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## Vectorworks 101 Tips And Tricks

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You could always check out Vectorworks ' very own basics guide featuring tips on: User Interface : looking at aspects like the drawing area and the view bar. Palettes and workspaces : showing users how to customize their workspace.

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PART 2-Top Ten Tips & Tricks in Vectorworks Architect  
Some "tips and tricks" are the first things you learn by reading any manual. I'm a new user of vectorworks, but if I have to say I found two or three interesting things in the whole book. If you have a basic knowledge of the software, or even of other CAD programs, you'll find this work a bluff.

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Knowledgebase— Find answers to the most common technical questions; watch video tutorials and tech tips in one place. Community Board— If you have a Vectorworks question or you 're just in need of advice about your industry, most likely a Vectorworks specialist has already posted the answer for you. Technical Support Request; Online Help ...

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 modeling, and scripting

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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.

Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

“ This little gem is a must-have for anyone looking for creative ideas to make their life a little more sane . . . and a little more beautiful. ”  
—Home Sanctuary Cut the clutter and take control of your home!  
With 101 quick-and-easy projects for organizing your bathroom, kitchen, closet and more, Clutter Rehab takes the stress out of home organizing. As you painlessly tackle piles of toys, stacks of paper and

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over-spilling drawers, you ' ll discover how to make de-cluttering your home an addictive pleasure. #10—Remember in Pictures Take a snapshot of sentimental keepsakes you don ' t use, then donate or even sell them for cash. #26—Be Grocery Smart Save fridge and pantry space—and money!—by buying only those items on your weekly meal planner. #32—Go Green Repurpose empty cardboard, plastic and glass containers into free organizers for all your stuff. #56—Childhood Archives Sort homework, artwork and other kid creations into easy-to-shelve, keep-forever binders. “ Laura does a great job of sprinkling in encouragement and tips for breaking big organizational jobs into manageable tasks. I would recommend this book for those readers needing inspiration to dig out from under a pile of clutter. ” —HomeEc101 “ This little (in size and length) book is just perfect! It is a very easy read. It can be picked up and put down easily. You can read just a few pages, be inspired, do a project and then come back to read some more. ” —Multi-Testing Mommy

Computer-aided design (CAD) is the dominant design and drawing tool used in architecture, and all students need to acquire basic skills in using it. This book explains the key CAD skills required to create plans, 3D models and perspectives. Detailed text and hundreds of screengrabs and visuals are used to demonstrate the various techniques and processes. 2D skills are shown using AutoCAD, SketchUp and Vectorworks, while 3D modelling and presentation techniques also include 3ds Max, Maya, Form · Z and Photoshop. The reader will learn how to simplify the software interface and tools in order to focus on the most common and useful tasks. This is an invaluable guide for all students of architecture.

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

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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.

In the first edition of *A Practical Guide to Stage Lighting*, Steve Shelley cracked open his production book and showed how to prepare a lighting design and create the paperwork needed to mount a production. In the second edition, he pulled back the curtain and showed the methods and processes that go on before the light plot is finalized and ready to go into the shop, even dealing with cutting the plot in half. In this third edition, Shelley throws the door wide open and shows step-by-step how to construct every lighting system in the Hokey light plot. Combining his diacritical analysis, killer drafting, and analytic use of the Slinky Method and Slinky Calculations, he presents the Periodic Table of Fundamental Lighting Systems and shows the basic methods used to create multi-instrument lighting systems. Highlights include: -Over 100 new topics, including analysis and application of the three categories of collaboration; a detailed examination of production meetings and one-on-one meetings; and meeting checklists with management and the creative team. -Over 50 new illustrations, including Shelley's Periodic Table of Fundamental Lighting Systems; groundplans, sections, and front elevations that



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illustrate basic system wash configurations for each direction of light. -Analysis, calculation, and step-by-step technical construction of each lighting system in the Hokey light plot. -Explanation of a manufacturer's cut sheet, and how to apply basic formulas to determine the beam size, footcandles, and gel transmission for lighting instruments. -Updated process of pre-programming computer lighting consoles prior to the load-in. -Comprehensive overview of archiving paperwork and softcopy for a production.

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You ' ll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming:

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why it is different from current programming methods, and what developers need to keep in mind when programming for persistence  
Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK)  
Design and optimize data structures for persistent memory  
Study how real-world applications are modified to leverage persistent memory  
Utilize the tools available for persistent memory programming, application performance profiling, and debugging  
Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

Get Your Move On! In Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists, you'll learn how to successfully build moving mechanisms through non-technical explanations, examples, and do-it-yourself projects--from kinetic art installations to creative toys to energy-harvesting devices. Photographs, illustrations, screen shots, and images of 3D models are included for each project. This unique resource emphasizes using off-the-shelf components, readily available materials, and accessible fabrication techniques. Simple projects give you hands-on practice applying the skills covered in each chapter, and more complex projects at the end of the book incorporate topics from multiple chapters. Turn your imaginative ideas into reality with help from this practical, inventive guide. Discover how to: Find and select materials Fasten and join parts Measure force, friction, and torque Understand mechanical and electrical power, work, and energy Create and control motion Work with bearings, couplers, gears, screws, and springs Combine simple machines for work and fun Projects include: Rube Goldberg breakfast machine Mousetrap powered car DIY motor with magnet wire Motor direction and speed control Designing and fabricating spur gears Animated creations in paper An interactive rotating platform Small vertical axis wind turbine

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SADbot: the seasonally affected drawing robot Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

NURBS (Non-uniform Rational B-Splines) are the computer graphics industry standard for curve and surface description. They are now incorporated into all standard computer-aided design and drafting programs (for instance, Autocad). They are also extensively used in all aspects of computer graphics including much of the modeling used for special effects in film and animation, consumer products, robot control, and automobile and aircraft design. So, the topic is particularly important at this time because NURBS are really at the peak of interest as applied to computer graphics and CAD of all kind.

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.

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