
Online Library Vectorworks Essentials Manual Second Edition

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69SD2C - FITZPATRICK EVELYN

Stagecraft Fundamentals Second Edition tackles every aspect of theatre production with Emmy Award-winning author Rita Kogler Carver's signature witty and engaging voice. The history of stagecraft, safety precautions, lighting, costumes, scenery, career planning tips, and more are discussed, illustrated by beautiful color examples that display step-by-step procedures and the finished product. This second edition offers even more in-demand information on stage management, drawing and drafting (both by hand and CAD), lighting

fixtures, and special effects. Also new to this edition are current articles from Lighting and Sound America, brand new diagrams that illustrate hard-to-grasp concepts, and a plethora of information on European conversions, standards, and practices, making the skills you learn applicable to stage jobs on either side of the ocean! The accompanying website, www.stagecraftfundamentals.com is bursting with additional material such as an instructor's manual, exercises and study questions that coincide with chapters from the book, CAD drawings, color theory, man-

ufacturing information, and so much more to help you along the way as you learn all about the world of theatre production! Praise for the Book: Beautifully written! The author has succeeded in relaying technical theatre information without being too technical and putting the reader to sleep. I read three sentences and instantly knew this book was for me and the way I teach. When I think back on the insufferable intro to tech theatre books I had to read, I feel cheated I didn't have this one as a student. I will be using this text in my class! -- Rob Napoli, Designer and Technical Direc-

tor at Penn State University, Berks Campus This text has tempted me to return to teaching with a textbook for the first time in seven years. The language is both accessible and informal yet the text goes a long way in debunking some of the typical jargon that may alienate students just getting into the field, or trying it out for the first time. The illustrations (the text is full of them) coupled with the stories reinforce the fundamental information being conveyed. -- John Paul Devlin, Associate Professor of Theatre at Saint Michael's College What a great idea! Thank heavens someone is doing this for students at that impressionable age. That has been one of my mantras - education of teachers and students on the use of scenic materials. The teachers don't have enough time in college to learn and do everything they have to teach. Most get thrown into the theatre area by default and struggle with designing/building/painting the scenery. -- Jenny Knott, Rosco Stagecraft Fundamentals is beautifully illustrated throughout, and the profusion of color on every page gives this textbook the appearance of a coffee table book. The writing is clear and personal, which should be very appealing

to students. Rita Carver covers all aspects of theatre production from scenery, to lighting, to an actor's makeup. Her close ties to the New York theatre scene gives this book a special insight into the professional world, one that goes well beyond what is found in most college textbooks. -- John Holloway, Professor in the Theatre Department at the University of Kentucky and President of the International Association of Theatrical stage Employees (IATSE) Local 346. I can't thank you enough for Stagecraft Fundamentals. I have been teaching stagecraft since 1976 and you have saved me from the nightmare of writing a text to suit my class needs....After two semesters with your text, I have found that I had more time to develop the skills necessary within the classroom than before. The humor that you have infused in the book has enticed my students to read on. That alone makes this text invaluable. --Meta Lasch, Assistant Professor, West Liberty University Written by an Emmy Award-winning designer Beautifully illustrate
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 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 soft-copy for a production.

"Ready or not, it's high time to make BIM a part of your practice, or at least your vocabulary, and this book has as much to offer beginners as it does seasoned users of building information modeling software." —Chicago Architect The first book devoted to the subject of how BIM affects individuals and organizations working within the ever-changing construction industry, *BIM and Integrated Design* discusses the implementation of building information modeling software as a cultural process with a focus on the technology's impact and transformative effect—both potentially disruptive and liberating—on the social, psychological, and practical aspects of the workplace. *BIM and Integrated Design* answers the questions that BIM poses to the firm that adopts it. Through thor-

ough research and a series of case study interviews with industry leaders—and leaders in the making out from behind the monitor—*BIM and Integrated Design* helps you learn: Effective learning strategies for fully understanding BIM software and its use Key points about integrated design to help you promote the process to owners and your team How BIM changes not only the technology, process, and delivery but also the leadership playing field How to become a more effective leader no matter where you find yourself in the organization or on the project team How the introduction of BIM into the workforce has significant education, recruitment, and training implications Covering all of the human issues brought about or exacerbated by the advent of BIM into the architecture workplace, profession, and industry, *BIM and Integrated Design* shows how to overcome real and perceived barriers to its use.

