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Autodesk	Effects in Maya	ENGINES Advances
Combustion 4	American	in Energy Science
Fundamentals	Cinematographer	and Equipment
Courseware	The History of	Engineering
Combustion Ground	Motion Graphics	Residential Design
Rules Autodesk	BIM Handbook	Using Autodesk
Combustion 4	Computer Arts	Revit Architecture
Fundamentals	Mastering Autodesk	2011 Assessment of
Courseware Teach	Revit MEP 2016	Fuel Economy
Yourself Autodesk	Pipeline Planning	Technologies for
Combustion	and Construction	Light-Duty Vehicles
Photoshop for Video	Field Manual	3ds Max 2018 -
3ds Max 6	Pounder's Marine	Getting Started
Fundamentals	Diesel Engines and	with Standard
Courseware	Gas Turbines	Materials and
Fundamentals	Offshore Electrical	Lights Textbook of
Courseware	Engineering	Refrigeration and
Autodesk 3ds Max 8	Manual Introducing	Air Conditioning
Essentials Manual	3ds Max 9 Pressure	Soil Mechanics
of Engineering	Vessel Design	Laboratory Manual
Drawing Mastering	Manual Inside 3ds	Reverse

Engineering An Introduction to Computational Fluid Dynamics The Finite Volume Method, 2/e Up and Running with Autodesk Inventor Simulation 2011 Engineering Fundamentals of the Internal Combustion Engine Fundamentals of Computer Programming with C# Internal Combustion Engine in Theory and Practice, second edition, revised, Volume 1 The Art of Maya Cam Design Handbook Mastering Autodesk Revit MEP 2014

Pipeline Planning and Construction Field Manual aims to guide engineers and technicians in the processes of planning,

designing, and construction of a pipeline system, as well as to provide the necessary tools for cost estimations, specifications, and field maintenance. The text includes understandable pipeline schematics, tables, and DIY checklists. This source is a collaborative work of a team of experts with over 180 years of combined experience throughout the United States and other countries in pipeline planning and construction. Comprised of 21 chapters, the book walks readers through the steps of pipeline construction and management. The comprehensive guide that this

source provides enables engineers and technicians to manage routine auditing of technical work output relative to technical input and established expectations and standards, and to assess and estimate the work, including design integrity and product requirements, from its research to completion. Design, piping, civil, mechanical, petroleum, chemical, project production and project reservoir engineers, including novices and students, will find this book invaluable for their engineering practices. Back-of-the-envelope calculations Checklists for

maintenance operations
Checklists for environmental compliance
Simulations, modeling tools and equipment design
Guide for pump and pumping station placement
This latest edition of Inside 3ds max is retooled to focus on the needs of the intermediate to professional user, based on continuing conversations with our target audience. This market is crying out for information that goes beyond the basic to provide guidance on how to make the most use of the program in real-world work situations. Inside 3ds Max 4 explores changes in the program as well as more advanced

functionalities and how they can assist the professional user in enhancing efficiency or output. Inside 3ds max 4 is organized into units that mirror and actually step through the workflow of a 3D project. Moreover, where differences exist in the application of techniques between the broadcast/film and game/interactive applications, the authors present careful analysis to assist readers in making the right choices for their technical work. The CD-ROM includes all of the project files necessary to complete the projects as well as any plug-ins referred to in the text. The 3ds Max

2018 - Getting Started with Standard Materials and Lights textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning texturing and lighting in 3ds Max. This brilliant guide takes you step-by-step through the whole process of texturing, UV Mapping, and Lighting. From the very first pages, the users of the book will learn how to effectively use 3ds Max for shading and lighting surfaces. The strength of this book is that it teaches all of the important concepts

in an easy to understand language. As the readers move from hands-on exercise to hands-on exercise, they will be building their own portfolio of high quality artwork. One unit of the book presents a foundation of techniques to help you build custom textures, maps, and designs using Photoshop. Videos are provided for the hands-on exercises of this unit. What are the main features of the book? - The book is written using 3ds Max 2018 and Photoshop CC 2017 in an easy to understand language. - Shading, texturing, lighting, and UV mapping techniques

covered. - 49 Hands-on exercises to hone your skills. - Detailed coverage of tools and features. - Additional tips, guidance, and advice is provided. - Important terms are in bold face so that you never miss them. - Support for technical aspect of the book. - 3ds Max files and PSDs/textures used are available for download from the accompanying website. - You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. TOC

