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Autodesk 3ds Max 2013 Bible Kelly L. Murdock 2012-08-13 Updated version of the bestselling 3ds Max book on the market Autodesk 3ds Max is top animation software used by developers, visual effects artists, and graphic designers in film, television, and the game industry. One place designers turn for crucial information on how to use 3ds Max is this in-depth book. Whether you're a beginner just itching to create something right away or an experienced user checking out the latest and greatest features, you'll find it here. See what's new, what's tried and true, and just how creative you can get using the tips, tricks, and techniques in this essential reference. Every previous edition has been a top-seller. Packs expert advice, timesaving tips, and more than 150 step-by-step tutorials into over 800 pages that help you master this complex software Gives you in-depth coverage of all new features, as well as the basics Jump-starts your learning on day one with a Quick Start tutorial, so you can create an exciting animation right away Provides you with access to all before-and-after example files from each tutorial, plus unique models and textures that you can customize on the companion CD Includes extra content from previous editions of the 3ds Max Bible, including bonus Quick Start tutorials from previous editions Whether

you're just starting out or getting up to speed on 3ds Max 2013, this comprehensive book will get you there.

Handbuch Bildungstechnologie Helmut Niegemann 2020-05-07 Das Handbuch vermittelt einen umfassenden Überblick über den aktuellen Erkenntnisstand zu Ansätzen und Befunden zur systematischen Gestaltung von Lernumgebungen in deutscher Sprache. Es präsentiert theoretische und methodische Grundlagen der Forschungsdisziplin Bildungstechnologie und stellt darüber hinaus konkrete Überlegungen an, wie diese wissenschaftlichen Grundlagen in praktischen Lehr-Lern-Kontexten umgesetzt werden können. Neben der systematischen Konzeption von Lernangeboten (Instructional Design) liegt ein weiterer Schwerpunkt beim Einsatz aktueller Informations- und Kommunikationstechnik, insbesondere digitaler, interaktiver Medien im Bildungswesen.

Parametric Building Design Using Autodesk Maya Ming Tang 2014-03-26 Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts, and Maya source files.

Autodesk Maya 2017 Basics Guide Kelly Murdock 2017 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 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

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Compositing Visual Effects in After Effects Lee Lanier 2015-11-19 Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In Compositing Visual Effects in After Effects, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle simulation Color grading and distressing Expressions and project management The companion website ([www.focalpress.com/cw/lanier](http://www.focalpress.com/cw/lanier)) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

Die fraktale Geometrie der Natur B. Mandelbrot 2013-11-11

Tracking von Menschen und menschlichen Zuständen Dunau, Patrick 2021-07-02 In dieser Arbeit werden verschiedene Ansätze zur Beobachtung von menschlichen Zuständen betrachtet. Die behandelten menschlichen Zustände sind die aktuelle Position, die Leistungsfähigkeit und der emotionale Gesichtsausdruck von beobachteten Menschen. Die Betrachtung dieser Zustände erfolgt mit Methoden des Trackings, sowie mit statischen Klassifikationsmethoden. - This work evaluates different approaches for observing human states. The considered human conditions comprise the current position, the actual performance, and the emotional facial expression. This work relies on tracking and static classification methods to observe the humans' conditions.

Standardleistungsbuch für das Bauwesen 1974

Autodesk Maya 2019 Basics Guide Kelly Murdock 2018-10 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 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 2019 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 confidence you need to create incredible renderings and

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Werner Krieg (1908-1989) Gisela Lange 2019