The Basics of Hacking and Penetration Testing, Second Edition, serves as an introduction to the steps required to complete a penetration test or perform an ethical hack from beginning to end. The book teaches students how to properly utilize and interpret the results of the modern-

day hacking tools required to complete a penetration test. It provides a simple and clean explanation of how to effectively utilize these tools, along with a four-step methodology for conducting a penetration test or hack, thus equipping students with the know-how required to jump start their careers and gain a better understanding of offensive security. Each chapter contains hands-on examples and exercises that are designed to teach learners how to interpret results and utilize those results in later phases. Tool coverage includes: Backtrack Linux, Google reconnaissance, MetaGooFil, dig, Nmap, Nessus, Metasploit, Fast Track Autopwn, Netcat, and Hacker Defender rootkit. This is complemented by PowerPoint slides for use in class. This book is an ideal resource for security consultants, beginning InfoSec professionals, and students. Each chapter contains hands-on examples and exercises that are designed to teach you how to interpret the results and utilize those results in later phases. Written by an author who works in the field as a Penetration Tester and who teaches Offensive Security, Penetration Testing, and Ethical Hacking, and Exploitation classes at Dakota State University. Uti-

lizes the Kali Linux distribution and focuses on the seminal tools required to complete a penetration test.

Drafting Fundamentals for the Entertainment Classroom: A Process-Based Introduction to Hand Drafting, Vectorworks, and SketchUp guides students through a syllabus-formatted semester of integrated drafting concepts and skills. This book links beginner visualization practices with fundamental software knowledge through step-by-step exercises and examples. By presenting hand drafting and Vectorworks through incremental exercises, students not only gain an understanding of the tools used in drafting but also learn why the tools, practices, and standards exist in the first place. SketchUp, a user-friendly 3D modeling program, is integrated into the various exercises to help readers visualize concepts and begin modeling their own ideas. By the end of the book, students will understand drawing construction techniques, United States Institute for Theatre Technology (USITT)-recommended graphic standards, and the typical drawings created for entertainment design, preparing them to dive more deeply into the further

complexities and opportunities of Vectorworks and SketchUp. Drafting Fundamentals for the Entertainment Classroom is written to complement a 14- or 15-week semester of an Entertainment Drafting course. The book's format also provides structure for independent and self-directed study.

Stage Lighting: Design Applications and More builds upon the information introduced in Stage Lighting: The Fundamentals to provide an in-depth reference to a number of specialty areas of lighting design, from traditional applications such as drama, dance, and designing for different venues, to more advanced applications such as concert, corporate, film and video, virtual, architectural/landscape, and other forms of entertainment lighting. Each chapter gives the essential background, design practices, and equipment details for each specialization, so readers can make informed decisions and ask informed questions when encountering each field. The book provides insight on the latest technology and includes profiles of prolific designers, such as James Moody, Jeff Ravitz, Alan Adelman, and Paul Gregory. Stage Lighting: Design Applications and

More is intended to help lighting designers translate their theatrical skills to other areas of lighting design, and provides guidance on how to take those initial steps into new ventures in their lighting careers.

Veteran theater designers Karen Brewster and Melissa Shafer have consulted with a broad range of seasoned theater industry professionals to provide an exhaustive guide full of sound advice and insight. With clear examples and hands-on exercises, Fundamentals of Theatrical Design illustrates the way in which the three major areas of theatrical design--scenery, costumes, and lighting--are intrinsically linked. Attractively priced for use as a classroom text, this is a comprehensive resource for all levels of designers and directors. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller,

we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

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 screenshots 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.

Illustrated Theatre Production Guide delivers a step-by-step approach to the most prevalent and established theatre production 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. This book is suitable for Stagecraft courses in university Theatre programs, as well as for professional theatre technicians.

Stage Lighting: The Fundamentals is writ-

ten specifically for introductory stage lighting courses. The book begins with an examination of the nature of light, perception, and color, then leads into a conversation of stage lighting equipment and technicians. Lamps, luminaries, controls/dimming, and electricity form the basis of these chapters. The book also provides a detailed explanation and overview of the lighting design process for the theatre and several other traditional forms of entertainment. Finally, the book explores a variety of additional areas where lighting designers can find related future employment, such as concert and corporate lighting, themed design, architectural and landscape lighting, and computer animation. New for this edition: enlarged full-color illustrations, photographs, light plots and examples of lighting design; updated information on LED lighting and equipment; expanded discussion of the practical use of color as a designer; expanded discussion of psychological/perceptual effects of color; new discussion of color mixing through light sources that make use of additive mixing; expanded discussion of industry professions; expanded discussion and illustrations relating to photometrics; expand-

ed discussion and examples of control protocols and new equipment; and updated designer profiles along with the addition of still more designer profiles.

