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Titolo	Blender 2.5 lighting and rendering [[electronic resource]] : bring your 3D world to life with lighting, compositing, and rendering / / Aaron W. Powell
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Descrizione fisica	1 online resource (252 p.)
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Soggetti	Computer animation Computer graphics Electronic books.
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Introduction to Color Theory and Lighting Basics in Blender; Basic color theory; What is color?; Primary colors; Secondary colors; Tertiary colors; Color relationships; Color temperature; Real world, real lights; Candlelight; Incandescent light bulbs; Florescent light bulbs; The sun and the sky; Chromatic adaptation; Lighting basics in Blender; The Point lamp; The Sun lamp; The Spot lamp; The Hemi lamp; Area lamp; Basic light rigs; 1-Point light rig; 2-Point light rig; 3-Point light rig 4-Point light rigShadows; Summary; Chapter 2: Outdoor Lighting: Setting Up Our Scene; Getting the right files; Blender render settings; The Scene menu; Render settings; Dimensions settings; Output settings; Establishing a workflow; Evaluating our scene; Planning our light rig; Setting up our scene; Setting up a 3-Point light rig; Adjusting the lamp color; The Lamp menu; Adding shadows; Adding a fill light; Adding dimensionality with a backlight; Good habits start early; Wrapping up; Summary; Chapter 3: Ambient Lighting Techniques in

Blender; Ambient occlusion; Raytraced ambient occlusion
Changing the options and settingsFactor; Sampling; Attenuation; Energy and color; A new approach to ambient occlusion; New algorithm, new settings; Sampling; Attenuation and influence; Advantages and disadvantages; Raytraced ambient occlusion; Approximated ambient occlusion; Environment Lighting; Lighting a scene with HDR lighting; Indirect Lighting; Applying ambient lighting to our working scene; Finishing up; Summary; Chapter 4: Outdoor Scene: Adding Materials; Creating a new material; Taking a closer look at the Materials menu; Material name, type, and preview; Preview
Diffuse and specularShading; Transparency and mirror; Creating materials for our scene; Let's burn some rubber!; Taking a shortcut; Almost done!; Changing the environment; Finishing up; Let's review!; Reviewing our workflow; Evaluating the scene; Planning our lamp setup; Actually setting up our lamps; Adding materials; Ambient lighting; Blender material basics; Summary; Chapter 5: Indoor Lighting: Setting Up; The first few steps; Diving in; Enhancing our render using layers; Let's take a quick look; Organizing our layers; Turning theory into practice; Setting up the general rig
Adding Spot lampsSetting up Area lamps; Adding ambient lighting; Lighting our wine bottle; Summary; Chapter 6: UV Mapping and Texturing; Changing our interface; UV basics: marking a seam; Unwrapping our mesh; Cleaning up the UV map; Blender's UV editing tools; Using a reference image; Creating a UV texture; Exporting our UV map; Downloading GIMP; Hello GIMP!; Getting reference images; Importing our UV map; Adding text; Save often!; Now let's continue...; Summary; Chapter 7: Indoor Lighting: Finishing Materials; Setting up project folders; Exporting our UV map
Creating materials using Blender's Compositor

Sommario/riassunto

Each chapter develops a different aspect of a Blender technique. The book is essentially a step-by-step tutorial, which builds up your knowledge throughout. It has practical examples such as lighting a tricycle in open space, lighting a wine bottle on a table, and lighting a room that has a lamp as well as sunlight coming in through the window. These examples will show you how to implement the different Blender techniques in your work. If you are a Blender user and you want to improve the quality of your renders, this book is for you. You need to have experience in Blender and know your way ar