This book is divided into following units:
Unit MT1 - Creating Textures in Photoshop Unit
MT2 - Material Editors Unit MT3 - Standard Materials and Maps Unit MT4 - Physical and Autodesk Materials Unit ML1 - Standard Lights Unit ML2 - Photometric Lights Unit ML3 - Sunlight and Daylight Systems Unit MBT - Bonus hands-on Exercises more info: bit.ly/rpolygon
Produce mind-blowing visual effects with Autodesk Maya. Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work, including fire, water, smoke, explosions, and

destruction, as well as their integration with real-world film and video. In *Creating Visual Effects in Maya*, Maya master Lee Lanier has combined the latest studio techniques with multi-chapter, hands-on projects and professionally-vetted workflows to bolster your CG toolkit. Engaging, full-color tutorials cover: Creating foliage, fire, and smoke with Paint Effects Growing Maya Fur and nHair on clothing, characters, and sets Replicating water, smoke, sparks, swarms, bubbles, and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL, Python, and

PyMEL scripting Adding dust, fog, smoke, rippling water, and fireballs with Fluid Effects containers Creating damage with Effects presets, deformers, and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies, nParticles, nCloth, and Fluid Effects Setting up, rendering, and compositing mental ray render passes with Autodesk Composite, Adobe After Effects, and The Foundry Nuke The companion website (www.focalpress.com/cw/lanier) features a treasure trove of Maya, MatchMover, After

Effects, and Nuke project files, image sequences, texture bitmaps, and MEL, Python, and PyMEL scripts, allowing you to immediately apply the techniques taught in the book. This unique, full-color visual exploration of the theory of Maya is rich with diagrams and illustrations that demonstrate the critical concepts of 3D time and space, and helps explain the principles of 3D modeling, animation, dynamics and rendering. The book also includes a series of production notes detailing how skilled Maya artists have worked with the software to create production quality films, games,

visualizations, and animations. The accompanying CD-ROM includes Maya Personal Learning Edition. Pressure vessels are closed containers designed to hold gases or liquids at a pressure substantially different from the ambient pressure. They have a variety of applications in industry, including in oil refineries, nuclear reactors, vehicle airbrake reservoirs, and more. The pressure differential with such vessels is dangerous, and due to the risk of accident and fatality around their use, the design, manufacture, operation and inspection of pressure vessels is regulated by

engineering authorities and guided by legal codes and standards. Pressure Vessel Design Manual is a solutions-focused guide to the many problems and technical challenges involved in the design of pressure vessels to match stringent standards and codes. It brings together otherwise scattered information and explanations into one easy-to-use resource to minimize research and take readers from problem to solution in the most direct manner possible. Covers almost all problems that a working pressure vessel designer can expect to face, with 50+

step-by-step design procedures including a wealth of equations, explanations and data Internationally recognized, widely referenced and trusted, with 20+ years of use in over 30 countries making it an accepted industry standard guide Now revised with up-to-date ASME, ASCE and API regulatory code information, and dual unit coverage for increased ease of international use Offshore Electrical Engineering Manual, Second Edition, is for electrical engineers working on offshore projects who require detailed knowledge of an array of equipment and power distribution

systems. The book begins with coverage of different types of insulation, hot-spot temperatures, temperature rise, ambient air temperatures, basis of machine ratings, method of measurement of temperature rise by resistance, measurement of ambient air temperature. This is followed by coverage of AC generators, automatic voltage regulators, AC switchgear transformers, and programmable electronic systems. The emphasis throughout is on practical, ready-to-apply techniques that yield immediate and cost-effective benefits. The majority of the

systems covered in the book operate at a nominal voltage of 24 y dc and, although it is not necessary for each of the systems to have separate battery and battery charger systems, the grouping criteria require more detailed discussion. The book also provides information on equipment such as dual chargers and batteries for certain vital systems, switchgear tripping/closing, and engine start batteries which are dedicated to the equipment they supply. In the case of engines which drive fire pumps, duplicate charges and batteries are also required. Packed with charts, tables, and

diagrams, this work is intended to be of interest to both technical readers and to general readers. It covers electrical engineering in offshore situations, with much of the information gained in the North Sea. Some topics covered are offshore power requirements, generator selection, process drivers and starting requirements, control and monitoring systems, and cabling and equipment installation. Discusses how to perform inspections of electrical and instrument systems on equipment using appropriate regulations and specifications. Explains how to

