

1. Record Nr.	UNINA9910455536503321
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Titolo	Blender 3D [[electronic resource]] : architecture, buildings, and scenery : create photorealistic 3D architectural visualizations of buildings, interiors, and environmental scenery // Allan Brito
Pubbl/distr/stampa	Birmingham [England], : Packt, c2008
ISBN	1-281-38644-8 9786611386443 1-84719-368-4
Descrizione fisica	1 online resource (332 p.)
Disciplina	005.1
Soggetti	Architectural design Computer animation Computer graphics Three-dimensional display systems Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Introduction to Blender and Architectural Visualization; Architectural Visualization; How about Blender 3D?; Download Blender; Hardware and Software Requirements for Blender; Other Tools for Visualization; CAD and 3D-Architectural Modeling; 3D Models from the Internet; Visualization with Blender; Summary; Chapter 2: Blender 3D: Quick Start; Interface; Windows and Menus; Multiple Windows; Merge Windows; Header; Add and Remove a Header; Active Window; Keyboard Shortcuts; 3D Visualization; Selecting Objects; Selecting by Name; Renaming Objects 3D CursorCursor Snap; Modes; Creating Objects; Duplicating Objects; Transforming Objects; Cameras; Render Basics; Render Preview; Summary; Chapter 3: Modeling; Types of Objects; Mesh Primitives; Mesh Editing; Transformations; Transforming with Precision; Loop Subdivide; Knife Tool; Selecting Loops; New Edges and Faces; Merge; Removing Double Vertices; Extrude; Extrude with Vertex; Extrude with Edges; Extrude with Faces; Constraining the Extrude; Modeling

Example; Modifiers; Subsurf Modifier; Smoothing Faces; Array Modifier; Array Example; Boolean Modifier; Mirror Modifier; Groups
How to Create a Group?Proportional Editing; Summary; Chapter 4: Modeling for Architecture; Architectural Modeling; Modeling by Proportions; Planning Is the Key to Success; Precision Modeling; Edge Length; Transforming with Precision; Layers; Modeling in Practice; Walls; Rounded Corners; Symmetry; Openings; Floors and Lining; Modeling Using the Walls; Modeling with Separated Objects; Starting From a CAD Drawing; Preparing the DXF Files; Importing DXF files; Summary; Chapter 5: Modeling Details; Level of Detail; Windows; Doors; Summary; Chapter 6: Modeling Furniture
Create Models or Use a Library?How to Get Started?; Appending Models; Importing Models; Modeling a Chair; Modeling a Sofa; Summary; Chapter 7: Materials; Creating and Organizing Materials; Material Color; Gradient Colors; Shaders; Diffuse; Specular; Ray Tracing; Creating Glass; Simple Glass; Mirrors and Reflections; Ray-traced Shadows; Wireframe Materials; Self-illumination; Summary; Chapter 8: Textures; Procedural Textures vs. Bitmap Textures; Texture Library; Applying Textures; Mapping; Normal Map; UV Mapping; Unwrapping Scripts; Summary; Chapter 9: UV Mapping; What is UV Mapping? Why UV Mapping?What Makes a Good Seam?; Unfold the Model; Editing the Unfolded Model; Export the Unfolded Mesh; Unwrapping Scripts; Summary; Chapter 10: Light Basics; Lamps; Energy; Distance; Color; Controlling Light; Hemi; Sun; Lamp; Area; Spot; Volumetric Shadows; Soft Shadows; Lighting Exercise; Summary; Chapter 11: Radiosity and Ambient Occlusion; Global Illumination; Radiosity; Vertex Paint; Ambient Occlusion; Outdoor Scene; Indoor Scene; Summary; Chapter 12: Global Illumination with YafRay; Installing YafRay; Blender and YafRay; YafRay Setup; YafRay GI Setup; SkyDome
Lighting with SkyDome

Sommario/riassunto

The book consists of a lot of exciting examples, which are shaped using the various features of Blender. It consists of step-by-step instructions leading you to realistic models of buildings, landscapes, and more. A collection of amazing screenshots will add up excitement to your learning experience. You can build realistic 3D models that can be used while creating different animation projects. The printed version of the book is in black and white, but a full color version of the images is available for download [here](#). The eBook version, available from Packt, is in full color. This book is for a
