1. Record Nr. UNINA9910457245803321 Autore Omura George Titolo Mastering autodesk VIZ 2007 [[electronic resource] /] / George Omura, Scott Onstott, Jon McFarland San Francisco,: Wiley Publishing, Inc., c2006 Pubbl/distr/stampa **ISBN** 1-280-64967-4 9786610649679 0-470-11270-0 Descrizione fisica 1 online resource (962 p.) Altri autori (Persone) OnstottScott McFarlandJon Disciplina 620.00420285536 720.2840285536 Soggetti Computer graphics Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Nota di contenuto Mastering Autodesk VIZ 2007; Acknowledgments; Contents; Introduction: How to Use This Book: What You'll Find: System Requirements; What's on the Companion CD?; Chapter 1: Getting to Know VIZ: Introducing VIZ 2007 Features: Getting Started: Touring the Interface; Working with Objects; Getting the View You Want; Working with the Custom UI and Defaults Switcher; Summary; 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 SummaryChapter 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;

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## Sommario/riassunto

Turn Your Ideas Into High-Impact 3D Models and AnimationsTransform flat drawings and concepts into impressive 3D visualizations that will amaze your clients with the comprehensive instruction you'll find in Mastering Autodesk VIZ 2007. Written by VIZ experts, this book shows you how to get the most out of the latest version of Autodesk's powerful 3D design, modeling, and animation tool with an in-depth, tutorial-based approach grounded in real-world examples. This new edition has been fully updated and revised to cover all of Autodesk VIZ 2007's new features--asset tracking,

Rendering; Working with Artificial Lights Understanding Photometric Lights