1. Record Nr.   UNINA9910463032203321

   Autore   Valenza Enrico

   Titolo   Blender 2.6 Cycles [[electronic resource]] : materials and textures
                       cookbook / / Enrico Valenza

   Pubbl/distr/stampa Birmingham, : Packt Pub., 2013

   ISBN   1-78216-131-7

   Descrizione fisica 1 online resource (280 p.)

   Collana   Open source : community experience distilled

   Soggetti   Computer animation
                       Open source software
                       Electronic books.

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Includes index.
                       "Over 40 recipes to help you create stunning materials and textures
                       using the Cycles rendering engine with Blender."

   Nota di contenuto   Cover; Copyright; Credits; About the Author; 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 displacement (aka bump); Chapter 2: Managing Cycles
                       Materials; Introduction; Preparing an ideal Cycles interface for material
                       creation; Naming materials and textures; Creating node groups; Linking
                       materials; Chapter 3: Creating Natural Materials in Cycles; Introduction
                       Creating a rock material using image mapsCreating 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; Creating a clean running water
                       material; 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 material
                       Creating an antique bronze material with proceduralsCreating a
                       multipurpose metal group node; Creating a worn metal material with
                       procedurals; 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 planet Earth as seen from space; Chapter 6: Creating More Complex Man-made Materials; Introduction

Creating cloth materials with proceduralsCreating a leather material with procedurals; Creating a synthetic sponge material with procedurals; Creating a brick wall material with procedurals; Creating a spaceship hull; Chapter 7: Creating Organic Materials; Introduction; Creating a snake-like scaly material with image maps and procedurals; Creating a wasp-like chitin material with procedural textures; Creating a beetle-like chitin material with procedural textures; Creating a grass shader; Creating tree shaders - the bark; Creating tree shaders - the leaves

Creating a Gray Alien skin material with proceduralsIndex

| Sommario/riassunto | Written in a friendly, practical style this Cookbook deep-dives into a wide-array of techniques used to create realistic materials and textures.This book is perfect for you if you have used Blender before but are new to the impressive Cycles renderer. You should have some knowledge of the Blender interface, though this is not a strict requirement. If you want to create realistic, stunning materials and textures using Cycles, then this book is for you! |

2.	Record Nr.	UNISA996385206703316
	Autore	Thomas William, Clerk of the Council to Edward VI.
	Titolo	The historie of Italie [[electronic resource]] : a boke excedyng profitable to be redde: because it intreateth of the astate of many and diuers common weales, how thei haue ben, [and] now be gouerned
	Pubbl/distr/stampa	[London, : In the house of T. Berthelet], Anno Domini. M.D.XLIX. [1549]
	Descrizione fisica	[1+] p
	Soggetti	Title pages16th cent.England Italy History Early works to 1800
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Printer's name taken from STC; his initials appear at foot of t.p. Title within ornamental border (McK. & F. 50). Fragment; title page only. Reproduction of original in the British Library.
	Sommario/riassunto	eebo-0018