

Vray 3d Max Exterior Rendering Setting

An architecture portfolio designed by Alex Hogrefe describing 4 original projects with a focus on unique representational techniques and styles. Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry Increase the photorealism of your 3d visualizations with enhanced toolsets of V-Ray 5 for 3ds Max 2020. The book is filled with colorful illustrations depicting step-by-step tutorials about the process of creating a photorealistic day-and-night exterior scene. Each tutorial includes a 3d project scene to guide users through the production and the post-production processes. The book begins with an overview of the best techniques to approach clients via emails, calls, meetings, and via social media. There are also key insights into the best practices of handling projects, pricing, contracts, invoices, the pre-production, production, and the post-production, to name but a few. Throughout the book, users are taken through V-RayMtl functions such as Diffuse, Roughness, Reflect, Glossiness, Metalness, Refract, Index of Refraction (IOR), Abbe number, Fog color, Translucency, BRDF, Coat, Sheen, and Bump. Also, users will learn how to use procedural maps such as V-RayBitmap, V-RayTriplanarTex, Bricks, Metals, Carpaint, V-RayDisplacementMod, V-RayUVWRandomizer, V-RayMultiSubTex, V-RayPointCloudColor, V-RayDirt, V-RayAerialPersepective, V-RayLightMtl, V-RayMtlWrapper, V-RayOverrideMtl, V-Ray2SidedMtl, V-RayBlendMtl, and V-RayEdgesTex. In addition, there are tips and tricks accompanied with videos highlighting how to create VR interactive apps using Verge 3d; how to create verified views; and how to use plug-ins and scripts such as Project Manager, Auto grid pivot point, GarageFarm, Zmapping, gobotree, and VISHopper. Finally, users will have a rare insight into all functionalities of a V-Ray camera, V-RayLight objects, Render settings, Frame buffer, Global switches, IPR options, Bucket and Progressive image samplers, Image filters, Global DMC, Color mapping, Brute force global illumination, Light cache, Color management, Distributed rendering, Render elements, V-Ray image file format, VFB History settings, VFB Lens Effects, LightMix, Film tonemap, Hue/Saturation, Lookup Table, and much more. Key Features This book deals with real projects/3d scenes and delivers up-to-date V-Ray 5 functionalities and production workflows using 3ds Max 2020 This book has professional supporting files ready to open and explore This book details the meticulous step-by-step processes of creating jaw-dropping 3d renderings This book includes unrivaled in-depth coverage of V-Ray 5 for 3ds Max 2020 This book includes 3d rendering methodologies currently used by key industry players Author Jamie Cardoso is a renowned author, reviewer, computer artist, and technologist, with years of experience in creating state-of-the-art 3d photomontages, verified views, VR, AR, XR, MR, Stereos, and photorealistic interior and exterior visualizations for architects and designers.

V-Ray Interior workflow 5(CD1???)

3D Rendering Workflows Volume 1

3ds Max Design Architectural Visualization

V-Ray Interior workflow. 3(CD1???)