ensure electrical systems/component s are maintained and production is uninterrupted Demonstrates how to repair, modify, and install electrical instruments ensuring compliance with current regulations and specifications Covers specification, management, and technical evaluation of offshore electrical system design Features evaluation and optimization of electrical system options including DC/AC selection and offshore cabling designs Pounder's Marine Diesel Engines and Gas Turbines, Tenth Edition, gives engineering cadets, marine engineers,

ship operators and managers insights into currently available engines and auxiliary equipment and trends for the future. This new edition introduces new engine models that will be most commonly installed in ships over the next decade, as well as the latest legislation and pollutant emissions procedures. Since publication of the last edition in 2009, a number of emission control areas (ECAs) have been established by the International Maritime Organization (IMO) in which exhaust emissions are subject to even more stringent controls. In addition, there are now rules that

affect new ships and their emission of CO₂ measured as a product of cargo carried. Provides the latest emission control technologies, such as SCR and water scrubbers Contains complete updates of legislation and pollutant emission procedures Includes the latest emission control technologies and expands upon remote monitoring and control of engines This applied thermoscience text explores the basic principles and applications of various types of internal combustion engines, with a major emphasis on reciprocating engines. Now in its sixth edition, Soil Mechanics

Laboratory Manual is designed for the junior-level soil mechanics/geotechnical engineering laboratory course in civil engineering programs. It includes eighteen laboratory procedures that cover the essential properties of soils and their behavior under stress and strain, as well as explanations, procedures, sample calculations, and completed and blank data sheets. Written by Braja M. Das, respected author of market-leading texts in geotechnical and foundation engineering, this unique manual provides a detailed discussion of standard soil classification systems used by

engineers: the AASHTO Classification System and the Unified Soil Classification System, which both conform to recent ASTM specifications. To improve ease and accessibility of use, this new edition includes not only the stand-alone version of the Soil Mechanics Laboratory Test software but also ready-made Microsoft Excel(r) templates designed to perform the same calculations. With the convenience of point and click data entry, these interactive programs can be used to collect, organize, and evaluate data for each of the book's

eighteen labs. The resulting tables can be printed with their corresponding graphs, creating easily generated reports that display and analyze data obtained from the manual's laboratory tests. Features . Includes sample calculations and graphs relevant to each laboratory test . Supplies blank tables (that accompany each test) for laboratory use and report preparation . Contains a complete chapter on soil classification (Chapter 9) . Provides references and three useful appendices: Appendix A: Weight-Volume Relationships Appendix B: Data Sheets for Laboratory

Experiments
Appendix C: Data
Sheets for
Preparation of
Laboratory
Reports" 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. Up and Running with Autodesk Inventor Simulation 2011 provides a clear path to perfecting the skills of designers and engineers using simulation inside Autodesk Inventor. This book includes modal analysis, stress singularities, and H-P convergence, in addition to the new frame analysis functionality. The book is divided into three sections: dynamic solution, stress analysis, and frame analysis, with a total of nineteen chapters. The first chapter of each section offers an overview of the topic covered in that section. There is also an overview

of the Inventor Simulation interface and its strengths, weaknesses, and workarounds. Furthermore, the book emphasizes the joint creation process and discusses in detail the unique and powerful parametric optimization function. This book will be a useful learning tool for designers and engineers, and a source for applying simulation for faster production of better products. Get up to speed fast with real-life, step-by-step design problems—3 new to this edition! Discover how to convert CAD models to working digital prototypes, enabling you to

enhance designs and simulate real-world performance without creating physical prototypes. Learn all about the frame analysis environment—new to Autodesk Inventor Simulation 2011—and other key features of this powerful software, including modal analysis, assembly stress analysis, parametric optimization analysis, effective joint creation, and more. Manipulate and experiment with design solutions from the book using datasets provided on the book's companion website (<http://www.elsevierdirect.com/v2/companion.jsp?ISBN=9780123821027>) and move seamlessly onto tackling your

own design challenges with confidence New edition features enhanced coverage of key areas, including stress singularities, h-p convergence, curved elements, mechanism redundancies, FEA and simulation theory, with hand calculations, and more The process of reverse engineering has proven infinitely useful for analyzing Original Equipment Manufacturer (OEM) components to duplicate or repair them, or simply improve on their design. A guidebook to the rapid-fire changes in this area, Reverse Engineering: Technology of Reinvention

