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Learning Design with Alias® Studiotoools™: A Hands-on ...
Learning Design with Alias Studiotoools Released back in 2006 as the Official Alias Training Guide, it is a 300-page book with a bonus DVD containing some videos. While it refers to a rather old version (StudioTools v.9) , it could be of some help for total beginners. The book can be found on the second hand marketplace with various pricing.

How to learn Autodesk Alias - Car Body Design
Alias Learning Workbench These tutorials cover the key tools and techniques you need to start exploring Alias for your professional work. They are designed for the complete beginner, or as a transition from product design to automotive modelling. Switch to the Section 2 Workflow Tutorials

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Recent rapid globalisation of manufacturing industries leads to a drive and thirst for rapid advancements in technological development and expertise in the fields of advanced design and manufacturing, especially at their interfaces. This development results in many economical benefits to and improvement of quality of life for many people all over the world. Technically speaking, this rapid development also create many opportunities and challenges for both industrialists and academics, as the design requirements and constraints have completely changed in this global design and manufacture environment. Consequently the way to design, manufacture and realise products have changed as well. The days of designing for a local market and using local suppliers in manufacturing have gone, if enterprises aim to maintain their competitiveness and global expansion leading to further success. In this global context and scenario, both industry and the academia have an urgent need to equip themselves with the latest knowledge, technology and methods developed for engineering design and manufacture. To address this shift in engineering design and manufacture, supported by the European Commission under the Asia Link Programme with a project title FASTHEAD (A Framework Approach to Strengthening Asian Higher Education in Advanced Design and Manufacture), three key project partners, namely the University of Strathclyde of the United Kingdom, Northwestern Polytechnical University of China, and the Troyes University of Technology of France organised a third international conference.

Summary Kafka Streams in Action teaches you everything you need to know to implement stream processing on data flowing into your Kafka platform, allowing you to focus on getting more from your data without sacrificing time or effort. Foreword by Neha Narkhede, Cocreator of Apache Kafka Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Not all stream-based applications require a dedicated processing cluster. The lightweight Kafka Streams library provides exactly the power and simplicity you need for message handling in microservices and real-time event processing. With the Kafka Streams API, you filter and transform data streams with just Kafka and your application. About the Book Kafka Streams in Action teaches you to implement stream processing within the Kafka platform. In this easy-to-follow book, you'll explore real-world examples to collect, transform, and aggregate data, work with multiple processors, and handle real-time events. You'll even dive into streaming SQL with KSQL! Practical to the very end, it finishes with testing and operational aspects, such as monitoring and debugging. What's inside Using the KStreams API Filtering, transforming, and splitting data Working with the Processor API Integrating with external systems About the Reader Assumes some experience with distributed systems. No knowledge of Kafka or streaming applications required. About the Author Bill Bejeck is a Kafka Streams contributor and Confluent engineer with over 15 years of software development experience. Table of Contents PART 1 - GETTING STARTED WITH KAFKA STREAMS Welcome to Kafka Streams Kafka quicklyPART 2 - KAFKA STREAMS DEVELOPMENT Developing Kafka Streams Streams and state The KTable API The Processor APIPART 3 - ADMINISTERING KAFKA STREAMS Monitoring and performance Testing a Kafka Streams applicationPART 4 - ADVANCED CONCEPTS WITH KAFKA STREAMS Advanced applications with Kafka StreamsAPPENDIXES Appendix A - Additional configuration information Appendix B - Exactly once semantics

Learning Autodesk 3ds Max XXXX Essentials is a superb end-to-end reference that provides users with complete info on all of the features and options available in the latest version of 3ds Max, so that users can learn how to use 3ds Max confidently in a production environment. Each chapter offers a series of lessons - which introduce the functional areas of Max and go over all associated features (with examples), and then a lab (which demonstrates a practical application of the lesson). Together, all of the lessons deliver a sound and complete approach to revealing the functions, features, and principles of 3ds Max XXXX. New Bonus section on MaxScript covering techniques for automating repetitive tasks and customizing 3ds Max to make you more productive. The DVD includes: Project Scene & support files, Free models & texture maps from Turbo Squid, NEW!! HIGH VALUE! Autodesk product Sketchbook Pro (for character development) valued at \$199.99 US.

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM*.

Engineering Design Graphics provides a clear, concise treatment of the essential topics addressed in a modern engineering design graphics course. Projection theory provides the instructional framework, and freehand sketching the means for learning the important graphical concepts at the core of this work. The text includes several hundred sketching problems, all serving to develop the student's ability to use sketching for ideation and communication, as well as a means to develop critical spatial visualization skills. A chapter on computer-aided product design software, with an emphasis on parametric solid modeling, is also included.

Mastering Visual Studio .NET provides you, as an experienced programmer, with all the information needed to get the most out of the latest and greatest development tool from Microsoft®. It doesn't matter if you're an MFC, C++, STL, ATL, COM, Win32, Visual Basic, C#, HTML, XML, ASP.NET, database, web application, Web service, NT service, stand-alone client, or component programmer targeting Windows® or one of the Windows variants (i.e. Windows CE or the PocketPC) -- this is the book that will help you master the toolkit.Written by experienced developers and trainers John Flanders, Ian Griffiths, and Chris Sells, Mastering Visual Studio .NET begins with fundamental information about maximizing the power of Visual Studio .NET as it comes out of the box, including the following topics: projects and solutions files and the various file editors debugging web projects database projects setup projects To experience the full spectrum of functionality and extensibility, Mastering Visual Studio .NET provides you with the practical depth and detail needed to best put these features to work. The second section of the book is about extending VS.NET to suit your specific needs: integrating controls and components with VS.NET the VS.NET automation object model macros and add-ins custom wizards the Visual Studio Integration Program (VSIP) If you're serious about using the VS.NET toolkit, you'll want a book of this magnitude close by. Mastering Visual Studio .NET will take you beyond what you'll read in the standard documentation by offering hints and recommendations that the authors and the community at large have found to be useful after many years of experience.

Explores the architecture, components, and tools of Microsoft Dynamics AX 2012 R3, including forms, security, SharePoint integration, workflow infrastructure, reporting, automating tasks and document distribution, and application domain frameworks.

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