3D Photorealistic Rendering: Interiors & Exteriors With V-Ray And 3ds Max
Synopsis

Increase the photorealism of your 3d visualizations with enhanced toolsets of V-ray in 3ds Max.

Full-color, step-by-step tutorials about techniques involved in creating photorealistic renders for interior/exterior scenes. Each tutorial includes a 3d project scene to guide you through, production and post-production. The production chapter shows how to create shaders, fine-tune textures and set up a day/night lighting rig. You will be rendering high-res images with render elements included for the final stage of post-production. The book also includes tips about, pre-production, camera settings, verified views, material editors, shaders, 3ds max scripts, and much more!

Book Information

Series: 3D Photorealistic Rendering (Book 1)
Paperback: 576 pages
Publisher: A K Peters/CRC Press (December 31, 2016)
Language: English
ISBN-10: 1138780723
Product Dimensions: 7 x 9 inches
Shipping Weight: 1.1 pounds (View shipping rates and policies)

Download to continue reading...

Lumitecture: Illuminating Interiors for Designers and Architects
Construction Drawings and Details for Interiors: Basic Skills
2nd (second) edition
Mexican Interiors: Art, Design & Decoration (Spanish and English Edition)
Art Deco Interiors
Country French Florals & Interiors (Home Reference)
Making Dolls' House Interiors in 1/12 Scale
Jean-Louis Deniot: Interiors

Dmca