introduces the fundamental principles, advanced methodologies, and other essential aspects of reverse engineering. The book's primary objective is twofold: to advance the technology of reinvention through reverse engineering and to improve the competitiveness of commercial parts in the aftermarket. Assembling and synergizing material from several different fields, this book prepares readers with the skills, knowledge, and abilities required to successfully apply reverse engineering in diverse fields ranging from aerospace, automotive, and medical device

industries to academic research, accident investigation, and legal and forensic analyses. With this mission of preparation in mind, the author offers real-world examples to: Enrich readers' understanding of reverse engineering processes, empowering them with alternative options regarding part production Explain the latest technologies, practices, specifications, and regulations in reverse engineering Enable readers to judge if a "duplicated or repaired" part will meet the design functionality of the OEM part This book sets itself apart by covering seven key

subjects: geometric measurement, part evaluation, materials identification, manufacturing process verification, data analysis, system compatibility, and intelligent property protection. Helpful in making new, compatible products that are cheaper than others on the market, the author provides the tools to uncover or clarify features of commercial products that were either previously unknown, misunderstood, or not used in the most effective way. Cromosys Publication's Teach Yourself Autodesk Combustion book is an optimal quality guide to the beginners and

advanced learners of Combustion. We are the leading eBook publisher of languages and technology. Our research and education center working for last fifteen years has made tremendous efforts to simplify the learning of Combustion, and so we assure you that this book will walk you through in the simplest way in your entire course of learning, and will make you a master of it in just one month of time. The Academy Award winning Combustion software is the world's most powerfully integrated application for compositing and creating motion graphics as well as

visual effects, and with the help of this all-inclusive book, you can do all skill level works what the professional graphic designers, animators, and visual artists do. In Combustion, whether the old version Combustion 4 or the newest Combustion 2008, you can do all kinds of editing with videos as you do with still images in Photoshop. This manual empowers you to get started by creating simple composites, using operators in composite, changing the speed of an action in a clip, and editing clips and adding transition effects. It also gets you acquainted with a vast array of Paint features by showing

practical examples with the pictures of every move and final results in form of videos. You will also learn about some basic compositing, such as animating using keyframes, controlling layers and changing properties, and using channels, mattes, masks, null objects, lights, and camera. Tracking and stabilizing, keying and color correcting, and nesting composites are also explained in this book. It also covers warping and morphing techniques, creating particle effects, expressions, and capsules, and how to build G-Buffers. So if you are interested in editing movies,

games, earning a way to Hollywood, or impressing your loved one, Combustion can serve all your purposes, as it does all the works of this kind. The lessons conceived and prepared by us will let you start learning from real basic making your move amazing, astonishing, and exhilarating for you. It's cool, simple, and sublime!Niranjan Jha, the author of this and thirty other eBooks published online, is the founder of Cromosys Corporation. His dedication in technological and linguistic research is significantly known to millions of people around the world. This book is

the creation of his avowed determination to make the learning of Combustion easy to the people. After you install the application on your system, you just have to follow the instructions of this book doing the same on your computer, and you will see that you are quickly learning everything. Just an hour of practice per day, and in a month of time you'll get a lot of knowledge, tips and tricks to work with this software. This is an unmatched unique book of its kind that guarantees your success. The lessons are magnificently powerful to bring you into the arena of visual effects. It

is the need of time, and that's why many people have been sharpening their knowledge to be good in it. You create still-images of your choice in the software like CorelDraw, Photoshop, and Illustrator, and 3D design animated videos in 3ds Max, Maya, and Shockwave. But when you wish to add visual effects to the videos, then you need Combustion. What Combustion does, no other software can do. With the advanced features of Autodesk Combustion 2008, such as workflow enhancements, grids, guides and ruler, B-Splines, point grouping, timewarping, keying using the

