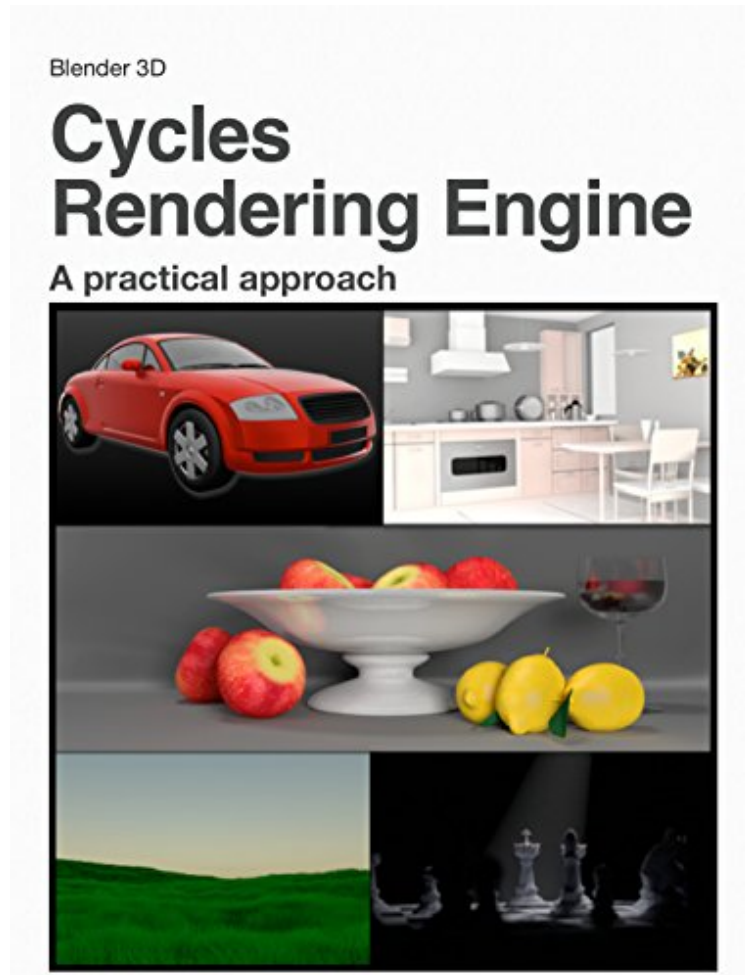


[Library ebook] Blender 3D 2.7x Cycles Rendering Engine: A practical approach (English Edition)

Blender 3D 2.7x Cycles Rendering Engine: A practical approach (English Edition)

Von Francesco Milanese

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Von Francesco Milanese : Blender 3D 2.7x Cycles Rendering Engine: A practical approach (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Blender 3D 2.7x Cycles Rendering Engine: A practical approach (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Good but not convincingVon Benjamin NeumannI actually bought the book to get some insights in cycles and how the engine works. Unfortunately it is a very basic explanation. I wished for a bit more of details on what shaders are, how they work technically.I bought the kindle edition which was an pdf or at least it was displayed as such. The font is very small and the illustrations are black. I would prefer a proper kindle format for that price.All in all a basics book for

beginners.

Kurzbeschreibung Cycles is a rendering engine, a program that transforms a 3D virtual environment into a 2D image, or render. It does this by making calculations of the lighting and shading of the scene, taking into account factors such as the nature of physical objects - their textures, the effects - in order to produce the end result. From version 2.62 of Blender, Cycles comes ready-installed, and since then the list of functionality has grown, with new features in each release. This manual is aimed at those who have a basic knowledge of Blender and want to know the features, functions and capabilities of Cycles rendering engine; a basic knowledge of Blender Render is recommended, yet not required. Even those who already have a good knowledge of Cycles will find this manual useful, since they can expand and deepen the knowledge of the tools and key techniques of lighting and shading. Francesco Milanese is a Blender Foundation Certified Trainer; he publishes (video) tutorials and books on Blender and other CG software. ===