Compiler 2008

Molekülphysik und Quantenchemie Hermann Haken 2013-07-02 Dieses Lehrbuch wendet sich an Studenten der Physik, der Physikalischen Chemie und der Theoretischen Chemie. Aufbauend auf Grundkenntnissen der Atom- und Quantenphysik vermitteln die Autoren den Stoff, der zum Grundwissen eines jeden Physikstudenten gehört. Für den Studenten der Chemie bedeuten die in diesem Buch vorgestellten Konzepte das theoretische Grundgerüst für sein Fachgebiet. Dieses Gerüst befähigt ihn, den ungeheuren Erfahrungsschatz der Chemie auf wenige Prinzipien, nämlich die der Quantentheorie, zurückzuführen. Zwei untrennbar miteinander verknüpfte Themenbereiche werden behandelt: die chemische Bindung und die physikalischen Eigenschaften der Moleküle. Erstmals behandelt ein Lehrbuch die Molekülphysik und Quantenchemie in dieser Kombination mit der Zielsetzung, das Grundlegende und Typische herauszuarbeiten, und so dem Studenten einen Überblick über dieses so wichtige und reizvolle Gebiet zu vermitteln. Darüber hinaus vermittelt das Buch Ausblicke auf neue Entwicklungen, etwa die Erforschung der Photosynthese, die Physik supramolekularer Funktionseinheiten und die molekulare Mikroelektronik.

Games in Libraries Breanne A. Kirsch 2014-01-28 "This essay collection discusses innovative uses of games in libraries and focuses on the game making process. The purpose of this book is to bring together distinctive uses of games in libraries or educational institutions and share these ideas with others to inspire the making and use of games by other librarians and educators.]"--

Frauen in Forschung und Lehre Dorothea Frandsen 1985

Die Feldpartitur Christine Moritz 2011-10-02 Die Transkription mit dem System der Feldpartitur ist von Bedeutung für alle mit Video arbeitenden qualitativen Forscherinnen und -forscher der Sozial- und Geisteswissenschaften. Neu am System ist die Bereitstellung eines Zwei-Achsen-Systems (einer "Partitur"), welches gemäß den Medieneigenschaften des Datentypus die einzelnen multikodalen

Konstituenten eines Videos sowohl in ihrer Prozessualität wie Gleichzeitigkeit erfassen kann.

Autocad ecscad 2013 Grundlagen 2012

AutoCAD 2013 und AutoCAD LT 2013 Scott Onstott 2012 Sie möchten AutoCAD 2013 lernen? Mit diesem offiziellen Trainingsbuch von Autodesk schaffen Sie es! Schritt-für-Schritt-Anleitungen und realistische Anwendungsbeispiele unterstützen Sie beim Einstieg und bereiten Sie bei Bedarf optimal auf die Autodesk-Zertifizierung vor. Sie lernen zunächst die Oberfläche von AutoCAD 2013 und die grundlegenden Konzepte der Software kennen. Anschließend erstellen Sie 2D-Zeichnungen, arbeiten mit Objekten, definieren Layouts und entwickeln 3D-Modelle. Auch das Speichern, Präsentieren und Plotten Ihrer Zeichnungen wird ausführlich erklärt. Zu den Beispielen des Buches erhalten Sie Übungsdateien im Download, damit Sie Ihren Lernerfolg jederzeit kontrollieren können.

Virtual und Augmented Reality (VR / AR) Ralf Dörner 2014-01-20 Das Lehrbuch vermittelt die theoretischen und praktischen Grundlagen, die benötigt werden, um Virtual- und Augmented-Reality-Systeme (VR/AR) eigenständig zu realisieren oder zu erweitern. Es dient Studierenden als anschauliche Begleitlektüre zu Lehrveranstaltungen, die VR/AR thematisieren, u. a. in den Fächern Informatik, Medien oder Natur- und Ingenieurwissenschaften. Durch seinen modularen Aufbau eignet sich der Band auch für das Selbststudium und kann darüber hinaus als Nachschlagewerk verwendet werden.