Diamond keyer and several others, you can create the real-looking amazing and exhilarating effects in your videos, which no other software can do. The Multicolor Edition Has Been thoroughly revised and brought up-to-date. Multicolor pictures have been added to enhance the content value and to give the students and idea of what he will be dealing in reality, and to bridge the gap between theory and Practice. Whether this is your first experience with Combustion software or you're upgrading to take advantage of the many new features and tools, this guide will serve as your ultimate resource to this all-in-one

professional compositing application. Much more than a point-and-click manual, this guide explains the principles behind the software, serving as an overview of the package and associated techniques. Written by certified Autodesk training specialists for motion graphic designers, animators, and visual effects artists, Combustion 4 Fundamentals Courseware provides expert advice for all skill levels. Expand your knowledge of the aesthetics, forms and meaning of motion graphics as well as the long-running connections between the

American avant-garde film, video art and TV commercials. In 1960 avant-garde animator and inventor John Whitney started a company called "Motion Graphics, Inc." to make animated titles and logos. His new company crystalized a relationship between avant-garde film and commercial broadcast design/film titles. Careful discussion of historical works puts them in context, allowing their reappearance in contemporary motion graphics clear. This book includes a thorough examination of the history of title design from the earliest films

through the present, including Walter Anthony, Saul Bass, Maurice Binder, Pablo Ferro, Wayne Fitzgerald, Nina Saxon, and Kyle Cooper. This book also covers early abstract film (the Futurists Bruno Corra and Arnaldo Ginna, Leopold Survage, Walther Ruttmann, Viking Eggeling, Hans Richter, Oskar Fischinger, Mary Ellen Bute, Len Lye and Norman McLaren) and puts the work of visual music pioneers Mary Hallock-Greenewalt and Thomas Wilfred in context. The History of Motion Graphics is the essential textbook and general reference for understanding how

and where the field of motion graphic design came from and where it's going. Get up and running on Autodesk Revit MEP 2016 with this detailed, hands-on guide Mastering Autodesk Revit MEP 2016 provides perfectly paced coverage of all core concepts and functionality, with tips, tricks, and hands-on exercises that help you optimize productivity. With a focus on real-world uses and workflows, this detailed reference explains Revit MEP tools and functionality in the context of professional design and provides the practical insight that can only come from years of experience.

Coverage includes project setup, work sharing, building loads, ductwork, electrical and plumbing, and much more, with clear explanation every step of the way. The companion website features downloadable tutorials that reinforce the material presented, allowing you to jump in at any point and compare your work to the pros. This is your guide to master the capabilities of this essential productivity-enhancing tool. Generate schedules that show quantities, materials, design dependencies, and more Evaluate building loads, and design logical air,

water, and fire protection systems Create comprehensive electrical and plumbing plans tailored to the project Model your design with custom parameters, symbols, fixtures, devices, and more If you're ready to get on board this emerging design, collaboration, and documentation paradigm, Mastering Autodesk Revit MEP 2016 is the one-stop resource you need. Designed for both undergraduate and postgraduate students of mechanical, aerospace, chemical and metallurgical engineering, this compact and well-knitted textbook provides a sound

conceptual basis in fundamentals of combustion processes, highlighting the basic principles of natural laws. In the initial part of the book, chemical thermodynamics, kinetics, and conservation equations are reviewed extensively with a view to preparing students to assimilate quickly intricate aspects of combustion covered in later chapters. Subsequently, the book provides extensive treatments of 'pre-mixed laminar flame', and 'gaseous diffusion flame', emphasizing the practical aspects of these flames. Besides, liquid droplet combustion under

quiescent and convective environment is covered in the book. Simplified analysis of spray combustion is carried out which can be used as a design tool. An extensive treatment on the solid fuel combustion is also included. Emission combustion systems, and how to control emission from them using the latest techniques, constitute the subject matter of the final chapter. Appropriate examples are provided throughout to foster better understanding of the concepts discussed. Chapter-end review questions and problems are

included to reinforce the learning process of students. The ultimate reference and tutorial to harness the power of Revit MEP This Autodesk Official Press book will help you develop your expertise with Revit MEP's core concepts and functionality. Based on the authors' years of real-world experience, this comprehensive reference and tutorial has been updated to cover all of the new features of Revit MEP, and includes best practices, techniques, tips, tricks, and real-world exercises to help you hone your skills. Shows how to use the interface effectively, explains how to create and

use project templates, and details ways you can improve efficiency with worksharing and collaboration Addresses generating schedules that show quantities, materials, design dependencies, and more Looks at creating logical air, water, and fire protection systems; evaluating building loads; and placing air and water distribution equipment Covers lighting, power receptacles and equipment, communication outlets and systems, and circuiting and panels Zeroes in on creating water systems, plumbing fixtures and their connectors, water