SUMMARY === Introduction: Cycles Render Shaders and Nodes Insight: Global Illumination and Direct Lighting - Samples and Light Path Integrators BiDirectional Path Tracing Global Illumination Direct Lighting BSDF and BSSRDF Before you begin: Nodes Editor, and basic commands Engine choice, the rendering engine GPU Compute with CUDA devices Rendered Preview and real-time interactivity Final rendering Nodes and Node Editor Shaders, Colors and Object Color in the 3D View The Scene Files and Resources of This Manual Scene 1: Still Life Preliminary Operations and Settings Device: CPU and GPU Compute Render Sampling and Clamping Render Integrators and Light Paths Lighting: standard light sources (Area Lamp) Cloth: Velvet Shader (mixed with Diffuse), part I: overview The Diffuse Shader The Velvet Shader The Mix Shader Node Cloth: Velvet Shader (mixed with Diffuse), part II: the making Glass (and wine): not only Glass The Glass Shader The Glossy Shader The Transparent Shader Alternatives: The Translucent and the Refraction Shaders The Light Path Node; output "is Shadow Ray" as Mix Factor Final scheme of the Nodes for the glass Wine Nodes scheme The dish: ceramic (simple mix) Fruit, Part I: Diffuse Shaders; Image Textures UV Mapping Textures Bumping; grayscale for Displacement RGB to BW and Math Multiply Tips Fruit, Part II: Normal vs. Displacement Material Output Displacement Bumping: Normal and Displacement Normal Map Node Final thoughts Scene 2: car Preliminary Operations and Settings Film Transparent Samples and Other Settings Lighting: HDR Images; Equirectangular Environment LDR and HDR Images In Blender and Cycles: World Background and Environment Texture Equirectangular and Mirror Ball Using an image as an HDR Environment Texture Ambient Occlusion The Body: Fresnel Mix The Fresnel Effect Using Holdout and Emission to Interpret Fresnel (and Other Effects) Alternatives: Layer Weight Node Scene 3: Interior Preliminary Operations and Settings; Base Materials Lighting: Planes with Emission and Ambient Occlusion Ambient Occlusion The Planes with Emission Shaders Anisotropic Shader Scene 4: Exterior Preliminary Operations and Settings Lighting: World Sky Background The Grass : Materials for Hair Strand CPU Experimental The Material to Use, Part I The Material to Use, Part II : Hair Info Node Cycles Hair Rendering Volumetric Effects Volume Absorption Volume Scatter Limitations Scene 5: Sub Surface Scattering The SSS Node; Comparison with Diffuse Example: Marble Chess Board Global Settings The Spot Lamp Volumetric Material (Cone of Light) Pieces and Chessboard Materials: SSS and Color Mix Depth of Field for the Camera Object Ray Length and Ray Depth Appendix A: Toon Shader Appendix B: OSL (Overview) Appendix C: Motion Blur; Object Info Motion Blur Object Info and Color Ramp Appendix D: Compositing the

Render Kurzbeschreibung Cycles is a rendering engine, a program that transforms a 3D virtual environment into a 2D image, or render. It does this by making calculations of the lighting and shading of the scene, taking into account factors such as the nature of physical objects - their textures, the effects - in order to produce the end result. From version 2.62 of Blender, Cycles comes ready-installed, and since then the list of functionality has grown, with new features in each release. This manual is aimed at those who have a basic knowledge of Blender and want to know the features, functions and capabilities of Cycles rendering engine; a basic knowledge of Blender Render is recommended, yet not required. Even those who already have a good knowledge of Cycles will find this manual useful, since they can expand and deepen the knowledge of the tools and key techniques of lighting and shading. Francesco Milanese is a Blender Foundation Certified Trainer; he publishes (video) tutorials and books on Blender and other CG software. ===

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