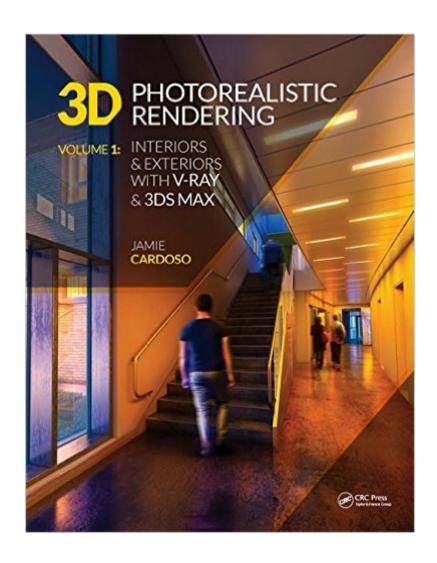
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# 3D Photorealistic Rendering: Interiors & Exteriors With V-Ray And 3ds Max





## Synopsis

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!

#### **Book Information**

Series: 3D Photorealistic Rendering (Book 1)

Paperback: 576 pages

Publisher: A K Peters/CRC Press (December 31, 2016)

Language: English

ISBN-10: 1138780723

ISBN-13: 978-1138780729

Product Dimensions: 7 x 9 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Best Sellers Rank: #1,541,598 in Books (See Top 100 in Books) #82 in Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing #309 in Books > Computers & Technology > Graphics & Design > 3D Graphics #743 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

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