Bioanalytik Jens Kurreck 2021-05-19 Das bewährte Standardwerk Bioanalytik beschreibt und erläutert alle analytischen Methoden, die heute in der Biochemie und Molekularbiologie eingesetzt werden - in fünf großen Abschnitten: Proteinanalytik, 3D-Strukturaufklärung, Spezielle Stoffgruppen, Nucleinsäureanalytik, Systematische Funktionsanalytik. Die komplett überarbeitete 3. Auflage berücksichtigt zahlreiche methodische Weiterentwicklungen und greift auch hochaktuelle Trends in der Forschung auf. Großer Wert wurde auf eine kritische, praxisbezogene Darstellung der Methoden und auf eine Vernetzung der verschiedenen Kapitel untereinander gelegt. So wird die Neuauflage dieses kompetenten und informationsreichen Lehr- und Handbuches wieder all jenen, die sich in der Vielfalt der biologisch-chemischen Labormethoden zurechtfinden müssen, als zuverlässiger Wegweiser dienen.

Angewandte Virtuelle Techniken im Produktentstehungsprozess Michael Schenk 2017-02-20 Dieses Buch beschreibt die Forschungsergebnisse des Projektes AVILUSplus. Die Wissenschaftler befassen sich mit den Technologieentwicklungen zur Erhöhung der Realitätsnähe virtueller Modelle. Dazu werden fünf Themenschwerpunkte betrachtet: Informationsmanagement im Produktlebenszyklus, Simulation und Rendering, Tracking, Interaktion und Geometrieerfassung. Das Buch richtet sich an Wissenschaftler und Technologieentwickler, die sich über den aktuellen Stand, Entwicklungstrends und Einsatzmöglichkeiten virtueller Techniken informieren möchten. Umfangreiche Referenzen liefern einen Ausblick auf weiterführende Arbeiten.

Digitale Materialität Ronja Trischler 2021-11-30 Das Digitale gilt als artifiziell, synthetisch, fluid. Was, wenn sich derart jede Stofflichkeit gestaltet, die es zu bearbeiten gilt? In der arbeitsteiligen, teilautomatisierten Herstellung von Filmbildern stellt digitale Materialität Projektteams vor allerlei praktische Probleme, die diese zu bewältigen wissen. Ronja Trischler beobachtet die schrittweise Entstehung medialer Bilder in Visual-Effects-Firmen in Deutschland und England und zeichnet grundlegende Praktiken des gemeinsamen digitalen Gestaltens nach. Ihr Fokus auf Alltagsvollzüge digitaler Arbeit eröffnet eine gehaltvolle Perspektive auf digitale Kreativarbeit — und deren Materialisierung ganzer Bilderwelten.

Cinema 4D 13

Andreas Asanger 2012

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Android Tablets für Dummies Dan Gookin 2017-04-18 Egal welches Android-Tablet Sie Ihr Eigen nennen - ob von Samsung, Google oder Amazon, um nur einige Hersteller zu nennen -, in diesem Buch erfahren Sie, wie Sie alles aus Ihrem Gerät herausholen können. Richten Sie Ihr Tablet gemäß Ihren Bedürfnissen ein, surfen Sie im Internet, lesen Sie Ihre Mails, nutzen Sie soziale Netzwerke wie Facebook und Twitter, laden Sie Apps, Musik, Bücher und Filme auf Ihr Tablet, finden Sie alle wichtigen Funktionen und noch ein paar mehr. Dieses Buch führt Sie in die verborgenen Tiefen Ihres Android-Tablets. Es geht auf die Funktionen ein, über die jedes Android-Tablet verfügt, auf Besonderheiten von Samsung-Geräten und auf die neuen Features der Nougat-Version. Wenn Sie alle Tablet-Tricks beherrschen wollen, aber nicht so viel Zeit investieren können, dann ist dieses Buch genau das richtige für Sie.

