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## Three-dimensional animation design - light and shadow rendering (with CD-ROM animation colleges and universities in the 21st century series of textbooks and new media art)

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paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 170 Publisher: Wuhan University Pub. Date :2010-11-01 version 1. This book is a systematic introduction to the three-dimensional rendering of light and shadow self teaching books and reference materials. It MAYA-based operating software to Mental ray as the main renderer. starting from the basic operation. and gradually advanced deep into the scene rendering in layman's language for readers with a number of advanced rendering techniques. The book mainly from the lights. materials. textures and rendering processes described several aspects of the basic method of rendering. focusing on the cartoon material. sss materials. paint materials. Mia construction materials. using a more complex scene rendering. for example details the entire rendering process. the last comprehensive analysis of how to solve the rendering in the rendering time and rendering quality problems. In order to explain the basis for the same time. demonstrate with examples. in-depth solution to the readers in rendering common problems encountered. Contents: What is the shadow rendering 1.1 1.2 1.3 light commonly used in the production process rendering shader-based rendering Chapter 2.1 Introduction to render the main parameters...



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