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	Nota di contenuto	Mastering Autodesk VIZ 2007; Acknowledgments; Contents; Introduction; How to Use This Book; What You'll Find; System Requirements; What's on the Companion CD?; Chapter 1: Getting to Know VIZ; Introducing VIZ 2007 Features; Getting Started; Touring the Interface; Working with Objects; Getting the View You Want; Working with the Custom UI and Defaults Switcher; Summary; Chapter 2: Introducing VIZ Objects; Understanding Standard Primitives; Modeling Standard Primitives with Modifiers; How VIZ Sees Objects; Making Clones That Share Properties; Introducing Extended Primitives; Working with Groups
		SummaryChapter 3: Creating Shapes with Splines; Drawing with Splines; Modifying a Shape Using Subobject Levels; Outlining and Extruding Splines; Combining and Extruding Primitive Splines; Joining Closed Splines with Boolean Tools; Creating a Solid Form with Splines; Introducing the Spline Types; Editing Splines; Placing and Beveling Text; Summary; Chapter 4: Editing Meshes and Creating Complex Objects; Creating Openings in a Wall with Boolean Operations; Tracing over a Sketch; Editing Meshes; Using Instance Clones to Create Symmetric

Forms; Attaching Objects to a Mesh; Smoothing Meshes

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Using the Light ListerUsing Scene States; Summary; Chapter 8: Enhancing Models with Materials; Understanding Bitmap Texture Maps; Adding Materials to Objects; Understanding Mapping Coordinates; Editing Materials; Selecting Shaders; Map Scalar Modifiers; Using Bump Maps; Adding Entourage; Ray Tracing Reflection and Refraction; Assigning Materials to Parts of an Object; Using the Architectural Material; The Material Utilities; Summary; Chapter 9: Staging Your Design; Understanding the VIZ Camera; Setting Up an Interior View; Creating an Environment; Immersive Environments for Animation

Using Render TypesRender Elements for Compositing; Summary; Chapter 10: Working with Files; Gaining Access to Materials and Objects from Other Files; Arranging Furniture with XRefs and the Asset Browser; Replacing Objects with Objects from an External File; Arranging Furniture with XRef Scenes; Using the Rendered Frame Windows; Using the Asset Browser on the Internet; Tracking and Locating Scene's Assets; Summary; Chapter 11: Using Radiosity; Adding Daylight to Your Model; Understanding the Radiosity Workflow; Creating a Finished Rendering; Working with Artificial Lights

Understanding Photometric Lights

| Sommario/riassunto | Turn Your Ideas Into High-Impact 3D Models and AnimationsTransform flat drawings and concepts into impressive 3D visualizations that will amaze your clients with the comprehensive instruction you'll find in Mastering Autodesk VIZ 2007. Written by VIZ experts, this book shows you how to get the most out of the latest version of Autodesk's powerful 3D design, modeling, and animation tool with an in-depth, tutorial-based approach grounded in real-world examples.This new edition has been fully updated and revised to cover all of Autodesk VIZ 2007's new features--asset tracking, |