

# Ebook free Mastering autodesk maya 2013 Full PDF

Introducing Autodesk Maya 2013 Mastering Autodesk Maya 2013 Autodesk Maya 2013 Essentials Autodesk Maya 2013 Essential Learning Kit Autodesk Maya 2013 Essentials Mastering Autodesk Maya 2013 Teach Yourself Autodesk Maya 2013 How to Cheat in Maya 2013 Mastering Autodesk Maya 2014 Autodesk Maya 2013 Introducing Autodesk Maya 2014 Autodesk Maya How to Cheat in Maya 2013 Autodesk Maya 2019: A Comprehensive Guide, 11th Edition SolidWorks 2013 for Designers Maya Creating Visual Effects in Maya Exploring AutoCAD Civil 3D 2019, 9th Edition MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition Blender 2.79 for Digital Artists Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition Introduction to Java Programming, 2nd Edition Exploring Oracle Primavera P6 Professional 18, 3rd Edition Wonderpedia of NeoPopRealism Journal, In the News 2011-2013 AUTODESK MAYA Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Wonderpedia of NeoPopRealism Journal, Today's Featured Articles, 2010-2013 Autodesk Maya AUTODESK MAYA Mastering Autodesk Maya 2015 Maya + Autodesk Maya + Autodesk Fusion 360 Sculpt Advanced Maya CG Lab.

## **Introducing Autodesk Maya 2013**

2012-05-03

a complete update to the popular autodesk official training guide for maya maya is the industry leading 3d animation and effects software used in movies visual effects games cartoons and other animation this bestselling official guide is a must for 3d beginners who want a thorough grounding in this dynamic and complex software fully updated for the newest version of maya the book explains the interface and the basics of modeling texturing animating dynamics visualization and visual effects fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you ve learned the autodesk official training guide for maya endorsed and promoted by autodesk to its 2 500 authorized training centers worldwide maya is the 3d animation and effects software used in the film game and advertising industries it s a complex program and this book gives beginners the knowledge and confidence they need shows how to master the interface and the basics of modeling texturing animating and visual effects step by step tutorials offer realistic professional challenges for those new to 3d and those switching from another 3d application materials are available for instructors who want to use this guide with their students introducing autodesk maya is the perfect guide to get you up and running on the world s most popular professional 3d application

## **Mastering Autodesk Maya 2013**

2012-05-31

provides hands on intermediate to advanced coverage of the leading 3d software maya is the industry leading 3d animation and effects software used in movies visual effects games and other genres for intermediate and advanced users who already know maya basics this official maya guide provides the detailed coverage you need to unlock the software s more complex features elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more artists who are already proficient in maya basics can elevate their skills and increase their marketability with the techniques in this official maya guide this fully updated book brings you up to speed on maya s latest features and expands your skills with advanced instruction on cloth fur and fluids offers intermediate level projects on dynamics maya muscle stereo cameras assets rendering with mental ray and more offers challenging tutorials and real world scenarios from some of the leading professionals in the industry provides valuable insight into the entire cg production pipeline mastering autodesk maya gives the serious maya student a head start toward a successful career in 3d animation

## **Autodesk Maya 2013 Essentials**

2012-04-30

recommended text for those preparing for the maya associate exam maya the industry leading 3d animation and effects software used in movies games cartoons and commercials is challenging to learn this full color guide features approachable hands on exercises and additional task based tutorials that allow new users to quickly become productive with the program and familiar with its workflow in a professional environment you ll learn the basics of modeling texturing animating and lighting explore different parts of the production pipeline and practice on some real world projects maya is the 3d animation and effects software used in the film game and advertising industries it s a complex program and this book gives beginners essential training in maya basics this book is an autodesk official training guide recommended for students planning to take the maya associate exam provides task based tutorials and hands on exercises to get you up to speed and introduce you to production workflows teaches the basics of modeling texturing animating and lighting helps you create simple animations model with polygons and add detail with blend shapes and surfaces starting and ending files for the exercises and additional learning tutorials are available online autodesk maya essentials provides beginners with a solid foundation in maya 3d software

