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	Autore	Tal Daniel <1971->
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	Edizione	[1st edition]
	Descrizione fisica	1 online resource (642 p.)
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		Landscape architectural drawing - Data processing
		Interior decoration - Computer-aided design
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	Nota di contenuto	pt. 1. Overview and concepts -- pt. 2. Textures -- pt. 3. Modeling detail -- pt. 4. Setting light with shadows -- pt. 5. The iterative rendering process -- pt. 6. Shaderlight by ArtVPS -- pt. 7. The Photoshop postproduction process -- pt. 8. Anatomy of a rendering.
	Sommario/riassunto	The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, inclu