pipng, and more
Featuring real-
world scenarios and
hands-on tutorials,
this Autodesk
Official Press book
features
downloadable
before-and-after
tutorial files so that
you can compare
your finished work
to that of the
professionals. It's
the perfect
resource for
becoming a Revit
MEP expert. The
free book
"Fundamentals of
Computer
Programming with
C#" is a
comprehensive
computer
programming
tutorial that
teaches
programming,
logical thinking,
data structures and
algorithms,
problem solving
and high quality

code with lots of
examples in C#. It
starts with the first
steps in
programming and
software
development like
variables, data
types, conditional
statements, loops
and arrays and
continues with
other basic topics
like methods,
numeral systems,
strings and string
processing,
exceptions, classes
and objects. After
the basics this
fundamental
programming book
enters into more
advanced
programming topics
like recursion, data
structures (lists,
trees, hash-tables
and graphs), high-
quality code, unit
testing and
refactoring, object-
oriented principles
(inheritance,

abstraction,
encapsulation and
polymorphism) and
their
implementation the
C# language. It
also covers
fundamental topics
that each good
developer should
know like algorithm
design, complexity
of algorithms and
problem solving.
The book uses C#
language and Visual
Studio to illustrate
the programming
concepts and
explains some C# /
.NET specific
technologies like
lambda
expressions,
extension methods
and LINQ. The book
is written by a team
of developers lead
by Svetlin Nakov
who has 20+ years
practical software
development
experience. It
teaches the major

programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by

free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing,

Bulgaria Web site: <http://www.introprogramming.info>
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exceptions,
exception handling,
stack trace,
streams, files, text
files, linear data
structures, list,
linked list, stack,
queue, tree,
balanced tree,
graph, depth-first
search, DFS,
breadth-first
search, BFS,
dictionaries, hash
tables, associative
arrays, sets,
algorithms, sorting
algorithm,
searching
algorithms,
recursion,
combinatorial
algorithms,
algorithm
complexity, OOP,
object-oriented
programming,
classes, objects,
constructors, fields,
properties, static
members,
abstraction,
interfaces,
encapsulation,

inheritance, virtual
methods,
polymorphism,
cohesion, coupling,
enumerations,
generics,
namespaces, UML,
design patterns,
extension methods,
anonymous types,
lambda
expressions, LINQ,
code quality, high-
quality code, high-
quality classes,
high-quality
methods, code
formatting, self-
documenting code,
code refactoring,
problem solving,
problem solving
methodology,
9789544007737,
9544007733
Providing a
comprehensive
introduction to the
basics of Internal
Combustion
Engines, this book
is suitable for:
Undergraduate-
level courses in

mechanical
engineering,
aeronautical
engineering, and
automobile
engineering.
Postgraduate-level
courses (Thermal
Engineering) in
mechanical
engineering.
A.M.I.E. (Section B)
courses in
mechanical
engineering.
Competitive
examinations, such
as Civil Services,
Engineering
Services, GATE,
etc. In addition, the
book can be used
for refresher
courses for
professionals in
auto-mobile
industries.
Coverage Includes
Analysis of
processes
(thermodynamic,
combustion, fluid
flow, heat transfer,
friction and

lubrication) relevant to design, performance, efficiency, fuel and emission requirements of internal combustion engines. Special topics such as reactive systems, unburned and burned mixture charts, fuel-line hydraulics, side thrust on the cylinder walls, etc. Modern developments such as electronic fuel injection systems, electronic ignition systems, electronic indicators, exhaust emission requirements, etc. The Second Edition includes new sections on geometry of reciprocating engine, engine performance parameters, alternative fuels for

IC engines, Carnot cycle, Stirling cycle, Ericsson cycle, Lenoir cycle, Miller cycle, crankcase ventilation, supercharger controls and homogeneous charge compression ignition engines. Besides, air-standard cycles, latest advances in fuel-injection system in SI engine and gasoline direct injection are discussed in detail. New problems and examples have been added to several chapters. Key Features Explains basic principles and applications in a clear, concise, and easy-to-read manner Richly illustrated to promote a fuller understanding of the subject SI units are used

throughout Example problems illustrate applications of theory End-of-chapter review questions and problems help students reinforce and apply key concepts Provides answers to all numerical problems Proven techniques for using mental ray effectively If you're a busy artist seeking high-end results for your 3D, design, or architecture renders using mental ray, this is the perfect book for you. It distills the highly technical nature of rendering into easy-to-follow steps and tutorials that you can apply immediately to your own projects. The book uses 3ds Max and 3ds Max