## **Autodesk Maya 2013 Essential Learning Kit**

2013-05-28

a comprehensive approach to learning maya 2013 this book and video package is a great way to quickly start using the powerful maya software eight hours of step by step video instruction on maya 2013 quickly teaches you how to use the software s core features and functions the complementary book walks you through the basics of maya modeling texturing animating and lighting to familiarize you with the program as a whole the hands on projects offer realistic job related professional challenges for those new to 3d and to those coming from another 3d application begins each book and video chapter with a a quick overview of the lesson and then immediately moves into an approachable hands on exercise that you can follow to gain confidence using the software allows you to download starting and ending files for the exercises so that you can start anywhere and compare your results with that of the professionals features compelling full color screenshots to illustrate tutorial steps and chapters conclude with related and more open ended projects to further reinforce the chapter s lessons this book and dvd package helps you quickly understand and use the popular 3d animation and effects program s core features and functions

## ***Autodesk Maya 2013 Essentials***

2013-04-05

provides hands on intermediate to advanced coverage of the leading 3d software maya is the industry leading 3d animation and effects software used in movies visual effects games and other genres for intermediate and advanced users who already know maya basics this official maya guide provides the detailed coverage you need to unlock the software s more complex features elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more artists who are already proficient in maya basics can elevate their skills and increase their marketability with the techniques in this official maya guide this fully updated book brings you up to speed on maya s latest features and expands your skills with advanced instruction on

cloth fur and fluids offers intermediate level projects on dynamics maya muscle stereo cameras assets rendering with mental ray and more offers challenging tutorials and real world scenarios from some of the leading professionals in the industry provides valuable insight into the entire cg production pipeline mastering autodesk maya gives the serious maya student a head start toward a successful career in 3d animation

## ***Mastering Autodesk Maya 2013***

2012

cromosys publication s teach yourself autodesk maya 2013 book is an optimal quality guide to the beginners and advanced learners of maya 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 maya 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 academy award winning maya software is the world s most powerfully integrated 3d modeling animation effects and rendering solution it also adds to the quality and realism of 2d graphics that s why film and video artists game developers visualization professionals web and print designers turn to maya to take their work to meet the demands of next generation productions the tutorials in the chapters will lead you step by step giving pictures of every move and will help you create and design models from scratch not like other books that tell you to copy things and make shallow editing we do not encourage such misguidance because the learning of maya is not a child s play today s world is the world of 3d design visual effects animation and so everyone wants to create a moving talking and interacting visual expression if you are interested in editing movies games architectural designs earning a way to hollywood or impressing your loved one maya 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 your learning from real basic making your move amazing astonishing and exhilarating for you and soon you will feel that you have got a new horizon to show your creativity it s cool simple and sublime niranjan jha the author of this and twenty other ebooks available online is the founder of cromosys corporation his dedication in technological and linguistic research is significantly known to the millions of people around the world this book is the creation of his avowed determination to make the learning of maya easy to the people after you install this program on your system you just have to follow the instructions 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 the still image creation software like coreldraw photoshop illustrator and 3d design software like 3ds max and shockwave are where you create the image of your choice and animate them but when you wish to add visual effects there you need maya what maya does no other software can do it is totally different for instance if you want to create a real looking rain effect in a particular scene of a video do you think any other software can do no absolutely not only maya can do that and it can do in just a few minutes of time

## **Teach Yourself Autodesk Maya 2013**

2013-08-08

all professional animators know a handful of secrets that give them an edge in a production environment how to cheat in maya puts these secrets in your hands learn time and energy saving techniques tested in real hollywood productions in this book jam packed with screenshots and scene files designed to get you up to speed quickly from menus to modeling lipsync to lighting how to cheat in maya 2013 covers all of the methods available in the latest version of maya get up to speed quickly and produce stellar results with these insider workflows with new updated cheats for the latest version of maya how to cheat in maya is an essential guide for amateur and professional 3d animators alike fully updated with gold mine coverage including expanded sections on production workflow all new chapters covering rigging cheats and maya s referencing tools and brand new project files demonstrating production proven techniques the companion website includes complete scene files for exercises and techniques extra rigs quicktime movies of full projects and video tutorials

## **How to Cheat in Maya 2013**

2013-09-11

hands on intermediate to advanced coverage of the leading 3d software autodesk maya is the industry leading 3d animation and effects software used in movies visual effects games and other genres if you already know the basics of maya and are ready to elevate your skills then this book is for you nearly 1 000 pages are packed with organized professional and valuable insight on the leading 3d application on the market enabling you to unlock the software s more complex features ideal as both a tutorial and study guide for the autodesk maya exam this autodesk official press book gets you up to speed on maya s latest features and expands your skills with advanced instruction on cloth fur and fluids features challenging tutorials and real world scenarios from some of the leading professionals in the industry provides you with valuable insight into the entire cg production pipeline covers the very latest maya 2014 tools and features including updates to dynamics maya muscle stereo cameras assets rendering with mental ray and more helps you gain proficiency in high level techniques for film television game development and more if you ve been looking for a complete professional quality maya resource to turn to again and again look no further than mastering autodesk maya 2104

