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| Edizione                | [Third edition.]   |
| Descrizione fisica      | 1 online resource (400 p.)   |
| Collana                 | Community Experience Distilled   |
| Disciplina              | 006.693  |
| Soggetti                | Computer animation<br>Electronic books.  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| 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 Creating a rubber materialCreating an antique bronze material with procedurals; Creating a multipurpose metal node group; Creating a |

rusty metal material with procedurals; Creating a wood material with procedurals; Chapter 5: Creating Complex Natural Materials in Cycles; Introduction; Creating an ocean material using procedural textures; Creating underwater environment materials; Creating a snowy mountain landscape with procedurals; Creating a realistic Earth as seen from space; Chapter 6: Creating More Complex Man-made Materials; Introduction; Creating cloth materials with procedurals  
Creating a leather material with procedurals  
Creating a synthetic sponge material with procedurals; Creating a spaceship hull shader; Chapter 7: Subsurface Scattering in Cycles; Introduction; Using the Subsurface Scattering shader node; Simulating Subsurface Scattering in Cycles using the Translucent shader; Simulating Subsurface Scattering in Cycles using the Vertex Color tool; Simulating Subsurface Scattering in Cycles using the Ray Length output in the Light Path node; Creating a fake Subsurface Scattering node group; Chapter 8: Creating Organic Materials; Introduction  
Creating an organic-looking shader with procedurals  
Creating a wasp-like chitin material with procedural textures; Creating a beetle-like chitin material with procedural textures; Creating tree shaders - the bark; Creating tree shaders - the leaves; Creating a layered human skin material in Cycles; Creating fur and hair; Creating a gray alien skin material with procedurals; Chapter 9: Special Materials; Introduction; Using Cycles volume materials; Creating a cloud volumetric material; Creating a fire and smoke shader; Creating a shadeless material in Cycles  
Creating a fake immersion effect material

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## 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.

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