"Any architect doing small or medium scaled projects who is also vested in sustainable design but is not yet doing BIM will enjoy this book's overall focus." -Architosh.com This work is the leading guide to architectural design within a building information modeling (BIM) workflow, giving the practitioner a clear procedure when designing climate-load dominated buildings. The book incorporates new information related to BIM, integrated practice, and sustainable design, as well as information on how designers can incorporate the latest technological tools. Each chapter addresses specific topics, such as natural ventilation for cooling, passive solar heating, rainwater harvesting and building hydrology, optimizing material use and reducing construction waste, and collaborating with consultants or other building professionals such as engineers and energy modelers.

A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp

Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the

design process. Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information. Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much more. Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community. Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks. Written for professional architects, as well as professionals in interior design and landscape architecture, The SketchUp Workflow for Architecture offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and

market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

Concert Lighting: Tools, Techniques, Art, and Business Fourth Edition provides readers with an updated look at how to succeed in the complex world of concert lighting design and technology. The authors have reorganized the book into three comprehensive and thoroughly revised sections, covering history, equipment and technology, and design, and containing new information on LED technology, pixel mapping, projection options, media servers, automated lighting, solutions for moving lights, DMX, and Ethernet problems, and designer communication and collaboration. This book also explores

the cross-media use of concert lighting techniques in film, video, theatre, and the corporate world, highlighted with advice from master designers such as Bruce Rodgers, Cosmo Wilson, and Sarah Landau. From securing precious contracts to knowing the best equipment to use to design a show, Concert Lighting covers everything a designer needs to know about working in the touring industry.

This book provides a complete and comprehensive reference/guide to Pyomo (Python Optimization Modeling Objects) for both beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. The text illustrates the breadth of the modeling and analysis capabilities that are supported by the software and support of complex real-world applications. Pyomo is an open source software package for formulating and solving large-scale optimization and operations research problems. The text begins with a tutorial on simple linear and integer programming models. A detailed reference of Pyomo's modeling components is illustrated with extensive examples, including a discussion of how to load data from data sources like

spreadsheets and databases. Chapters describing advanced modeling capabilities for nonlinear and stochastic optimization are also included. The Pyomo software provides familiar modeling features within Python, a powerful dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions. The software supports a different modeling approach than commercial AML (Algebraic Modeling Languages) tools, and is designed for flexibility, extensibility, portability, and maintainability but also maintains the central ideas in modern AMLs.

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.

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 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.

Combine traditional techniques with modern media for more communicative renderings *Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition* bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated se-

condition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. *Digital Drawing for Landscape Architecture* exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Commu-

nication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. Digital-Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

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: 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 lever-

age 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.

"The BIM Handbook is an extensively researched and meticulously written book, showing evidence of years of work rather than something that has been quickly put together in the course of a few months. It brings together most of the current information about BIM, its history, as well as its potential future in one convenient place, and can serve as a handy reference book on BIM for anyone who is involved in the design, construction, and operation of buildings and needs to know about the technologies that support it. The need for such a book is indisputable, and it is terrific that Chuck Eastman and his team were able to step up to the plate and make it happen. Thanks to their efforts, anyone in the AEC industry looking for a

deeper understanding of BIM now knows exactly where to look for it." AECbytes book review, August 28, 2008 (www.aecbytes.com/review/2008/BIMHandbook.html)

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 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, Second 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: Completely updated material covering the current practice and technology in this fast-moving field Expanded coverage of lean construction and its use of BIM, with special focus on Integrated Project Delivery throughout the book New insight on the ways BIM facilitates sustainable building

New information on interoperability schemas and collaboration tools Six new case studies Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Second 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.

Basics Architecture 01- Representational Techniques by Lorraine Farrelly explores the concepts and techniques used to represent architecture. It describes a broad array of methodologies for developing architectural ideas, ranging from two- and three-dimensional conceptual sketches, through to the working drawings required for the construction of buildings, and offers a range of practical drawing methods, showing how to present and plan layouts, make conceptual sketches, work with scale, use collage and photomontage to create contemporary images, along with techniques to prepare and plan design portfolios. The book also deals with a varie-

ty of media, from those used in freehand sketching, through to cutting-edge computer modeling and drawing techniques. Using examples from leading international architects and designers along with more experimental student work, a broad range of interpretations, possibilities and applications are demonstrated. Students and practitioners will find this a useful and clear companion to a vital aspect of architectural design.

Automated Lighting: The Art and Science of Moving Light in Theatre, Live Performance and Entertainment continues to be the most trusted text for working and aspiring lighting professionals. Now in its second edition, it has been fully updated to include new advances in lamp sources such as LEDs and plasma lamps, automated and programmable displays, updates for managing color, and new methods for using electronics. Its clear, easy-to-understand language also includes enough detailed information for the most experienced technician and engineer.

