normal Speed To Slow Motion How To Take A Quicktake Video How To Take A Mirror Selfie How To Take Photos Faster How To Enhance Your Selfies And Extremely Wide Photos How To Adjust Slow-Mo Video Speed How To Speed Up Video In iMovie How To Adjust The Video Playback Speed How To Take And Edit Live Photos How To Add Live Photo Effects How To Edit Live Photos How To Turn Off Live Photos How To Make A Slideshow In Photos How To Manage Photos In Albums How To Remove Object From Image iPhone 12 Camera Tips And Tricks And Lots More TAP the One-Click BUY NOW icon to get this book now!!

Step-by-Step User Guide for the iPhone 5: Getting Started, Downloading FREE eBooks, Taking Pictures, Making Video Calls, Using eMail, and Surfing the Web. This guide will introduce you to the new features on the iPhone 5, and show you how to use them. This book gives task-based instructions without using any technical jargon. Learning which buttons perform which functions is useless unless you know how it will help you in your everyday use of the iPhone. Therefore, this guide will teach you how to

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perform the most common tasks. Instead of presenting arbitrary instructions in lengthy paragraphs, this book gives unambiguous, simple step-by-step procedures.

Additionally, detailed screenshots help you to confirm that you are on the right track.

This Survival Guide also goes above and beyond to explain Secret Tips and Tricks to help you accomplish your day-to-day tasks much faster. If you get stuck, just refer to the Troubleshooting section to figure out and solve the problem. This iPhone 5 guide includes: Using Siri 9 All-New Settings Chapters Using the Notification Center Setting Up the 4S without a Computer Searching a Web Page Viewing an Article in Reader Mode Using the New Music Application Deleting Songs in the Music Application Selecting a Pre-Loaded Equalization Setting Taking a Picture from the Lock Screen Creating and Editing Photo Albums Editing Photos Inserting Emoticons Customizing Keyboard Shortcuts Customizing Custom Vibrations Using LED Flash Alerts Using Photo Stream Formatting Text in the Email Application Hiding the Keyboard in a Text Message This guide also includes: Getting Started Making Calls FaceTime Multitasking Button Layout Navigating the Screens Using the Speakerphone During a Voice Call Starting a Conference Call Managing Your Contacts Text Messaging Adding Texted Phone Numbers to Contacts Copying, Cutting, and Pasting Text Sending Picture and Video Messages Using the Safari Web Browser Adding Bookmarks to the Home Screen Printing a Web Page Managing Photos and Videos Using the Email Application Viewing All Mail in One Inbox Managing Applications Setting Up an iTunes Account

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James Stewart's CALCULUS texts are widely renowned for their mathematical precision and accuracy, clarity of exposition, and outstanding examples and problem sets. Millions of students worldwide have explored calculus through Stewart's trademark style, while instructors have turned to his approach time and time again. In the Seventh Edition of SINGLE VARIABLE CALCULUS, Stewart continues to set the standard for the course while adding carefully revised content. The patient explanations, superb exercises, focus on problem solving, and carefully graded problem sets that have made Stewart's texts best-sellers continue to provide a strong foundation for the Seventh Edition. From the most unprepared student to the most mathematically gifted, Stewart's writing and presentation serve to enhance

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weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. The book presents you with an organized test preparation routine through the use of proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan. The book also contains more than three hours of personal video mentoring from the author. Well-regarded for its level of detail, assessment features, and challenging review questions and exercises, this authorized study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The authorized study guide helps you master all the topics on the Network+ exam, including: Computer networks and the OSI model Network components Ethernet IP addressing Routing traffic Wide Area Networks (WANs) Wireless LANs Network performance Command-line utilities Network management Network security Troubleshooting Kevin Wallace, CCIE No. 7945, is one of the most prolific and best-selling authors in the networking industry. He is a certified Cisco instructor, and he holds multiple certifications including CCNP, CCNP Voice, CCNP Security, and CCDP, in addition to multiple security and voice specializations. With networking experience dating back to 1989 (and computer experience dating back

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to 1982), Kevin is a Senior Technical Instructor for SkillSoft. Kevin has been a network design specialist for the Walt Disney World Resort and a network manager for Eastern Kentucky University.

