Materials and rendering production (cultural and creative industries vocational skills training materials) vocational skills training video animation series

By -

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Pages Number: 170 Publisher: Electronic Industry Pub. Date :2010-03-01 version 1. This book describes in detail 3ds max software rendering lighting and material part of the content. The book describes the use of software features combined with the instance of the production of teaching methods. described in detail the material editor. light regulation. the default renderer and mental ray renderer's advanced use of skills and experience. By a large number of typical examples of the book. readers learn in actual combat. the growth in actual combat. Through the efficient and practical so that readers can complete the three-dimensional scene independently of the material. lighting and rendering and make relatively mature works. Contents: Chapter 1 Overview 1.1 ds max renderer renderer renderer introduced about 1.3 1.2 Other rendering quality and teacher should have the skills needed to master technical material in Chapter 2 to explain the basis of material 2.1 2.2 Basic Parameters rollout (standard material) 2.3 to explain the type of material (material type of browser) type mapping 2.5 2.4 2.6 UVW mapping coordinates mapping coordinates the application...

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