SketchUp for Site Design

Increase the photorealism of your 3d visualizations with enhanced toolsets of V-Ray 5 for 3ds Max 2020. The book is filled with colorful illustrations depicting step-by-step tutorials about the process of creating a photorealistic day-and-night exterior scene. Each tutorial includes a 3d project scene to guide users through the production and the post-production processes. The book begins with an overview of the best techniques to approach clients via emails, calls, meetings, and via social media. There are also key insights into the best practices of handling projects, pricing, contracts, invoices, the pre-production, production, and the post-production, to name but a few. Throughout the book, users are taken through V-RayMtl functions such as Diffuse, Roughness, Reflect, Glossiness, Metalness, Refract, Index of Refraction (IOR), Abbe number, Fog color, Translucency, BRDF, Coat, Sheen, and Bump. Also, users will learn how to use procedural maps such as V-RayBitmap, V-RayTriplanarTex, Bricks, Metals, Carpaint, V-RayDisplacementMod, V-RayUVWRandomizer, V-RayMultiSubTex, V-RayPointCloudColor, V-RayDirt, V-RayAerialPersepective, V-RayLightMtl, V-RayMtlWrapper, V-RayOverrideMtl, V-Ray2SidedMtl, V-RayBlendMtl, and V-RayEdgesTex. In addition, there are tips and tricks accompanied with videos highlighting how to create VR interactive apps using Verge 3d; how to create verified views; and how to use plug-ins and scripts such as Project Manager, Auto grid pivot point, GarageFarm, Zmapping, gobotree, and VISHopper. Finally, users will have a rare insight into all functionalities of a V-Ray camera, V-RayLight objects, Render settings, Frame buffer, Global switches, IPR options, Bucket and Progressive image samplers, Image filters, Global DMC, Color mapping, Brute force global illumination, Light cache, Color management, Distributed rendering, Render elements, V-Ray image file format, VFB History settings, VFB Lens Effects, LightMix, Film tonemap, Hue/Saturation, Lookup Table, and much more. Key Features This book deals with real projects/3d scenes and delivers up-to-date V-Ray 5 functionalities and production workflows, using 3ds Max 2020 This book has professional supporting files ready to open and explore This book details the meticulous step-by-step processes of creating jaw-dropping 3d renderings. Includes unrivaled in-depth coverage of V-Ray 5 for 3ds Max 2020 3d rendering methodologies currently used by key industry players Author Jamie Cardoso is a renowned author, reviewer, computer artist, and technologist, with years of experience in creating state-of-the-art 3d photomontages, verified views, VR, AR, XR, MR, Stereos, and photorealistic interior and exterior visualizations for architects and designers.

Shows how to do a variety of things with the software Photoshop Elements through thirty-one example projects, covering such skills as cropping, removing unwanted elements, tinting, sketching, painting, aging,

glamorizing, making posters, using 3-D, swapping heads, and adding logos.

Learn time-saving techniques and tested production-ready tips for maximum speed and efficiency in creating professional-level architectural visualizations in 3ds Max. Move from intermediate to an advanced level with specific and comprehensive instruction with this collaboration from nine different authors from around the world. Get their experience and skills in this full-color book, which not only teaches more advanced features, but also demonstrates the practical applications of those features to get readers ready for a real production environment. Fully updated for the most recent version of 3ds Max.

For Intermediate Users

Photoshop Elements by Example

ADOBE PHOTOSHOP

3D Photorealistic Rendering

Crafting 3D Photorealism

Adobe Photoshop CC for Photographers by acclaimed digital imaging professional Martin Evening has been revamped to include detailed instruction for all of the updates to Photoshop CC on Adobe's Creative Cloud, including significant new features, such as the painting tool and Pen path tool refinements and Range Masking in Camera Raw. This guide covers all the tools and techniques photographers and professional image editors need to know when using Photoshop, from workflow guidance to core skills to advanced techniques for professional results. Using clear, succinct instruction and real world examples, this guide is the essential reference for Photoshop users. The accompanying website has been updated with new sample images, tutorial videos, and bonus chapters.

Because good lighting is so critical to the final look of your shot, an understanding of how lighting works and how to use the available lighting tools is essential. 3ds max Lighting begins with a discussion of lighting principles and color theory and provides an introduction to the tools in 3ds max, finishing with a number of tutorials demonstrating the application of both 3ds max tools and lighting concepts. Throughout, the emphasis is on making your lighting believable, accurate, and pleasing to the eye. Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book. Learn how to combine lighting and rendering options to end-up with the most realistic final renders possible at a professional level. The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors and daytime and nighttime scenes. Learn how to save time without sacrificing the quality of your final renders with tips and tricks on rendering with Vray - the most accurate rendering application for 3ds Max. The companion CD includes all the project files that you need to recreate each of the projects presented within the book.

Maya 8 at a Glance

V-Ray 5 for 3ds Max 2020

Architecture Portfolio

3ds Max Lighting

V Ray Interior workflow. 2(CD1???)

