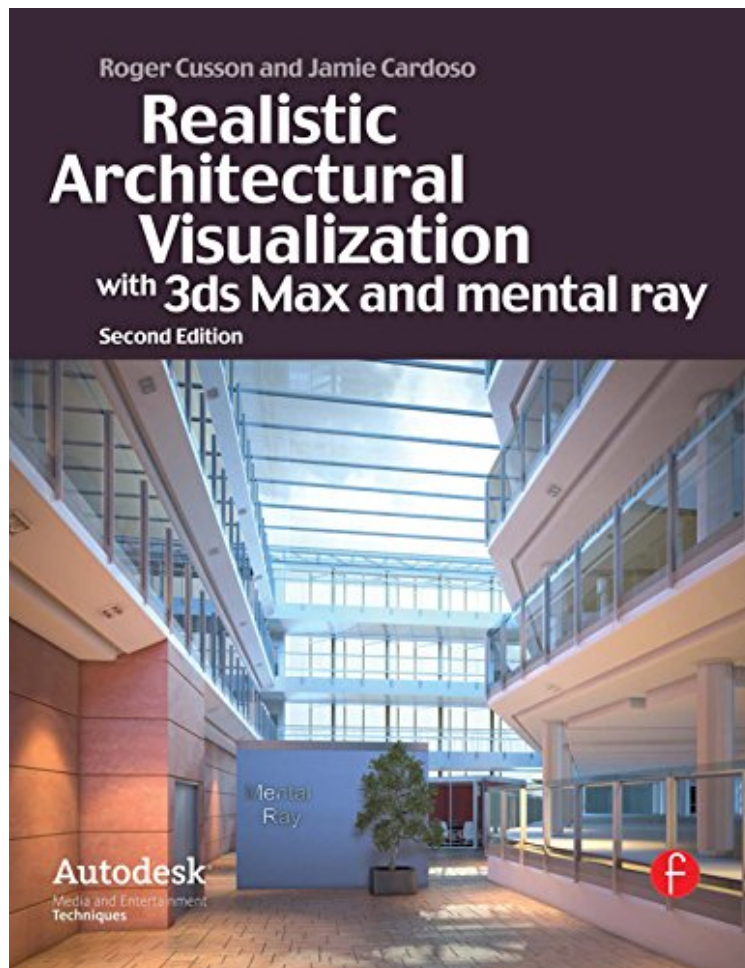


(Ebook pdf) Realistic Architectural Visualization with 3ds Max and mental ray (Autodesk Media and Entertainment Techniques)

Realistic Architectural Visualization with 3ds Max and mental ray (Autodesk Media and Entertainment Techniques)

Von Roger Cusson, Jamie Cardoso
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Von Roger Cusson, Jamie Cardoso : Realistic Architectural Visualization with 3ds Max and mental ray (Autodesk Media and Entertainment Techniques) before purchasing it in order to gage whether or not it would be worth my time, and all praised Realistic Architectural Visualization with 3ds Max and mental ray (Autodesk Media and Entertainment Techniques):

KundenrezensionenHilfreichste Kundenrezensionen0 von 1 Kunden fanden die folgende Rezension hilfreich. A useful book for you to learn Architectural Visualization with 3ds Max and mental rayVon Gang ChenBoth Roger Cusson Jamie Cardoso have many years of experience in AutoCAD and 3D graphics. They summarize their expertise and professional experience in "Realistic Architectural Visualization with 3ds Max and mental ray." "Realistic

Architectural Visualization with 3ds Max and mental ray" is divided into 5 sections, including 12 chapters. Each chapter is further divided into subchapters. This makes it very easy for you to find the information that you need. For example, if you are working for atrium, you can easily find it in Section 4, and if you are working on the floor materials for an atrium, you can easily find it at Section 4, Chapter 10, under subchapter 10.3. The book also has many full-color screenshots, and the language is straight forward and simple. "Realistic Architectural Visualization with 3ds Max and mental ray" has 295 pages. It is a useful book for you to learn Architectural Visualization with 3ds Max and mental ray. Gang Chen, AIA, LEED AP BD+C, Author of "Architectural Practice Simplified," "LEED GA Exam Guide," "Planting Design Illustrated," and other books on various LEED exams, architecture, and landscape architecture

Kurzbeschreibung Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book. Kurzbeschreibung Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book. ber den Autor und weitere Mitwirkende Roger Cusson is a consultant and educator in the architectural community. He has been a professor at Vanier College and a training manager at Autodesk. He was led author on two Autodesk VIZ books, and a contributor to 3ds Max 8 and 3ds Max 9 Essentials. Jamie Cardoso is a senior 3D artist and special effects designer. Currently he is working as a 3D Consultant for a variety of professional organizations worldwide. Find more information at jamiocardoso-mentalray.blogspot.com