## **Mastering Autodesk Maya 2014**

2013-06-10

what you need to get up and running on autodesk maya 2014 autodesk maya is the industry leading 3d animation and effects software and this detailed autodesk official press book is the ideal way to get you started using maya like a studio veteran professional visual effects artist and maya expert dariush derakhshani clearly explains the basics of modeling texturing animating and visual effects for new users

while leading you through fun and challenging lessons that give you plenty of hands on practice the book includes a color insert featuring dazzling examples from talented beginners so you can see what's possible gets beginners and those migrating from other 3d applications up and running on autodesk maya 2014 helps users master the maya interface and the basics of modeling texturing animating and visual effects provides practical and fun step by step tutorials that illustrate realistic professional challenges includes a full color insert of amazing examples from talented beginners written by an autodesk authorized author and is an autodesk official press book whether you're new to 3d or migrating from another 3d application introducing autodesk maya will kickstart your creativity and get you up and running on maya

## **Autodesk Maya 2013**

2012

autodesk maya 2013 is a powerful integrated 3d modeling animation visual effects and rendering software developed by autodesk inc this integrated node based 3d software finds its application in the development of films games and design projects a wide range of 3d visual effects computer graphics and character animation tools make it an ideal platform for 3d artists the intuitive user interface and workflow tools of maya 2013 have made the job of design visualization specialists a lot easier autodesk maya 2013 a comprehensive guide book covers all features of autodesk maya 2013 software in a simple lucid and comprehensive manner it aims at harnessing the power of autodesk maya 2013 for 3d and visual effect artists and designers this autodesk maya 2013 book will help you transform your imagination into reality with ease also it will unleash your creativity thus helping you create realistic 3d models animation and visual effects it caters to the needs of professional animators eric luhta and kenny roy offer walk throughs of battle tested essential techniques that will save you time and frustration revised for latest release of maya how to cheat in maya provides classic character animation techniques within a maya framework

## **Introducing Autodesk Maya 2014**

2013-05-02

professional animators eric luhta and kenny roy offer walk throughs of battle tested essential techniques that will save you time and frustration revised for latest release of maya how to cheat in maya provides classic character animation techniques within a maya framework

## **Autodesk Maya 2016 2017 part 3**

2016-09

autodesk maya 2019 is a powerful integrated 3d modeling animation visual effects and rendering software developed by autodesk inc this integrated node based 3d software finds its application in the development of films games and design projects a wide range of 3d visual effects computer graphics and character animation tools make it an ideal platform for 3d artists the intuitive user interface and workflow tools of maya 2019 have made the job of design visualization specialists a lot easier autodesk maya 2019 a comprehensive guide book covers all features of autodesk maya 2019 software in a simple lucid and comprehensive manner it aims at harnessing the power of autodesk maya 2019 for 3d and visual effect artists and designers this autodesk maya 2019 book will help you transform your imagination into reality with ease also it will unleash your creativity thus helping you create realistic 3d models animation and visual effects it caters to the needs

of both the novice and advanced users of maya 2019 and is ideally suited for learning at your convenience and at your pace salient features consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as maya interface polygon modeling nurbs modeling texturing lighting cameras animation paint effects rendering nhair fur fluids particles nparticles and bullet physics in autodesk maya 2019 the first page of every chapter summarizes the topics that are covered in it consists of hundreds of illustrations and a comprehensive coverage of autodesk maya 2019 concepts commands real world 3d models and examples focusing on industry experience step by step instructions that guide the user through the learning process additional information is provided throughout the book in the form of tips and notes self evaluation test review questions and exercises are given at the end of each chapter so that the users can assess their knowledge table of contents chapter 1 exploring maya interface chapter 2 polygon modeling chapter 3 nurbs curves and surfaces chapter 4 nurbs modeling chapter 5 uv mapping chapter 6 shading and texturing chapter 7 lighting chapter 8 animation chapter 9 rigging constraints and deformers chapter 10 paint effects chapter 11 rendering chapter 12 particle system chapter 13 introduction to nparticles chapter 14 fluids chapter 15 nhair chapter 16 bifrost chapter 17 bullet physics index