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

V-Ray My Way: A Practical Designers Guide to Creating Realistic Imagery Using V-Ray & 3ds Max is a practical, hands-on guide to creating some of the most stunning computer-generated images possible. It caters to the design masses: architects, engineers, interior designers, industrial designers, photographers, and enthusiasts will find this book essential in their quest to express themselves through visual communication. V-Ray My Way is an accumulation of 13 years of experimental experience and will have you creating content within minutes, help grow your company, help develop your portfolio, and help you make that career leap. Additional resources and exercises are available at the book's companion website, http://routledgetextbooks.com/textbooks/_author/wy/ide-9780415709637/ .

Increase the photorealism of your 3d visualizations with enhanced toolsets of V-ray in 3ds Max. Full-color, step-by-step tutorials about techniques involved in creating photorealistic renders for interior/exterior scenes. Each tutorial includes a 3d project scene to guide you through, production and post-production. The production chapter shows how to create shaders, fine-tune textures and set up a day/night lighting rig. You will be rendering high-res images with render elements included for the final stage of post-production. The book also includes tips about, pre-production, camera settings, verified views, material editors, shaders, 3ds max scripts, and much more! Key Features This book deals with real world scenes and delivers up to date design direction. This book has professional supporting files ready for the reader to open and explore. This book highlights the processes of making your own content that not only gives images your personal touch, but also through the online content that will be made available for this title. Includes some coverage of V-Ray. Focuses in depth on separate issues surrounding interior, exterior and product design, which vary wildly.

Autodesk 3ds Max 2016 Fundamentals

A Guide to Modeling Site Plans, Terrain, and Architecture

Photographic Rendering with V-Ray for SketchUp

Digital Lighting and Rendering

3ds Max 9 Bible

Revitalize your architectural visualizations by bringing new levels of realism to them with an enhanced command of the mental ray toolset in 3ds Max. Full-color step-by-step tutorials give you a firm understanding of the processes and techniques needed to create impressive interior and exterior visualizations. You'll learn how to prepare materials, light a daytime interior scene, use mr Physical Sky, and how to save time during complex renders. The companion website includes all of the tutorial files and sample files from the book. Plus find more information at <http://jamiocardoso-mentalray.blogspot.com/>

Architecture is a doing word. You can learn a great deal about the workings of architecture through analysing examples but a fuller understanding of its powers and potential comes through practice, by trying to do it... This book offers student architects a series of exercises that will develop their capacity for doing architecture. Exercises in Architecture builds on and supplements the methodology for architectural analysis presented in the author's previous book Analysing Architecture (third edition, Routledge, 2009) and demonstrated in his Twenty Buildings Every Architect Should Understand (Routledge, 2010). The three books taken together deal with the three aspects of learning: description, analysis of examples, and practice. The book offers twelve exercises, each divided into a short series of tasks aimed at developing a particular theme or area of architectural capacity. The exercises deal with themes such as place-making, learning through drawing, framing, light, , uses of geometry, stage setting, eliciting emotional responses, the genetics of detail and so forth.

Drawing is the starting point for many kinds of tasks, for everyone from children making pictures to professional architects sketching ideas. Drawing seems to be fundamentally connected to how we represent the world visually. Most computer graphics focuses on realistic visual simulation, but over the past few decades, line drawing algorithms have matured, providing the ability to automatically create reasonable line drawings from 3D geometry. This tutorial provides a detailed guide to the mathematical theory and computer algorithms for line drawing of 3D objects. It focuses on the curves known as contours as they are the most important curves for line drawing of 3D surfaces. The authors describe the different algorithms required to compute and render these curves, before going on to explain boundary curves and surface-surface intersection curves. The tutorial concludes with other topics in 3D non-photorealistic rendering including: other types of curves, stroke rendering, and non-photorealistic shading. Line Drawings from 3D Models: A Tutorial is a concise, yet comprehensive, introduction to an increasingly important topic in computer graphics. The extensive bibliography is invaluable for readers wishing to further their own research in the area.