AutoCAD for Theatrical Drafting provides an introduction to the software AutoCAD, specifically focusing on how to navigate the commands most commonly used when

creating design, construction and installation drafting plates for theatrical use. Beginning with a step-by-step tutorial of how to download the program and a review of theatrical drafting standards, the text details commands used in 2D drafting and 3D modeling and how to create theatrical drafting plates using AutoCAD that meet those drafting standards. It also provides guidance on how to transition from 2D drafting to 3D modeling, how to use 3D models to create camera views and animations and how to use 3D models for production and engineering purposes. Intended as a resource for the beginning and intermediate AutoCAD user, *AutoCAD for Theatrical Drafting* provides easy-to-follow instructions that readers can refer to while using the AutoCAD software.

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.

This book, written by award-winning scenic and lighting designer Kevin Lee Allen, explores the use of the Vectorworks Spotlight with Renderworks program for use in the entertainment industries. While the methods and techniques described are applicable to film, television, concerts, exhibits, and themed architecture or interiors, this tutorial focuses on a project that creates a lighting, sound, and set designs for the stage, the root of entertainment design. From one step beyond traditional pencil thumbnails, this guide outlines a process of design development and collaboration with other designers and technical staff. The text is tutorial-based and directs

the user to create two projects, each supported by a series of simple exercises. The first project is the creation of a simple 3D form, and the second project details the creation of scenic, sound, and lighting designs for a theoretical Broadway production of *Romeo & Juliet*. Each step of the process, created for either a sole practitioner or a designer working in a team, is laid out as an exercise with step-by-step directions and options to suit individual designers' work preferences and tastes. The tutorial is perfect as either a classroom text or a self-guided training option.

Stage Lighting Design is a comprehensive introduction to technical theatre, tracing the evolution of lighting design from ancient drama to contemporary performance. Neil Fraser covers everything that today's designers will need to know, from the simple nuts and bolts of equipment, through to the complexity of a full lighting rig, including all aspects of the stage electrician and lighter designer's roles. This revised second edition includes new material on historical development, intelligent control systems and the latest advances in LED fixtures and luminaires. Each chapter includes key exercises, now totalling 100,

that enable the reader to practise their skills on a wide variety of lighting challenges. The work of current designers is showcased and analysed, with examples from complete and detailed lighting designs. Includes: Choosing and using equipment; Applying colour; Techniques for focusing; Lighting in the round and other stage layouts; Creating mood and atmosphere; Lighting effects and LED source fixtures; Planning, testing and executing a lighting design. Superbly illustrated with over 150 colour, black & white photographs and line artworks.

Benvenuti describes the relationship between the Internet's TCP/IP implementation and the Linux Kernel so that programmers and advanced administrators can modify and fine-tune their network environment.

Stagecraft Fundamentals Second Edition tackles every aspect of theatre production with Emmy Award-winning author Rita Kogler Carver's signature witty and engaging voice. The history of stagecraft, safety precautions, lighting, costumes, scenery, career planning tips, and more are discussed, illustrated by beautiful color examples that display step-by-step procedures

and the finished product. This second edition offers even more in-demand information on stage management, drawing and drafting (both by hand and CAD), lighting fixtures, and special effects. Also new to this edition are current articles from Lighting and Sound America, brand new diagrams that illustrate hard-to-grasp concepts, and a plethora of information on European conversions, standards, and practices, making the skills you learn applicable to stage jobs on either side of the ocean! The accompanying website, www.stagecraftfundamentals.com is bursting with additional material such as an instructor's manual, exercises and study questions that coincide with chapters from the book, CAD drawings, color theory, manufacturing information, and so much more to help you along the way as you learn all about the world of theatre production! Praise for the Book: Beautifully written! The author has succeeded in relaying technical theatre information without being too technical and putting the reader to sleep. I read three sentences and instantly knew this book was for me and the way I teach. When I think back on the insufferable intro to tech theatre books I had to read, I feel

cheated I didn't have this one as a student. I will be using this text in my class! -- Rob Napoli, Designer and Technical Director at Penn State University, Berks Campus This text has tempted me to return to teaching with a textbook for the first time in seven years. The language is both accessible and informal yet the text goes a long way in debunking some of the typical jargon that may alienate students just getting into the field, or trying it out for the first time. The illustrations (the text is full of them) coupled with the stories reinforce the fundamental information being conveyed. -- John Paul Devlin, Associate Professor of Theatre at Saint Michael's College What a great idea! Thank heavens someone is doing this for students at that impressionable age. That has been one of my mantras - education of teachers and students on the use of scenic materials. The teachers don't have enough time in college to learn and do everything they have to teach. Most get thrown into the theatre area by default and struggle with designing/building/painting the scenery. -- Jenny Knott, Rosco Stagecraft Fundamentals is beautifully illustrated throughout, and the profusion of color on every page