## ***How to Cheat in Maya 2013***

2012-07-09

consists of 1028 pages of heavily illustrated text covering the following features of solidworks part design assembly design detailing and drafting blocks sheet metal modeling and surface modeling cover

## **Autodesk Maya 2019: A Comprehensive Guide, 11th Edition**

2018

cg maya

## **SolidWorks 2013 for Designers**

2013-01-25

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 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

## **Maya**

2019-02

exploring autocad civil 3d 2019 book introduces the users to the powerful building information modeling bim solution autocad civil 3d the bim solution in autocad civil 3d helps create and visualize a coordinated data model this data model can then be used to design and analyze a civil engineering project for its optimum and cost effective performance this book has been written considering the needs of the professionals such as engineers surveyors watershed and storm water analysts land developers and cad technicians who wish to learn and explore the usage and abilities of autocad civil 3d in their respective domains this book consists of 13 chapters covering points creations surface creations surface analysis corridor modeling pipe networks pressure networks and parcels and so on the chapters are organized in a pedagogical sequence to help users understand the concepts easily each chapter begins with a command section that provides a detailed explanation of the commands and tools in autocad civil 3d the chapters in this book cover the basic as well as advanced concepts in autocad civil 3d such as cogo points surfaces and surface analysis alignments profiles sections grading assemblies corridor modeling earthwork calculations and pipe and pressure networks salient features consists of 13 chapters that are arranged in pedagogical sequence contains 808 pages 50 tutorials about 26 exercises and more than 770 illustrations real world engineering projects used in tutorials exercises and explaining various tools and concepts table of contents chapter 1 introduction to autocad civil 3d 2019 chapter 2 working with points chapter 3 working with surfaces chapter 4 surface volumes and analysis chapter 5 alignments chapter 6 working with profiles chapter 7 working with assemblies and subassemblies chapter 8 working with corridors and parcels chapter 9 sample lines sections and quantity takeoffs chapter 10 feature lines and grading chapter 11 pipe networks chapter 12 pressure networks chapter 13 working with plan production tools and data shortcuts index

## **Creating Visual Effects in Maya**

2014-02-03

maxon cinema 4d r20 studio a tutorial approach is a tutorial based book and aims at harnessing the power of maxon cinema 4d r20 studio software for modelers animators and designers the book caters to the needs of both the novice and the advance users of maxon cinema 4d r20 studio keeping in view the varied requirements of users the book first introduces the basic features of cinema 4d r20 studio and then progresses to cover the advanced techniques in this book two projects based on the tools and concepts covered in the book have been added



to enhance the knowledge of users this book will help you unleash your creativity and transform your imagination into reality with ease salient features consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation the author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation the first page of every chapter summarizes the topics that are covered in it additional information is provided throughout the book in the form of notes and tips self evaluation test and review questions are given at the end of each chapter so that the users can assess their knowledge table of contents chapter 1 exploring cinema 4d r20 studio interface chapter 2 working with splines chapter 3 introduction to polygon modeling chapter 4 sculpting chapter 5 texturing chapter 6 lighting chapter 7 rigging chapter 8 animation chapter 9 introduction to uv mapping chapter 10 compositing 3d objects chapter 11 rendering chapter 12 mograph chapter 13 working with xpresso project 1 creating an indoor scene project 2 texturing an indoor scene index

## **Exploring AutoCAD Civil 3D 2019, 9th Edition**

2018

blender 2 79 for digital artists book covers major features of blender 2 79 in a simple lucid and comprehensive manner keeping in view the varied requirements of the users the book introduces the basic features of blender 2 79 and then gradually progresses to cover the advanced features this book will help you unleash your creativity thus helping you create stunning 3d models the book will help the learners transform their imagination into reality with ease also it takes the users through progressive tutorials numerous illustrations and ample exercises salient features consists of 11 chapters that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rigging animation rigid body dynamics and particle system the author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation the first page of every chapter summarizes the topics that are covered in it step by step instructions that guide the users through the learning process additional information is provided throughout the book in the form of notes and tips self evaluation test and review questions are given at the end of each chapter so that the users can assess their knowledge table of contents chapter 1 introduction to blender interface chapter 2 working with mesh primitives chapter 3 working with curve primitives chapter 4 working with modifiers chapter 5 digital sculpting techniques chapter 6 working with materials i chapter 7 working with materials ii chapter 8 lights and cameras chapter 9 basics of rigging and animation chapter 10 rigid body dynamics chapter 11 working with particles index