Corona Renderer. The Complete Guide

How to Cheat in 3ds Max 2014

Interiors & Exteriors with V-Ray and 3ds Max

3ds Max 2009 Architectural Visualization - Intermediate to Advanced

Lighting Workflows in 3ds Max, Mental Ray and V-Ray

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 2014, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, timesaving tips & tricks, and step-by-step walkthroughs—you'll wonder how you every got by without it! Start a detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website. This new edition has been completely revamped for 3ds Max 2014. You will find coverage on brand new features and tools such as Scene Management, iRay, Nitrous, Mas and physics. How to Cheat in 3ds Max 2014 features interviews with industry professionals that will help you gain the edge you need in the competitive world of animation. 3ds Max luminary and recipient of the 2011 Autodesk 3ds Max Master Award, author Michael McCarthy secrets and little-known tips and tricks that save users hours of time Includes all new content and advanced cheats on modelling, special effects, natural elements, and the particle system Proven How to Cheat series teaches how to create quick yet stunning special effects, and textures, and game elements

Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book. The companion CD includes all the project files that architects need to recreate each of the projects presented within the book. Universal V-Ray Settings This page provides a tutorial on universal settings for V-Ray that work for most still images. Overview The "universal" settings comprise a set of settings that work very well for still images in many situations and are the default for V-Ray Next. Please note that these settings are not optimal, in the sense that with enough tweaking, you can probably get similar quality with faster render times. The beauty of these settings, though, is that they require almost no tweaking, and you are guaranteed to get a good result in the end. The advantages of these parameters for controlling render quality vs. speed o works for a very large number of scenes o produces high-quality results With the Progressive Image Sampler, the default Render time (min) is set to 1.0, which might be insufficient for some scenes. You can reset this to 0.0 and continue until the Noise threshold is reached. Setting the V-Ray Renderer 1. Set V-Ray as the current rendering engine (with the default V-Ray settings). 2. The default settings are optimized to work universally, so it is recommended to keep them: Progressive image sampler with 1 and 1 Min. subdivs: GI enabled, using Brute Force as Primary GI engine and Light Cache as Secondary GI engine. 3. You can further refine the noise levels from the Progressive Image sampler rollout by adjusting the Noise Threshold and placing a 0 value for the Render time (min). control the amount of AA vs shading samples (for materials/lights/GI) using the Min shading rate parameter in the Image Sampler rollout but the default value is optimised to work well for the majority of scenes.

Architectural Rendering with 3ds Max and V-Ray

A Tutorial

Vray 5.0 (NEXT) User Guide

Chiaroscuro with V-Ray. Lighting Techniques, Materials, and Exercises for Photorealistic Rendering

The World's Best Discreet Art

A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the design process Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much more Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks Written for professional architects, as well as professionals in interior design and landscape architecture, The SketchUp Workflow for Architecture offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

We have moved one step ahead in the arena of student and job-oriented books with the CCL, by enhancing our proven pedagogy to bring together the collective knowledge and wisdom of the world of computers. Books published under this series are specifically designed to engage readers, improve computer skills, and prepare themselves for future success. This comprehensive series with step-by-step instructions and relevant screenshots throughout the text enables readers to have a better understanding of computers. Written in simple and lucid language, without technical jargons, each book of this series is accompanied by an interactive CD/DVD with video tutorials. This book makes learning Photoshop a breeze by explaining things in a friendly, conversational style - without technical jargon. After a thorough introduction to the Photoshop program, the book will familiarise you with the fundamental techniques for working in Photoshop CS5 with expert tips and practical advice that you can use every day. Gradually you will delve deep into Photoshop's secrets of how to manipulate images, edit motion-based content, and create image composites, and within a short period master Photoshop. The style of the book is extremely clear, and examples, diagrams, illustrations and step-by-step explanations are supporting the text throughout. This is simply the best reference for designers as well as for casual users of Photoshop.

Learn how to perfect your lighting workflow and produce 3D photorealistic images with the in-depth tutorials featured in these pages.

