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Descrizione fisica	1 online resource (134 p.)
Collana	Community experience distilled
Soggetti	Computer animation Three-dimensional display systems Electronic books.
Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: What is Lumion?; Lumion background; Why use Lumion?; What can we get from Lumion?; Differences between the several versions of Lumion; Importing our 3D models; Workstation specifications; Lumion's 3D interface; A look into the New tab; Exploring the Home tab; The Examples tab; The Load scene and Save scene tabs; The Import full scene and Export full scene tabs; Quick start; Importing the model; Working with Layers; Applying materials; Controlling the weather Changing the landscapeAdding objects; The Photo mode; The Movie mode; Saving your scene; Summary; Chapter 2: Preparing the Scene; Need help with modeling?; Modeling for visualization; Preparing CAD drawings; Modeling with SketchUp, 3ds Max, and Maya; The importance of detailing; Adding detailing using bevel edges; Adding detailing; Using additional models; The importance of materials; Common issues; Summary; Chapter 3: Creating Materials; Lumion materials; The Properties menu; Placing the texture; The Textures and Advanced options menus; The Custom menu; The Invisible material The Landscape materialCreating materials in Lumion; Summary; Chapter 4: Working with Lumion; What is COLLADA?; Exporting from SketchUp; Exporting from 3ds Max; Exporting animations; Exporting from other 3D software; Working with Lumion; Summary; Chapter 5: Building the Environment; Modeling the landscape; Sculpting the

landscape; Modifying the terrain; Creating a heightmap; Changing the landscape's material; Adding a water plane; Creating an ocean; Setting up the weather; Populating your scene; Adding trees, people, and other models; Using sounds; Special effects; Summary
Chapter 6: Preparing the RenderThe key aspects of composition; The importance of framing; The rule of thirds; Exporting an image with the Photo mode; Creating a video with the Movie mode; Summary; Chapter 7: Post Production; Post production; Working with an image; Working with layers; Using different blending modes; Adding the specular map; Accurate selection with material ID; Adding contrast using a lighting map; The sky alpha map; The importance of adjustment layers; Working with Curves; Applying lens effects; Chromatic aberration with Photoshop; A little bit of sharpness; Depth of field
Final touch with noise and vignetteSummary; Index

Sommario/riassunto

A beginner's guide which flows from novice level discussion into intermediate level usage and finally helps the experts with tips and tricks. "Getting Started with Lumion 3D" is the perfect book for someone without any experience in Lumion and who wants to start performing architectural visualization. It is also ideal for intermediate users who want to improve their workflow and learn techniques to get the best out of Lumion. This book is also useful for architects or designers who wish to see their projects come to life in natural environments with different moods and light conditions. You d