## **MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition**

2019

pixologic zbrush 4r8 a comprehensive guide book covers all features of zbrush 4r8 in a simple lucid and comprehensive manner it gives in depth details of the concepts and explains the usage and functions of zbrush such as dynamesh nanomesh zremesher zmodeler nanomesh and keyshot renderer in this edition new features such as gizmo 3d and the live boolean mode which is used to generate boolean results have

been explained this book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3d models this book caters to the needs of both the novice and advanced users of zbrush 4r8 and is ideally suited for learning at your convenience and at your pace salient features consists of 12 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation the author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation the first page of every chapter summarizes the topics that will be covered in it step by step instructions that guide the users through the learning process additional information is provided throughout the book in the form of notes and tips self evaluation test and review questions are given at the end of each chapter so that the users can assess their knowledge table of contents chapter 1 exploring zbrush interface chapter 2 sculpting brushes chapter 3 introduction to digital sculpting chapter 4 subtools and fibermesh chapter 5 zspheres chapter 6 dynamesh nanomesh and zremesher chapter 7 shadowbox chapter 8 materials in zbrush chapter 9 texturing in zbrush chapter 10 uv master chapter 11 lighting chapter 12 rendering project 1 cartoon character modeling index

## **Blender 2.79 for Digital Artists**

2017-03-20

introduction to java programming is a book for software developers to familiarize them with the concept of object oriented programming oop the book enables the reader to understand the basic features of java the line by line explanation of the source code a unique feature of the book enables the students to gain a thorough and practical understanding of java the chapters in this book are structured in a pedagogical sequence which makes this book very effective in learning the features and capabilities of the software salient features each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding this book introduces the key ideas of object oriented programming in an innovative way the concepts are illustrated through best programs covering the basic aspects of java additional information is provided to the users in the form of notes there is an extensive use of examples schematic representation screen captures tables and programming exercises table of contents chapter 1 introduction to java chapter 2 fundamental elements in java chapter 3 control statements and arrays chapter 4 classes and objects chapter 5 inheritance chapter 6 packages interfaces and inner classes chapter 7 exception handling chapter 8 multithreading chapter 9 string handling chapter 10 introduction to applets and event handling chapter 11 abstract window toolkit chapter 12 the java i o system index

## **Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition**

2015-08-07

exploring oracle primavera p6 professional 18 book explains the concepts and principles of project management through practical examples tutorials and exercises this enables the users to harness the power of managing projects with oracle primavera p6 for their specific use in this book the author emphasizes on planning managing and controlling the projects assigning resources and roles to a project and producing schedule and resources reports and graphics this book is specially meant for professionals and students in engineering project management



neopoprealism journal and wonderpedia founded by nadia russ in 2007 n j and 2008 w wonderpedia is dedicated to books published all over the globe after year 2000 offering the books reviews

## **AUTODESK MAYA**

2014-01

ncloth nparticle nhair maya

## **Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition**

2018

maya2018

## **Wonderpedia of NeoPopRealism Journal, Today's Featured Articles, 2010-2013**

2008-01-31

autodesk

## **Maya**

2014-08-04

expand your skills with complete maya mastery mastering autodesk maya is the ultimate guide to the popular 3d animation software author todd palamar draws on his extensive professional animation experience to help readers take their maya skills to the next level written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects fully updated to reflect maya s latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3d animation and visual techniques used in industry settings complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking maya certification the unique combination of challenging material and practical instruction make this one of a kind guide the ultimate maya handbook topics include animation using inverse kinematics keyframes and deformers hard surface and organic modeling proper rigging techniques and working with maya muscle xgen paint effects and rendering with mental ray texture mapping compositing nparticles and more virtual filmmaking and scene management the most complex skills are useless if they can t be applied so the

book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario for the computer animation professional seeking a more in depth mastery of this popular animation program mastering autodesk maya is an excellent investment in the future of your career

## **Autodesk Maya 2012 4**

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## **AUTODESK MAYA 2012**

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## **Mastering Autodesk Maya 2015**

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## **Maya000000**

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