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Autodesk MotionBuilder 2010 Tutorials

This chapter includes a set of nine Autodesk MotionBuilder tutorials that provide a common Maya ® and Autodesk 3ds Max Character in MotionBuilder on page 138 , and Importing back to 3ds Max on page 149 4 | Chapter 1 MotionBuilder Tutorials

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nCloth advanced techniques - Autodesk

The nCloth Advanced Techniques tutorials assume that you have a familiarity with nCloth in your Maya scenes, and have completed the nCloth tutorials from the Getting Started with Maya Unlimited sections of Maya Help This chapter includes the following lessons: Lesson 1: Converting the pants to nCloth and setting up the simulation on page 135

Tutorials - Autodesk

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Getting Started with Maya Unlimited 6

Many of the tutorials in Getting Started with Maya Unlimited contain one or more separate lessons that provide step-by-step instructions for creating or accomplishing specific tasks within Maya You can follow the tutorials in this book from start to finish or complete only the tutorials that correspond to your interests and needs

Getting Started with Maya 7 - University of Washington

Getting Started with Maya 7 Table of Contents Beyond the lesson 181 Lesson 2 Set Driven Key

Autodesk AutoCAD 2014

NOTE Accommodating DXF files from future releases of AutoCAD ® will be easier if you write your DXF processing program in a table-driven way , ignore undefined group codes, and make no assumptions about the order of group codes in an entity With each new AutoCAD release, new group codes will be added to entities to accommodate additional

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