gives this textbook the appearance of a coffee table book. The writing is clear and personal, which should be very appealing to students. Rita Carver covers all aspects of theatre production from scenery, to lighting, to an actor's makeup. Her close ties to the New York theatre scene gives this book a special insight into the professional world, one that goes well beyond what is found in most college textbooks. -- John Holloway, Professor in the Theatre Department at the University of Kentucky and President of the International Association of Theatrical stage Employees (IATSE) Local 346. I can't thank you enough for Stagecraft Fundamentals. I have been teaching stagecraft since 1976 and you have saved me from the nightmare of writing a text to suit my class needs..After two semesters with your text, I have found that I had more time to develop the skills necessary within the classroom than before. The humor that you have infused in the book has enticed my students to read on. That alone makes this text invaluable. --Meta Lasch, Assistant Professor, West Liberty University

The long awaited new edition of this cele-

brated bestseller.

The Vectorworks Essentials Tutorial manual by expert Vectorworks trainer Jonathan Pickup is a must-have workbook for anyone new to Vectorworks. The goals of this manual are to eliminate the mystery of computer aided design and to provide a basic understanding of how to use Vectorworks software.

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.

Visual Communication for Landscape Architecture demonstrates not only how and where a range of visual communication skills are needed to inform a design process, but also why they are essential in order to make presentations both informative and memorable. It illustrates how representational techniques can be sensitively applied in different contexts appropriate to a diverse range of design challenges,

and encourages experimentation with contemporary techniques, both 2D and 3D. Developing a professional but creative design portfolio is explored in relation to creating e-portfolios and websites. A total of 12 contemporary case studies enable readers to contextualize the methods and techniques explored in each chapter through exploring real-life examples of winning projects by successful landscape architecture practices, making this title an inspirational resource for both budding - and practising - landscape architects.

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 in-

clude 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 diagramming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

The next frontier for wireless LANs is 802.11ac, a standard that increases throughput beyond one gigabit per second. This concise guide provides in-depth information to help you plan for 802.11ac, with technical details on design, network operations, deployment, and monitoring. Author Matthew Gast—an industry expert who led the development of 802.11-2012 and security task groups at the Wi-Fi Alliance—explains how 802.11ac will not only increase the speed of your network, but its capacity as well. Whether you need to serve more clients with your current level of throughput, or serve your existing client load with higher throughput, 802.11ac is the solution. This book gets you started. Understand how the 802.11ac protocol

works to improve the speed and capacity of a wireless LAN Explore how beamforming increases speed capacity by improving link margin, and lays the foundation for multi-user MIMO Learn how multi-user MIMO increases capacity by enabling an AP to send data to multiple clients simultaneously Plan when and how to upgrade your network to 802.11ac by evaluating client devices, applications, and network connections

The application of electricity for the theatre or a concert stage is not the same as for a residence or commercial building. Electricity for the Entertainment Electrician & Technician provides you with the fundamentals of theory of electricity as well as the latest guidelines and tips for how to stay safe, current and meet the needs of the entertainment industry. Written by an ETCP (Entertainment Technician Certification Program) trainer this reference supports practicing technicians and provides new technicians the assistance needed for a successful career in the entertainment industry. * The only reference on electricity for the entertainment industry professional! * Written by an ETCP (Entertainment Technician Certification Program)

trainer and seasoned professional * Free additional practice problems and animations

at www.electricityentertainmenttech.com

This book is about a new approach to design, construction, and facility management called building information modeling. It provides an in-dept understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound impacts that effective use of BIM can provide to all members of a project team.

Media Servers for Lighting Programmers is the reference guide for lighting program-

mers working with media servers - the show control devices that control and manipulate video, audio, lighting, and projection content that have exploded onto the scene, becoming the industry standard for live event productions, TV, and theatre performances. This book contains all the information you need to know to work effectively with these devices, beginning with coverage of the most common video equipment a lighting programmer encounters when using a media server - including terminology and descriptions - and continuing on with more advanced topics that include patching a media server on a light-

ing console, setting up the lighting console for use with a media server, and accessing the features of the media server via a lighting console. The book also features a look at the newest types of digital lighting servers and products. This book contains: Never-before-published information grounded in author Vickie Claiborne's extensive knowledge and experience Covers newest types of digital lighting servers and products including media servers, software, and LED products designed to be used with video Companion website with additional resources and links to additional articles on PLSN