Homo Sapiens Digitalis - Virtuelle Ergonomie und digitale Menschmodelle Angelika C. Bullinger-Hoffmann 2017-03-27 Das Buch zeigt

den aktuellen Stand in Forschung und Praxis über virtuelle Ergonomie und digitale Menschmodelle. Methoden und Werkzeuge für Praktiker, Wissenschaftler sowie Studierende, um die Menschmodelle einzusetzen, werden erläutert. Dazu bietet es methodisch aufbereitetes Wissen zu digitalen Menschmodellen und virtueller Ergonomie. Insbesondere für Konstrukteure und Planer werden wertvolle Praxisbeispiele zum Einsatz der Menschmodelle gegeben. Dieses Lehr- und Praxisbuch vermittelt das Wissen, dass zur digitalen, rechnergestützten Arbeit mit dem Fokus ergonomischer Produkt- und Prozessgestaltung notwendig ist. Die Digitalisierung der Arbeitswelt hat die Art und Weise, wie ergonomische Gestaltung mit dem Mensch im Mittelpunkt funktioniert, wesentlich verändert. Im Buch werden dazu Grundlagen der Ergonomie behandelt, nachvollziehbar und systematisch die Entwicklung seit den ersten Körperumrisschablonen dargestellt und neuste Werkzeugen virtueller Ergonomie gezeigt. Im Mittelpunkt stehen außerdem spannende Beispiele virtueller Ergonomie aus Wissenschaft und Praxis zahlreicher Autoren.

Baumanagement und Bauökonomie Jens H. Liebchen 2007-02-22 Der Markt für Bauleistungen ist in den vergangenen Jahren immer komplexer geworden. Immer häufiger wurden – und werden – von den Bauherren nicht nur reine Bauleistung, sondern auch die Bereitstellung von Ressourcen für bestimmte Aufgaben, Budgets und Zeiträume nachgefragt. So schreiben Unternehmen heute oft nicht mehr den Bau eines vom Architekten fertig geplanten Produktionswerks aus; auch die Übernahme von Planung, Bau und Betrieb des Gebäudes und der Produktionslogistik für einen bestimmten Zeitraum und zu einem Festpreis sind dabei eingeschlossen. Von staatlicher Seite wurden die Aufgaben für die Realisierung öffentlicher Infrastrukturen – also etwa Schulen, Krankenhäuser und Mautstraßen – erheblich erweitert. Das Public-Private-Partnership-Modell etwa beinhaltet auch die Organisation der erforderlichen Voraussetzungen für den Bau, die Einrichtung rechtlicher und betrieblicher Strukturen, die Projektfinanzierung oder das Erstellen von Betreiberkonzepten ebenso wie den langfristigen Betrieb der Projekte. Das bedeutet, dass sich ein Markt für baunahe Dienstleistungen und für die Steuerung von baunahen Prozessen entwickelt hat. Das Buch vermittelt zu diesem Thema aktuelles Wissen zur Finanzierung, Planung und Umsetzung von Immobilienprojekten.

Autodesk Maya 2022 Basics Guide Kelly Murdock 2021-07-26 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 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

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Autodesk Maya 2015 Basics Guide Kelly L. Murdock 2014-11-19 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 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.

Medizin Wynn Kapit 2007

Java in a nutshell David Flanagan 2003

Frauenkörper - Männerblicke Jean-Claude Kaufmann 2006-01

Autodesk Arnold Render User Guide for MAYA Serdar Hakan DÜZGÖREN Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG



animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

Pattern-orientierte Software-Architektur Douglas C. Schmidt 2002-01

Autodesk Maya 2016 Basics Guide Kelly Murdock 2015-09-18 Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2016 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 2016 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 confidence you need to create incredible renderings and animations using Autodesk Maya.

Autodesk Maya 2018 Basics Guide Kelly Murdock 2017-11 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2018 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 2018 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 confidence you need to create incredible renderings and animations using Autodesk Maya.

Vom Mythos des Mann-Monats Frederick P. Brooks 2019-05-08 Nur wenige Bücher über das Projektmanagement bei Software haben

sich als so einflussreich und zeitlos gültig erwiesen wie "Vom Mythos des Mann-Monats": Fred Brooks bietet hier mit einem Mix aus harten Fakten und provokanten Ideen jedem tiefe Einsichten, der komplexe Projekte zu managen hat. Die Essays in diesem Buch stellen die Quintessenz seiner Erfahrungen als Projektmanager erst für die Hardware der IBM/360-Computerfamilie, dann als Leiter der Entwicklung des - wahrhaft gigantischen - Betriebssystems OS/360 dar. Die Besonderheit dieses Buches liegt aber auch darin, dass Brooks, 20 Jahre nach Erscheinen des Originals, seine ursprünglichen Vorstellungen und Visionen noch einmal überdacht und sie um neue Erkenntnisse und Ratschläge bereichert hat. Dieses Buch ist ein Muss sowohl für Kenner seiner Arbeiten als auch Leser, die Brooks nun zum ersten Mal entdecken.

