Vectorworks 10 For Windows And Macintosh Visual Quickstart Guide Visual Quickstart Guides

This invaluable guide takes a step-by-step approach to the most common and popular theatre production practices and covers important issues related to the construction of wooden, fabric, plastic, and metal scenery used on the stage. This new edition of the Illustrated Theatre Production Guide uniquely shows you how to build scenery through detailed lessons and hundreds of drawings. The illustrations make this book like no other and offers solutions to problems that you face, from rigging and knot tying, to drapery folding and the most detailed information on metal framing available. Written for the community theatre worker who has to be a jack of all trades and the student who needs to learn the fundamentals, respected author John Holloway teaches in a way that covers the necessities but doesn't bog you down with heavy language and boring verbosity. New features in this book range from expanded information on metal framing and foam construction to brand new elements such as a chapter on stage management and an extremely helpful Website with videos -- meant to go along with the informative section on projects. These videos take you from the drawings and descriptions in the book to the video instructions that will help you learn visually. A must have for the theatre professional as a guide to refer back to over and over again.

Created to provide an experience closer to drawing and modeling with real objects, SketchUp stands out for its speed and ease when creating volumetric objects and studies, and is used to produce from simple to highly complex designs. All the described procedures are illustrated. At the end of each chapter there is a summary of the main topics addressed and exercises to be downloaded from www.thesketchupbook.com. The book's goal is to provide a high quality learning experience.

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Paves the path for the adoption and effective implementation of BIM by design firms, emphasizing the design opportunities that this workflow affords This book expands on BIM (Building Information Modeling), showing its applicability to a range of design-oriented projects. It emphasizes the full impact that a data modeling tool has on design processes, systems, and the high level of collaboration required across the design team. It also explains the quantitative analysis opportunities that BIM affords for sustainable design and for balancing competing design agendas, while highlighting the benefits BIM offers to designing in 3D for construction. The book concludes with a deep look at the possible future of BIM and digitally-enhanced design. Through clear explanation of the processes involved and compelling case studies of design-oriented projects presented with full-color illustrations, BIM for Design Firms: Data Rich Architecture at Small and Medium Scales proves that the power of BIM is far more than an improved documentation and sharing environment. It offers chapters that discuss a broad range of digital design, including problems with BIM, how readers can leverage BIM workflows for complex projects, the way BIM is taught, and more. Helps architects in small and medium design studios realize the cost and efficiency benefits of using BIM Demonstrates how the use of BIM is as relevant and beneficial for a range of projects, from small buildings to large and complex commercial developments Highlights the quantitative analysis opportunities of data-rich BIM models across design disciplines for climate responsiveness, design exploration, visualization, documentation, and error detection Includes full-color case studies of small to medium projects, so that examples are applicable to a range of practice types Features projects by Arca Architects, ARX Protugal Arquitectos, Bearth & Deplazes, Durbach Block Jaggers, Flansburgh Architects, and LEVER Architecture BIM for Design Firms is an excellent book for architects in small and medium-sized studios (including design departments within large firms) as well as for architecture students.

Staircases can reveal much about the individual architect's approach to design, construction and building materials. Despite the ever-widening range of ready-made components on the market, an expertly made staircase aptly fitting the building is still a hallmark of good architecture. In this volume, the current state of technology in stair construction is reviewed, providing a comprehensive overview of the latest production methods useful for the day-to-day work. Following an introductory essay on the development of staircases, the fundamental principles in building stairs are documented, and essential information is provided on the crucial elements of construction and the creative possibilities of the basic materials wood, steel and concrete. The theory is illustrated by a large number of international examples which are extensively documented, thus providing an invaluable source of inspiration for builders and architects. As a practical aid, the book contains a subject index, a glossary, and information on the current regulations and norms.