Engineering Design with SolidWorks 2015 and video instruction is written to assist students, designers, engineers and professionals. The book provides a solid foundation in SolidWorks by utilizing projects with step-by-step instructions for the beginner to intermediate SolidWorks user. Explore the user interface, CommandManager, menus, toolbars and modeling techniques to create parts, assemblies and drawings in an engineering environment. Follow the step-by-step instructions and develop multiple parts and assemblies that combine machined, plastic and sheet metal components. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, Design Tables, Bills of Materials, Custom Properties and Configurations. Address various SolidWorks analysis tools and Intelligent Modeling techniques along with Additive Manufacturing (3D printing). Learn by doing not just by reading. Desired outcomes and usage competencies are listed for each project. Know your objective up front. Follow the steps in Projects 1 - 9 to achieve the design goals. Review Project 10 on Additive Manufacturing (3D printing) and its benefits and features. Understand the terms and technology used in low cost 3D printers. Work between multiple documents, features, commands and custom properties that represent how engineers and

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designers utilize SolidWorks in industry. Review individual features, commands and tools with the Video Instruction. The projects contain exercises. The exercises analyze and examine usage competencies. Collaborate with leading industry suppliers such as SMC Corporation of America, Boston Gear and 80/20 Inc. Collaborative information translates into numerous formats such as paper drawings, electronic files, rendered images and animations. On-line intelligent catalogs guide designers to the product that meets both their geometric requirements and performance functionality. The author developed the industry scenarios by combining his own industry experience with the knowledge of engineers, department managers, vendors and manufacturers. These professionals are directly involved with SolidWorks every day. Their responsibilities go far beyond the creation of just a 3D model. The book is designed to compliment the SolidWorks Tutorials contained in SolidWorks 2015. View the provided videos in the book to enhance the user experience. SolidWorks Interface2D Sketching, Sketch Planes and Sketch tools3D Features and Design IntentCreating an AssemblyFundamentals in Drawings Part 1 & Part 2

The Complete and Well-Illustrated User Guide for iPhone 12, iPhone 12 Pro, and iPhone 12 Pro Max. Apple introduced the iPhone 12 alongside the iPhone 12 mini, iPhone 12 Pro, and iPhone 12 Pro Max on October 13. The iPhone 12 lineup offers users 5G connectivity for improved gaming, better quality video streaming, higher definition FaceTime calls, and faster downloads & uploads. There is so much to

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achieve with these flagship phones, and this book will help you maximize your iPhone 12. This detailed user guide contains step-by-step instructions that are easy to read and follow. Value-Add for this Book A well-organized table of content that you can easily reference to get details quickly and more efficiently. Step-by-step instructions with images that will help you operate your iPhone 12 in the simplest terms. Latest tips and tricks to help you master your new iPhone 12, iPhone 12 Pro, iPhone Pro Max. Here is a preview of what you will learn: Set up your iPhone 12 Manage Apple ID and iCloud Settings on iPhone Take a Screenshot or Screen Recording On iPhone Home screen and open apps Type and Edit Text on iPhone 12 Set up FaceTime on iPhone 12 Using Apple Maps Use and Customize Control Center on iPhone 12 Customize Sounds and Haptic Feedback Allow Features Access from Device Lock Screen How to use app clips on iPhone 12 Play Games on your iPhone 12 Set up Family Sharing and Share Purchases with Family Members Set up Screen Time for a Family Member on iPhone 12 Switch Between Apps on iPhone 12 Move and organize apps on iPhone 12 Switching Between Open Apps Create Folders and Organize Your Apps Find out what Siri can do on iPhone 12 Using Calculator on iPhone 12 Take Photos with the Camera on iPhone 12 Taking Videos with iPhone 12 Camera Recording a Slow-Motion Video Multitasking with "Picture in Picture" on iPhone Using Siri on iPhone 12 Play Live Radio Through Siri Enable Dark Mode Translate a Webpage Block Spam Callers And So much more! Get this user guide now and start using your iPhone 12, iPhone 12 Pro,

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