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Autore	Forsyth, Andrew Russell
Titolo	Theory of Differential Equations / A. R. Forsyth
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Autore	Valenza Enrico
Titolo	Blender 2.6 Cycles : materials and textures cookbook / / Enrico Valenza
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Descrizione fisica	1 online resource (280 p.)
Collana	Open source : community experience distilled
Disciplina	006.696
Soggetti	Computer animation
	Open source software
Lingua di pubblicazione	Inglese
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Note generali	Includes index.
	"Over 40 recipes to help you create stunning materials and textures using the Cycles rendering engine with Blender."
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Overview of

Materials in Cycles; Introduction; Material nodes in Cycles; Procedural textures in Cycles; Setting the World material; Creating a mesh-light material; Using displacement (aka bump); Chapter 2: Managing Cycles Materials; Introduction; Preparing an ideal Cycles interface for material creation; Naming materials and textures; Creating node groups; Linking materials; Chapter 3: Creating Natural Materials in Cycles; Introduction Creating a rock material using image mapsCreating a rock material using procedural textures; Creating a sand material using procedural textures; Creating a simple ground material using procedural textures; Creating a snow material using procedural textures; Creating an ice material using procedural textures; Creating a clean running water material; Chapter 4: Creating Man-made Materials in Cycles; Introduction; Creating a generic plastic material; Creating a bakelite material; Creating an expanded polystyrene material; Creating a clear (glassy) polystyrene material; Creating a rubber material
Creating an antique bronze material with proceduralsCreating a multipurpose metal group node; Creating a worn metal material with procedurals; Creating a rusty metal material with procedurals; Creating a wood material with procedurals; Chapter 5: Creating Complex Natural Materials in Cycles; Introduction; Creating an ocean material using procedural textures; Creating underwater environment materials; Creating a snowy mountain landscape with procedurals; Creating a realistic planet Earth as seen from space; Chapter 6: Creating More Complex Man-made Materials; Introduction
Creating cloth materials with proceduralsCreating a leather material with procedurals; Creating a synthetic sponge material with procedurals; Creating a brick wall material with procedurals; Creating a spaceship hull; Chapter 7: Creating Organic Materials; Introduction; Creating a snake-like scaly material with image maps and procedurals; Creating a wasp-like chitin material with procedural textures; Creating a beetle-like chitin material with procedural textures; Creating a grass shader; Creating tree shaders - the bark; Creating tree shaders - the leaves
Creating a Gray Alien skin material with proceduralsIndex

Sommario/riassunto	Written in a friendly, practical style this Cookbook deep-dives into a wide-array of techniques used to create realistic materials and textures.This book is perfect for you if you have used Blender before but are new to the impressive Cycles renderer. You should have some knowledge of the Blender interface, though this is not a strict requirement. If you want to create realistic, stunning materials and textures using Cycles, then this book is for you!