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide

Elemental

V-Ray Interior Workflow. 4(CD1???)

3D Rending Workflows

Photorealistic Visualization

Get professional training in 3ds Max from this Autodesk Official Training Guide Extremely popular with video game designers as well as architects, 3ds Max offers integrated 3D modeling, animation, rendering, and compositing tools designed to streamline production. If you already have a working knowledge of 3ds Max basics, this official guide will take your skills to the next level. Detailed tutorials cover all the latest features of 3ds Max. From modeling, texturing, animation, and architectural visualization to high-level techniques for film, television, games, and more, this book provides professional-level instruction on 3ds Max. Those who are proficient in 3ds Max basics can take their 3D animation skills to the next level with this Autodesk Official Training Guide Offers industry-level training, with diverse tutorials that showcase techniques used in actual animations for games, film, TV, and architectural visualization Covers modeling, texturing, animation, visual effects, and high-level techniques as well as all the latest features of 3ds Max Also recommended as a preparation guide to Autodesk's 3ds Max Associate and Professional exams Mastering Autodesk 3ds Max will help intermediate to advanced 3ds Max users develop and sharpen their skills in this popular animation and effects software.

Bring new realism to your visualizations with a command of the 3ds Max toolset. Three step-by-step tutorials demonstrate exterior and interior, day and night lighting scenes. You learn the nuts and bolts of importing models from CAD programs, lighting, applying mr shaders and materials, and optimizing your renders. Mental ray is made simple with an accessible description of its tools.

The Visual Key to Maya One look and you'll see that this Maya book is different from all the others. It presents the core Maya features visually, using pages packed with striking graphics and loaded with concise explanations of the Maya interface. This expanded edition includes more tutorials; updated material on modeling, animation, rendering and dynamics; and new coverage of Toon Shaders, along with other exciting Maya tools. Engaging step-by-step lessons provide hands-on reinforcement as you learn. Start your adventures in Maya with this full-colour, visual guide—the perfect introduction to Maya 8. Use Paint Effects to create images from scratch or add painterly qualities to existing images. Learn how Maya's MEL scripts can help with tasks, such as connecting a curve's CVs to joints to pre-visualize a skeleton. The enclosed CD includes the Maya Personal Learning Edition and all the files you need to complete the tutorials.

Exercises in Architecture

Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut

Get Spectacular Results Fast

Line Drawings from 3D Models

Visualizing Architecture Volume 4

The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

This book is filled with examples explaining the theoretical concepts behind them. Filled with sample screenshots, diagrams, and final rendered images, this book will help readers develop an understanding of photographic rendering with V-Ray. If you are a SketchUp user who would love to turn your favourite modelling application into a 'virtual photography studio', then this book has been designed and written for you. Existing V-Ray users will also find plenty to enjoy and benefit from in this book. Some basic experience with SketchUp and familiarity with photography will be helpful, but is not mandatory.

A guide to the latest version of 3ds max explains how to use the software to create a variety of animation, film effects, and games.

Learning to Think as an Architect

Mastering Autodesk 3ds Max 2013

The SketchUp Workflow for Architecture

Adobe Photoshop CC for Photographers 2018

Realistic Architectural Rendering with 3ds Max and V-Ray

Showcases artwork created using Autodesk 3dsMax.

This book is the follow-up companion to the book entitled book 3ds Max 2008 Architectural Visualization - Beginner to Intermediate. That book was written primarily for beginners and was designed to take 3ds Max users to an intermediate level and provide the basics needed to land a job with a visualization company. 3ds Max 2009 Architectural Visualization - Intermediate to Advanced takes the next logical step and is designed to take intermediate 3ds Max users to the advanced level, not just by teaching more advanced features but also by teaching practical application and time-saving techniques of the tools covered in our Beginner to Intermediate title.

Macrossan Street

Realistic Architectural Visualization with 3ds Max and mental ray

A Practical Designer's Guide to Creating Realistic Imagery Using V-Ray & 3ds Max

V-Ray My Way