Design to show the integration with mental ray, but users of any 3D or CAD software can learn valuable techniques for incorporating mental ray into their pipelines. Takes you under the hood of mental ray, a stand-alone or bundled product that is often used with 3D or CAD software in the creation of movies, games, architectural renders, and television. Focuses on only the most pertinent tools and techniques for busy professionals who need to quickly apply them on the job. Provides compelling, practical tutorials so you can start incorporating mental ray into

your own production pipelines. Includes a DVD with step-by-step videos to help drive home concepts and techniques. Learn effective mental ray techniques with this great guide, then keep this practical book at your workstation for reference while you work! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Residential Design Using Revit Architecture 2011 is designed for the architectural student new to Revit Architecture 2011. This text takes a project based approach to learning Revit Architecture in

which the student develops a single family residence all the way to photo-realistic renderings like the one on the cover. Each book comes with a DVD containing numerous video presentations in which the author shows and explains the many tools and techniques used in Revit Architecture 2011. This book starts with an optional basic introduction to hand sketching techniques and concepts intended to increase your ability to sketch design ideas by hand and to think three-dimensionally. The lessons then begin with an introduction to Revit Architecture 2011. The first four

chapters are intended to get the reader familiar with the user interface and many of the common menus and tools. Throughout the rest of the book a residential building is created and the many tools and features of Revit Architecture 2011 are covered in greater detail. Using step-by-step tutorial lessons, the residential project is followed through to create elevations, sections, floor plans, renderings, construction sets, etc. Videos The videos contained on the included DVD make it easy to see the menu selections and will make learning Revit Architecture straightforward and simple. At the start

of each chapter the reader is prompted to watch a video that previews the topics that will be covered in the proceeding chapter. This allows the reader to be familiar with the menu selections and techniques before they begin the tutorial. Readers will feel more confident in what they are doing and have a better understanding of the desired outcome of each lesson by watching these videos. Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this

easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Packed with hundreds of detailed illustrations! THE DEFINITIVE GUIDE TO CAM TECHNOLOGY! The transformation of a simple motion, such as rotation, into

linear or other motion is accomplished by means of a cam -- two moving elements mounted on a fixed frame. Cam devices are versatile -- almost any specified motion can be obtained. If you work with industrial applications where precision is essential, the "Cam Design Handbook" is a key resource you'll need handy at all times. You'll find thorough, detailed coverage of cams in industrial machinery, automotive optimization, and gadgets and inventions. Written with tremendous practical insight by engineering experts, the "Cam Design Handbook" gathers the

information you need to understand cam manufacture and design. Comprehensive in scope and authoritative in nature, the book delivers a firm grasp of: * The advantages of cams compared to other motion devices * Computer-aided design and manufacturing techniques * Numerical controls for manufacturing * Cam size and profile determination * Dynamics of high-speed systems Get comprehensive coverage of: * Basic curves * Profile geometry * Stresses and accuracy * Camwear life predictions * Cam system dynamics * And more! Master the graphic design

and production skills required of today's video editors and motion graphic professionals with this comprehensive guide to the video tools in Adobe Photoshop CS3. Every page is filled with techniques to help the video professional make graphics for use in television, video, the Internet, and DVD. Lively discourse, full-color presentations, and hands-on tutorials demonstrate everything you need to know about how to combine still and moving images. Fundamental concepts such as transparency, pixel aspect ratio, and alpha channels are made precisely clear, and advanced techniques show

how to use Photoshop as a character generator, color corrector, and animation tool. This edition features expanded coverage of DVD and motion graphics design, as well as addressing recent developments in High Definition video and 32-bit imaging. This indispensable reference includes:

- * real-world solutions for making graphics for video
- * introduction to third party plug-ins
- * automation and shortcut methods that cut production time
- * profiles of notable editors and motion graphic artists that include their favorite tips and tricks

