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Full-color, step-by-step tutorials about techniques involved in

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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.

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The book is entitled: 3D Photorealistic Rendering: Interiors & Exteriors with V-Ray and 3ds Max The Book is available for Rent/View Online , or for Download on VitalSource.com In addition, the book can be found in Book Stores, or Amazon , in kindle and Paperback formats.

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Interior And Exterior 3D Photorealistic Rendering Services

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Nov 28, 2018 - Explore Kyle's board "Photorealistic Rendering" on Pinterest. See more ideas about Architecture design, Architecture, Photorealistic rendering.

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-

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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 VRay. Focuses in depth on separate issues surrounding interior, exterior and product design, which vary wildly.

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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 VRayMtl functions such as Diffuse, Roughness,

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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 VRayBitmap, VRayTriplanarTex, Bricks, Metals, Carpaint, VRayDisplacementMod, VRayUVWRandomizer, VRayMultiSubTex, VRayPointCloudColor, VRayDirt, VRayAerialPersepective, VRayLightMtl, VRayMtlWrapper, VRayOverrideMtl, VRay2SidedMtl, VRayBlendMtl, and VRayEdgesTex. 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 VRay camera,

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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

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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.

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

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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.

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

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

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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, including:

- Rendering process: Learn a step-by-step process focused on workflow within SketchUp ' s familiar workspace.
- Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render**.

These programs are easy to learn and function in SketchUp. > Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces. Component details:

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Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance. Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp 's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs. Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output. Computer specifications: Find out how computers produce renders and the type of computer hardware required to streamline the process. Photoshop post-processing: Learn how to further refine rendered images in Photoshop. **Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional

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integrated rendering programs including SU Podium, Twilight Render, and more.

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.

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Written in an engaging yet practical manner, HLSL Development Cookbook allows you to pick the recipes you need as and when they are required. If you have some basic Direct3D knowledge and want to give your work some additional visual impact by utilizing advanced rendering techniques, then this book is for you. It is also ideal for those seeking to make the transition from DirectX 9 to DirectX 11, and those who want to implement powerful shaders with the High Level Shader Language (HLSL).

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