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Nota di contenuto	Mastering Autodesk VIZ 2008; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; How to Use This Book; What You'll Find; System Requirements; What's on the Website?; Chapter 1: Getting to Know VIZ; Introducing the New VIZ 2008 Features; Getting Started; Touring the Interface; Working with Objects; Getting the View You Want; Working with the Custom UI and Defaults Switcher; The Bottom Line; Chapter 2: Introducing VIZ Objects; Understanding Standard Primitives; Modeling Standard Primitives with Modifiers; How VIZ Sees Objects; Making Clones That Share Properties Introducing Extended Primitives Working with Groups; The Bottom Line; Chapter 3: Creating Shapes with Splines; Drawing with Splines; Modifying a Shape Using Subobject Levels; Outlining and Extruding Splines; Combining and Extruding Primitive Splines; Joining Closed Splines with Boolean Tools; Creating a Solid Form with Splines; Introducing the Spline Types; Editing Splines; Placing and Beveling Text; The Bottom Line; Chapter 4: Editing Meshes and Creating Complex Objects; Creating Openings in a Wall with Boolean Operations; Tracing Over a Sketch; Editing Meshes Using Instance Clones to Create Symmetric Forms Attaching Objects to a

Mesh; Smoothing Meshes; Creating Clones with Array and Snapshot; The Bottom Line; Chapter 5: Creating AEC and Entourage Objects; Using AEC Objects; Creating Trees with the EASYnat Plug-in; Adding Content with the RPC Plug-in; The Bottom Line; Chapter 6: Organizing and Editing Objects; Naming Objects; Organizing Objects by Layers; Lofting the Roof; Creating Surfaces from Splines; Creating Shells from Surfaces; Completing the Roof; Extruding with the Sweep Modifier; Aligning Objects; The Bottom Line
Chapter 7: Light and Shadow Lighting Your Model; Rendering a View; Ambient Light; Adding Shadow Effects; Playing in the Shadows; Using the Light Lister; Using Scene States; The Bottom Line; Chapter 8: Enhancing Models with Materials; Understanding Bitmap Texture Maps; Adding Materials to Objects; Understanding Mapping Coordinates; Editing Materials; Selecting Shaders; Map Scalar Modifiers; Using Bump Maps; Adding Entourage; Ray-Tracing Reflection and Refraction; Assigning Materials to Parts of an Object; Using the Architectural Material; The Material Utilities; The Bottom Line
Chapter 9: Staging Your Design Understanding the VIZ Camera; Setting Up an Interior View; Creating an Environment; Immersive Environments for Animation; Using Render Types; Render Elements for Compositing; The Bottom Line; Chapter 10: Working with Files; Gaining Access to Materials and Objects from Other Files; Arranging Furniture with XRefs and the Asset Browser; Replacing Objects with Objects from an External File; Arranging Furniture with XRef Scenes; Using the Rendered Frame Windows; Using the Asset Browser on the Internet; Tracking and Locating a Scene's Assets; Publishing a DWF File
The Bottom Line

Sommario/riassunto

In Mastering Autodesk VIZ 2008, VIZ expert Jon McFarland teaches you how to get the most out of Autodesk's potent 3D modeling, animation, and rendering software. As you follow real-world examples, you'll quickly see how to apply these techniques to your design projects. Whether you're entirely new to VIZ or simply want to master its newest features, this book offers the clear explanations and step-by-step instruction you need to make VIZ work for you. Coverage includes: Finding your way around in VIZ Linking to AutoCAD files Modeling using primitive and compound ob