Game of Colors: Moderne Bewegtbildproduktion Eberhard Hasche 2016-04-15 Die Umstellung auf die Digitaltechnik kommt einer Revolution in der Film- und TV-Produktion gleich, für die neue Techniken eingesetzt werden: Scene-linear Color Workflow, digitale Kameratechnik, Digital Compositing, Depth- und Deep-Compositing, Stereo3D, 3D-Modelling und Rendering zur Verwendung in Live-Action-Footage sowie Lidar-unterstütztes Matchmoving und Keying von Greenscreen-Aufnahmen sind Kernthemen dieses Buchs, die zu neuen Workflow-bezogenen Produktionsketten führen. Die Autoren erläutern die Grundlagen dieser modernen Produktionsketten in Film, Fernsehen und VFX für professionelle Anwender.

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide Kelly Murdock 2016-08-25 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.

Kuratieren als antirassistische Praxis Natalie Bayer 2017-09-25 Die Publikation reflektiert Aufgaben, Strategien und Handlungsformen von Museen und Ausstellungen aus der Perspektive der postkolonialen Museologie sowie der kritischen Migrations- und Regimeforschung. Die kritische Analyse der existierenden Ansätze soll Kuratieren als antirassistische Praxis denkbar machen. Orientiert auf Handlungsmacht und auf die Schnittstellen zwischen sozialen Konfliktfeldern und kuratorischen Praxen, nehmen die Autoren das Verhältnis von Kämpfen für und gegen die Repräsentation von spezifischen Themen in den Blick. In diesem Sinne stehen Strategien des Talking Back ebenso im Fokus wie Kontaktzonen und Ansätze der Wiederaneignung.

The LEGO BOOST Expert Book Bjö Bundschuh 2019-07-18 Lego Boost is a great set for kids, teens and adults to experience the fun of programming and learn serious skills during play. The full scope of functionalities and possibilities of the Boost-Set are often underestimated. Most users only build the models included in the set and experiment with some very simple designs. This book is to show the full potential of the Boost-Set. Based on six new models, some special building blocks and programming technics are

explained. The description of each model is structured into the chapters "Build", "Code" and "Play": 1) Ball-Booster Automated ball path contraption using the color sensor and a catapult 2) Bob-It-Booster Party-Game with score counter to show all sensoric functions 3) Weight-Booster Automated beam balance based on the tilt sensor 4) Boost-Writer Vehicle for writing, drawing and copying 5) Egg-Booster Multi-Color drawings on chicken eggs - even beyond Easter break 6) Cube Booster Device to solve the Rubix-Cube - Following the simple concept of the original Boost-Set, the book avoids theoretical explanations. In addition to detailed step-by-step building instructions, all programs are described in detail and every programming block is specifically explained. The "Play"-chapters inspire to own experiments and further development of the code and models. Especially with the writing and Cube-Solving models, the book can prove that there is not much of a gap between the Boost-Set and the more expensive Mindstorms-Set. Especially with the writing and Cube-Solving models, the book can show that there is not much of a gap between the Boost-Set and the more expensive Mindstorms-Set. Five of the six Sets can be built with just the pieces included in the original Boost-Set (17101). Only one set needs two extra bricks. These extra bricks are included in the Set "Arctic Explorer" (60194) or can be bought separately. This 130-page book provides many hours of fun and learning experiences for kids, teens and adults. Starting from large builds and simple programs it ranges to the complex automatic solving of a Rubix Cube.