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Titolo	KeyShot 3D rendering [[electronic resource]] : showcase your 3D models and create hyperrealistic images with KeyShot in the fastest and most efficient way possible // Jei Lee Jo
Pubbl/distr/stampa	Birmingham, UK, : Packt Pub., 2012
ISBN	1-283-93806-5 1-84969-483-4
Descrizione fisica	1 online resource (125 p.)
Collana	Community experience distilled
Disciplina	006.696
Soggetti	Three-dimensional imaging Rendering (Computer graphics)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: KeyShot's Overview; Introducing KeyShot; KeyShot versus traditional rendering programs; Getting started; Importing projects; The interface; Scene; Material; Material properties window; Environment; Environment properties window; Summary; Chapter 2: Understanding Materials and Textures; Placing and editing materials; Pad; Tablet case; Buttons; Transparent cover; Adding a label; USB cable; Wacom stylus; Understanding materials and their properties; Textures properties Labels tabHow to create materials; Plastics; Creating glass using plastic; Metals; Glass; Advanced; Texturing materials and methods; Summary; Chapter 3: Lighting Made Easy; Setting up our scene; Lighting properties; HDRI editor; Real-time settings; Working with cameras; Camera attributes; Insulated cup; Duplicating models; Summary; Chapter 4: Showcasing and Product Presentation; Preparing our project; Rendering in KeyShot; Output menu; Quality menu; Queue menu; Region menu; Network menu; Creating a turntable presentation; Summary; Chapter 5: Adding Effects with Photoshop Replacing our backgroundSummary; Appendix: Command List and Hotkeys; Shortcuts menu; Files and documents; Toggling; Space and environment; Camera hotkeys; General hotkeys; Material hotkeys;

Sommario/riassunto

The book includes a series of step-by-step illustrated tutorials supported by a detailed explanation for each aspect of the 3D rendering procedure. Some of the procedures or steps may be omitted if they have been previously explained in an exercise or chapter.

""Keyshot 3D Rendering"" is ideal for beginners and professionals who are involved with product development, entertainment, and industrial design. It is recommended for readers who already have some level of experience with 3D modelling, texturing, and rendering applications.