The DVD offers a hands-on

multimedia experience with hundreds of images to work on, tutorials to complete and 2 1/2 hours of video training to watch. Advances in Energy Equipment Science and Engineering contains selected papers from the 2015 International Conference on Energy Equipment Science and Engineering (ICEESE 2015, Guangzhou, China, 30-31 May 2015). The topics covered include:- Advanced design technology- Energy and chemical engineering- Energy and environmental engineering- Energy scien Master the art of using combustionO to combine digital

elements (such as a 3D Studio MAX rendering) with video footage or stills! The newest addition to our Ground Rules series, this how-to manual is one of the first resources available for computer artists and animators who want to learn how to make optimal use of combustion u a powerful Macintosh-- and Windows--based desktop solution from Discreet- that provides a unified paint, animation and 3D composition environment in which to create cutting-edge graphics and compelling visual effects. Step-by-step tutorials based on real-world applications of combustion take

center stage in this book, acquainting beginning through intermediate users with 90% of the features of their combustion software while introducing professional 2D and 3D compositing and painting techniques. Fast-paced and thoroughly engaging, these tutorials provide a swift and effective means of gaining first-hand insights into the combustion interface and workflow. In addition, because the tutorials are based on real-world applications, all new skills gained as a result of working through this book are directly relevant to the needs of technically-savvy

computer artists and animators working in today's highly sophisticated post-production and 3D animation environments." The Manual of Engineering Drawing has long been recognised as the student and practising engineer's guide to producing engineering drawings that comply with ISO and British Standards. The information in this book is equally applicable to any CAD application or manual drawing. The second edition is fully in line with the requirements of the new British Standard BS8888: 2002, and will help engineers, lecturers and students with the transition to the

new standards. BS8888 is fully based on the relevant ISO standards, so this book is also ideal for an international readership. The comprehensive scope of this book encompasses topics including orthographic, isometric and oblique projections, electric and hydraulic diagrams, welding and adhesive symbols, and guidance on tolerancing. Written by a member of the ISO committee and a former college lecturer, the Manual of Engineering Drawing combines up-to-the-minute technical accuracy with clear, readable explanations and numerous diagrams. This

approach makes this an ideal student text for vocational courses in engineering drawing and undergraduates studying engineering design / product design. Colin Simmons is a member of the BSI and ISO Draughting Committees and an Engineering Standards Consultant. He was formerly Standards Engineer at Lucas CAV. * Fully in line with the latest ISO Standards * A textbook and reference guide for students and engineers involved in design engineering and product design * Written by a former lecturer and a current member of the relevant standards

committees This revised edition of Taylor's classic work on the internal-combustion engine incorporates changes and additions in engine design and control that have been brought on by the world petroleum crisis, the subsequent emphasis on fuel economy, and the legal restraints on air pollution. The fundamentals and the topical organization, however, remain the same. The analytic rather than merely descriptive treatment of actual engine cycles, the exhaustive studies of air capacity, heat flow, friction, and the effects of cylinder size, and the emphasis on application have

been preserved. These are the basic qualities that have made Taylor's work indispensable to more than one generation of engineers and designers of internal-combustion engines, as well as to teachers and graduate students in the fields of power, internal-combustion engineering, and general machine design. Accompanying DVD-ROM includes workspace files and project footage. Various combinations of commercially available technologies could greatly reduce fuel consumption in passenger cars, sport-utility vehicles, minivans, and other light-duty

vehicles without compromising vehicle performance or safety. Assessment of Technologies for Improving Light Duty Vehicle Fuel Economy estimates the potential fuel savings and costs to consumers of available technology combinations for three types of engines: spark-ignition gasoline, compression-ignition diesel, and hybrid. According to its estimates, adopting the full combination of improved technologies in medium and large cars and pickup trucks with spark-ignition engines could reduce fuel

consumption by 29 percent at an additional cost of \$2,200 to the consumer. Replacing spark-ignition engines with diesel engines and components would yield fuel savings of about 37 percent at an added cost of approximately \$5,900 per vehicle, and replacing spark-ignition engines with hybrid engines and components would reduce fuel consumption by 43 percent at an increase of \$6,000 per vehicle. The book focuses on fuel consumption--the amount of fuel consumed in a given driving

distance--because energy savings are directly related to the amount of fuel used. In contrast, fuel economy measures how far a vehicle will travel with a gallon of fuel. Because fuel consumption data indicate money saved on fuel purchases and reductions in carbon dioxide emissions, the book finds that vehicle stickers should provide consumers with fuel consumption data in addition to fuel economy information. CD-ROM contents: Support models, materials, textures, and animations for completing exercises.