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| Autore | O'Connor Jennifer <1962-> |
| Titolo | Mastering Mental ray [[electronic resource]] : rendering techniques for 3D & CAD professionals // Jennifer O'Connor |
| Pubbl/distr/stampa | Indianapolis, Ind., : Wiley, c2010 |
| ISBN | 1-282-68760-3 9786612687600 0-470-64445-1 |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource (371 p.) |
| Collana | Sybex serious skills Mastering mental ray |
| Disciplina | 620/.00420285536 |
| Soggetti | Computer-aided design Three-dimensional display systems Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Mastering mental ray®: Rendering Techniques for 3D & CAD Professionals; About the Author; Contents at a Glance; Contents; Introduction; Chapter 1: mental ray Essentials; Chapter 2: Materials and Maps; Chapter 3: Light, Shadow, and Exposure Control; Chapter 4: Rendering; Chapter 5: Indirect Illumination and Final Gather; Chapter 6: Global Illumination and Caustics; Chapter 7: Importons and Irradiance Particles; Chapter 8: Effects; Chapter 9: mental ray for Architecture; Chapter 10: mental ray for Design; Appendix A: The Bottom Line; Appendix B: About the Companion DVD; Index |
| Sommario/riassunto | Proven techniques for using mental ray effectively If you're a busy artist seeking high-end results for your 3D, design, or architecture renders using mental ray, this is the perfect book for you. It distills the highly technical nature of rendering into easy-to-follow steps and tutorials that you can apply immediately to your own projects. The book uses 3ds Max and 3ds Max Design to show the integration with mental ray, but users of any 3D or CAD software can learn valuable techniques for incorporating mental ray into their pipelines.Takes you under the hood of mental ray, a |