Illustrated Theatre Production Guide delivers a step-by-step approach to the most prevalent and established theatreproduction practices, focusing on essential issues related to the construction of wooden, fabric, plastic, and metal scenery used on the stage. A must-have resource for both the community theatre worker who must be a jack of all trades and the student who needs to learn the fundamentals on his or her own, it covers the necessities in great detail, without bogging you down. Offering techniques and best-practice methods from an

experienced industry expert, it will allow you to create a foundation on which to build a successful and resourceful career behind the scenes in theatre production. This third edition has been completely restructured to more effectively lead you through the basics of stagecraft. Through detailed lessons and hundreds of drawings, author John Holloway offers you solutions to the problems that you'll face every day in a production, from rigging to knot tying. New to this edition are guides to jobs in theatre, construction documentation, and video projection methods, with expanded information on Thrust Theatres, lighting, audio and video practices.

Vectorworks for Entertainment Design is the first book in the industry tailored for the entertainment professional. This second edition has been extensively revised and updated, covering the most current details of the Vectorworks software for scenery, lighting, sound, and rigging. With a focused look at the production process from ideation to development to documentation required for proper execution, the book encourages readers to better create their own processes and workflows through exercises that build on one another. This new edition introduces Braceworks, SubDivision modelling, and scripting using the Marionette tool, and covers new tools such as Video Camera, Deform Tool, Camera Match, Schematic Views, and Object Styles. Fully illustrated with step-by-step instructions, this volume contains inspirational and aspirational work from Broadway, Concerts, Regional Theatre, Dance, and Experiential Entertainment. Exploring both the technical how-to and the art of design, this book provides Theatre and Lighting Designers with the tools to learn about the application and use it professionally. Vectorworks for Entertainment Design also includes access to downloadable resources such as exercise files and images to accompany projects discussed within the book.

Used to create over half of the top 20 best-selling holiday PlayStation 2 titles in December 2001 and used in almost every film nominated by the Academy of Motion Pictures Arts and Sciences in the best visual effects category for the past five years, Maya is one of the world's most powerful, high-end 3D animation and visual effects software programs available. Maya 4.5, the latest version of the all-in-one modeling, rendering, and 3D animation program, is loaded with new features and enhancements designed to make it even more powerful and easy-to-learn for Mac and Windows users alike. Whether you're new to Maya or just want to get quickly up-to-speed on Maya 4.5's new features, Maya 4.5: Visual QuickStart Guide is a must-have task-based reference. In addition to covering basic animation theory, this straightforward guide includes many easy-to-follow, step-by-step examples of simple and more complex Maya techniques. Upon completion of this book, you'll feel comfortable with Maya's interface and features and be able to produce 3D models, texture objects, create animations, and render images with no prior 3D experience!

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

The bestselling CAD software on the Mac and an industry-standard on Windows, VectorWorks 10 includes a slew of new enhancements to its robust 2D drafting and 3D modeling tools. This guide will help readers get up to speed on all of these features quickly. Updated to reflect the program's streamlined interface and tools, with a step-by-step task-based reference that explains the new Resource Browser.

VectorWorks é um software CAD (Computer Aided Design, Desenho Auxiliado por Computador) profissional para a criação e documentação de projetos nas mais diversas áreas, como arquitetura, engenharia civil, mecânica, desenho industrial e design de interiores

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"While most books related to BIM are focused on large-scale architectural projects, this is the only book focused on BIM strategies for modest-scaled architectural projects that are sustainably designed. Specific in its examples and methods, the book serves as practical guide for architects and is intended to be a desktop companion. Other books, other than software guides, tend to treat BIM or sustainable practices separately in a high-level discussion"--

The first book in the industry tailored specifically for the entertainment professional, Vectorworks for Entertainment Design covers the ins and outs of Vectorworks software for lighting, scenic, and sound design. With a detailed look at the design process, from idea to development, to the documentation necessary for execution, Vectorworks for Entertainment Design will encourage you to create your own process and workflow through exercises that build on one another. The text stresses the process of developing an idea, visualizing it, and evolving it for presentation, documentation, or drafting. The author focuses on both the technical how-to and the art of design, giving you the tools you need to learn and then use the application professionally. Fully illustrated with step-by-step instructions, it contains inspirational work from Broadway, major regional companies, and non-theatrical, entertainment design.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

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