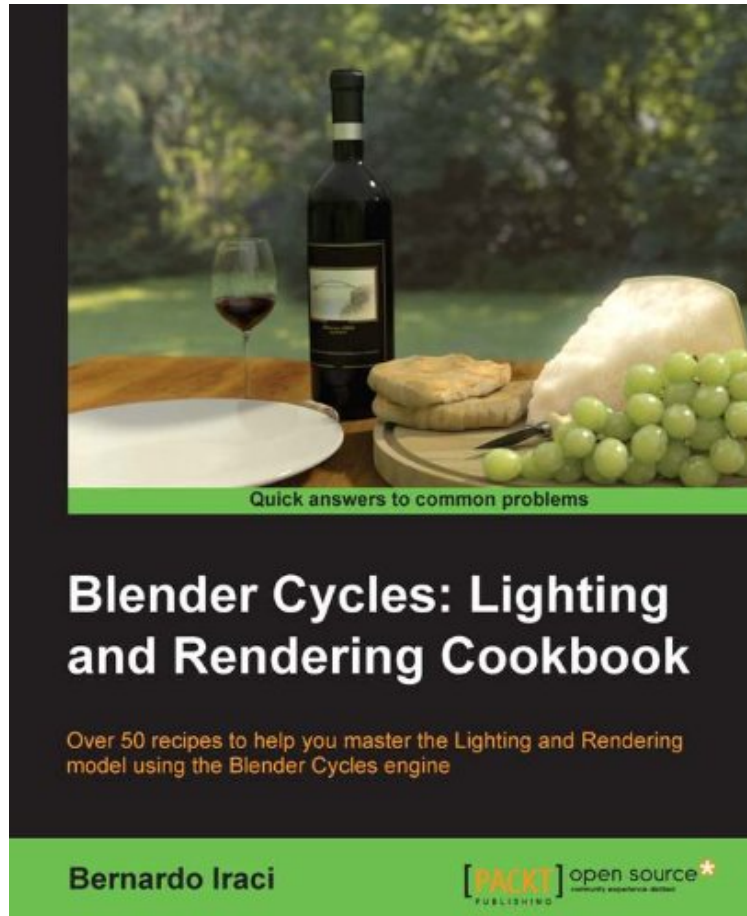


# Blender Cycles: Lighting and Rendering Cookbook

Von *Bernardo Iraci*

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**Von Bernardo Iraci : Blender Cycles: Lighting and Rendering Cookbook** before purchasing it in order to gage whether or not it would be worth my time, and all praised Blender Cycles: Lighting and Rendering Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. excellent, in Detail, fundamentals well explained and steps up to pro LevelVon ricarda4846Excellent, in Detail, fundamentals well explained and steps up to pro.Good examples, really goes into depth and very hands on, the way it should be.Time is taken to explain the how's, what's and whys

KurzbeschreibungIn DetailBlender provides a broad spectrum of modeling, texturing, lighting, animation and video post-processing functionality in one package. It provides cross-platform interoperability, extensibility and a tightly integrated workflow. Blender is one of the most popular Open Source 3D graphics applications in the world.Modern GPUs (Graphics Processing Unit) have some limitations for rendering complex scenes. This is mainly because of

limited memory, and interactivity issues when the same graphics card is also used for displaying and rendering frames. This is where Cycles rendering engine comes into play. Cycles is bundled as an add-on with Blender. Some of the features of Cycles is its quality, speed and having integrated industry standard libraries. This book will show you how to carry out your first steps in Cycles - a brand new rendering engine for Blender. In a gradual and logical way, you will learn how to create complex shaders and lighting setups to face any kind of situation that you may find in Computer Graphics. This book provides information on how to setup your first application in Cycles. You will start by adding lights, materials, and textures to your scene. When its time for the final render, you will see how to setup Cycles in the best way. You will learn about a wide variety of materials, lighting, techniques, tips, and tricks to get the best out of Cycles. Further on in the book, you will get to know about animation and still shots, and learn how to create advanced materials for realistic rendering, as well cartoon style shaders. This cookbook contains a wide range of different scenes, proposed in a structured and progressive order. During this journey, you will get involved in the concepts behind every step you take in order to really master what you learn. Approach An in-depth guide full of step-by-step recipes to explore the concepts behind the usage of Cycles. Packed with illustrations, and lots of tips and tricks; the easy-to-understand nature of the book will help the reader understand even the most complex concepts with ease. Who this book is for If you are a digital artist who already knows your way around Blender, and you want to learn about the new Cycles rendering engine, this is the book for you. Even experts will be able to pick up new tips and tricks to make the most of the rendering capabilities of Cycles. 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Approach An in-depth guide full of step-by-step recipes to explore the concepts behind the usage of Cycles. Packed with illustrations, and lots of tips and tricks; the easy-to-understand nature of the book will help the reader understand even the most complex concepts with ease. Who this book is for If you are a digital artist who already knows your way around Blender, and you want to learn about the new Cycles rendering engine, this is the book for you. Even experts will be able to pick up new tips and tricks to make the most of the rendering capabilities of Cycles. ber den Autor und weitere Mitwirkende Bernardo Iraci Bernardo Iraci was born in Livorno, Italy in 1985. He followed a standard education career until he graduated in Economics in 2009. He always had a great passion for computers, especially gaming. During the latter part of his studies, he also developed a passion for 3D graphics, and this soon became the main focus of his career. It was at this time that he came to understand that his passion was the most important thing to pursue, more important than even attending university. Even though Bernardo later participated in various online courses teaching the different aspects of computer graphics, he has been largely self-taught. In 2010, he moved to Warsaw, Poland, where he was finally able to start working full-time in computer graphics as a 3D generalist in the field of movies VFX and advertisements. He also started work as a freelancer. Bernardo constantly works to improve his skills and knowledge about computer graphics and thinks that this is the only way to keep pace with this field. When he is not busy with graphics, he likes to travel, watch movies, and play the guitar.