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Similarity and Dimensional Methods in Mechanics, 10th Edition is an English language translation of this classic volume examining the general theory of dimensions of physical quantities, the theory of mechanical and physical similarity, and the theory of modeling. Several examples illustrate the use of the theories of similarity and dimensions for establishing fundamental mechanical regularities in aviation, explosions, and astrophysics, as well as in the hydrodynamics of ships. Other interesting areas covered include the general theory of automodel motions of continuum media, the theory of propagation of explosion waves in gases, the theory of one-dimensional nonestablished motion in gases, the fundamentals of the gas-dynamics theory of atom-bomb explosion in the atmosphere and the theory of averaging of gaseous flows in channels. Aspects of modeling include the dimensionless characteristics of compressor operation, the theories of engine thrust, and efficiency of an ideal propeller for subsonic and supersonic speeds. Similarity and Dimensional Methods in Mechanics, 10th Edition is an ideal volume for researchers and students involved in physics and mechanics.

MBA????

Exploring Autodesk Revit 2020 for Structure is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. This book enables the users to harness the power of BIM with Autodesk Revit 2020 for Structure for their specific use. In this book, the author emphasizes on physical modeling, analytical modeling, rebar modeling, steel element cutting tools, structural steel connections and quantity scheduling. Also, Revit 2020 for Structure book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software. This book is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry. In this book, along with the main text, the chapters have been punctuated with tips and notes to give additional information on the concept, thereby enabling you to create your own innovative project. Salient Features: Detailed explanation of structural tools of Autodesk Revit Real-world structural projects given as tutorials Tips & Notes throughout the book 560 pages of heavily illustrated text Self-Evaluation Tests, Review Questions, and Exercises at the end of each chapter Table of Contents Chapter 1: Introduction to Autodesk Revit 2020 for Structure Chapter 2: Getting Started with a Structural Project Chapter 3: Setting up a Structural Project Chapter 4: Structural Columns and Walls Chapter 5: Foundations, Beams, Floors, and Open Web Joists Chapter 6: Editing Tools Chapter 7: Documenting Models and Creating Families Chapter 8: Standard Views, Details, and Schedules Chapter 9: 3D Views, Sheets, Analysis and Reinforcements Chapter 10: Linking Revit Model with Robot Structural Analysis Student Project (*Free Download) Index

Exploring AutoCAD Civil 3D 2020 book introduces the users to the powerful Building Information Modeling (BIM) solution, AutoCAD Civil 3D. The book helps you learn, create and visualize a coordinated data model that can be used to design and analyze a civil engineering project for its optimum and cost-effective performance. This book has been written considering the needs of the professionals such as engineers, surveyors, watershed and storm water analysts, land developers, and CAD technicians, who wish to learn and explore the usage and abilities of AutoCAD Civil 3D in their respective domains. This book provides comprehensive text and graphical representation to explain concepts and procedures required in designing solutions for various infrastructure works. The tutorials and exercises, which relate to real-world projects, help you better understand the tools in AutoCAD Civil 3D.

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Welcome to the world of Autodesk Maya 2018. Autodesk Maya 2018 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 2018 have made the job of design visualization specialists a lot easier. Autodesk Maya 2018: A Comprehensive Guide book covers all features of Autodesk Maya 2018 in a simple, lucid, and comprehensive manner. It aims at harnessing the power of Autodesk Maya 2018 for 3D and visual effects artists, and designers. This book 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 2018 and is ideally suited for learning at your convenience and at your pace. Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface, Polygon modeling, NURBS modeling, texturing, lighting, cameras, animation, Paint Effects, Rendering, nHair, Fur, Fluids, Particles, nParticles and Bullet Physics in Autodesk Maya 2018. The first page of every chapter summarizes the topics that are covered in it. Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2018 concepts and commands. Real-world 3D models and examples focusing on industry experience. Step-by-step instructions that guide the user through the learning process. Additional information is provided throughout the book in the form of tips and notes. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Additional learning resources at 'mayaexperts.blogspot.com'. Table of Contents Chapter 1: Exploring Maya Interface Chapter 2: Polygon Modeling Chapter 3: NURBS Curves and Surfaces Chapter 4: NURBS Modeling Chapter 5: UV Mapping Chapter 6: Shading and Texturing Chapter 7: Lighting Chapter 8: Animation Chapter 9: Rigging, Constraints, and Deformers Chapter 10: Paint Effects Chapter 11: Rendering Chapter 12: Particle System Chapter 13: Introduction to nParticles Chapter 14: Fluids Chapter 15: nHair Chapter 16: Maya Fur Chapter 17: Bullet Physics Index

This book comprises the principal multilateral legal instruments on international and European criminal law, with a special institutional focus on Europol and Eurojust and a substantive focus on international, organised and serious crime, including terrorism. Given the relevance thereof for international information exchange in criminal matters, relevant data protection instruments have also been included in the selection. The texts have been ordered according to the corresponding multilateral co-operation level: either Prüm, the European Union (comprising Schengen-related texts), the Council of Europe or the United Nations. This edition provides students as well as practitioners (judicial and law enforcement authorities, lawyers, researchers, ...) throughout Europe with an accurate and up-to-date edition of essential texts on international and European criminal law. All texts have been updated until 20 December 2018.

