Record Nr. UNINA9910464173803321 Autore Valenza Enrico Titolo Blender cycles: materials and textures cookbook: over 40 practical recipes to create stunning materials and textures using the cycles rendering engine with blender / / Enrico Valenza; cover image by Enrico Valenza Birmingham, England; Mumbai, [India]; Packt Publishing, 2015 Pubbl/distr/stampa ©2015 **ISBN** 1-78439-992-2 Edizione [Third edition.] Descrizione fisica 1 online resource (400 p.) Collana Community Experience Distilled Disciplina 006.693 Soggetti Computer animation Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Includes index. Note generali Nota di contenuto Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Overview of Materials in Cycles: Introduction: Material nodes in Cycles; Procedural textures in Cycles; Setting the World material; Creating a mesh-light material; Using volume materials; Using displacement: Chapter 2: Managing Cycles Materials; Introduction; Preparing an ideal Cycles interface for material creation; Naming materials and textures; Creating node groups; Grouping nodes under frames for easier reading: Linking materials and node groups Chapter 3: Creating Natural Materials in CyclesIntroduction; Creating a rock material using image maps; Creating a rock material using procedural textures; Creating a sand material using procedural textures; Creating a simple ground material using procedural textures; Creating a snow material using procedural textures; Creating an ice material using procedural textures: Chapter 4: Creating Man-made Materials in Cycles; Introduction; Creating a generic plastic material; Creating a Bakelite material; Creating an expanded polystyrene material; Creating a clear (glassy) polystyrene material

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Creating a fake immersion effect material

Sommario/riassunto

This book is aimed at those familiar with the basics of Blender, looking to delve into the depths of the Cycles rendering engine to create an array of breath-taking materials and textures.