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3ds Max 2018 - Getting Started with Standard Materials and Lights Jun 04 2021
The 3ds Max 2018 - Getting Started with Standard Materials and Lights textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max [no experience needed] and interested in learning texturing and lighting in 3ds Max. This brilliant guide takes you step-by-step through the whole process of texturing, UV Mapping, and Lighting. From the very first pages, the users of the book will learn how to effectively use 3ds Max for shading and lighting surfaces. The strength of this book is that it teaches all of the important concepts in an easy to understand language. As the readers move from hands-on exercise to hands-on exercise, they will be building their own portfolio of high quality artwork. One unit of the book presents a foundation of techniques to help you build custom textures, maps, and designs using Photoshop. Videos are provided for the hands-on exercises of this unit. What

are the main features of the book? - The book is written using 3ds Max 2018 and Photoshop CC 2017 in an easy to understand language. - Shading, texturing, lighting, and UV mapping techniques covered. - 49 Hands-on exercises to hone your skills. - Detailed coverage of tools and features. - Additional tips, guidance, and advice is provided. - Important terms are in bold face so that you never miss them. - Support for technical aspect of the book. - 3ds Max files and PSDs/textures used are available for download from the accompanying website. - You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. TOC This book is divided into following units: Unit MT1 - Creating Textures in Photoshop Unit MT2 - Material Editors Unit MT3 - Standard Materials and Maps Unit MT4 - Physical and Autodesk Materials Unit ML1 - Standard Lights Unit ML2 - Photometric Lights Unit ML3 - Sunlight and Daylight Systems Unit MBT - Bonus hands-on Exercises more info: bit.ly/rpolygon

3D Photorealistic Rendering Jan 19 2020

3D Photorealistic Rendering Oct 20 2022 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.

3ds Max and V-Ray: Interior Lighting and Rendering Apr 21 2020

3ds Max+V-Ray Nov 28 2020 3ds Max 2012 V-Ray 2.0 3ds Max V-Ray Photoshop 3ds Max V-Ray 3ds Max V-Ray

V-Ray 5 for 3ds Max May 15 2022 Revitalize your architectural visualizations

by bringing new levels of realism to your day and night interior scenes. This book features full-color, step-by-step tutorials to develop a firm understanding of the processes and techniques involved in creating jaw-dropping 3d visualizations for top marketing agencies. This second volume includes day and night lighting of an atrium scene using seasoned tools and techniques to deploy V-Ray 5 and 3ds Max 2020. It has never been quicker and easier to create the industry's top-of-the-range 3d marketing visuals. The book starts with an overview of the best techniques to approach clients via emails, calls, meetings, and social media. There are also key insights into the best practices of handling projects, pricing, contracts, invoices, pre-production, production, post-production, etc. The subsequent step takes users through the installation of V-Ray 5 and the process of accessing the V-Ray Material browser dialog. Throughout the book, users are taken through V-Ray Mtl functions such as Diffuse, Roughness, Reflect, Glossiness, Metalness, Refract, IOR, Abbe number, Fog color, Translucency, BRDF, Coat, Sheen and Bump. Users will also learn how to use procedural maps such as V-Ray Bitmap, V-Ray Triplanar Tex, Bricks, Metals, Carpaint, V-Ray Displacement Mod, V-Ray UVW Randomizer, V-Ray MultiSubTex, V-Ray Point Cloud Color, V-Ray Dirt, V-Ray Aerial Perspective, V-Ray Light Mtl, V-Ray Mtl Wrapper, V-Ray Override Mtl, V-Ray 2 Sided Mtl, V-Ray Blend Mtl and V-Ray Edges Tex. Users will have a rare insight into all functionalities of a V-Ray camera, V-Ray Light objects, Render settings, Frame buffer, Global switches, IPR options, Bucket and Progressive image samplers, Image filters, Global DMC, Color mapping, Brute force GI, Light cache, Color management, Distributed rendering, Render elements, V-Ray image file format, VFB History settings, VFB Lens Effects, Light Mix, Film tonemap, Hue/Saturation, Lookup Table and much more. Finally, users will embark on the amazing journey of utilizing the previous chapters to create eye-catching 3d marketing visuals through the meticulous process of pre-production, production and post-production of both day and night scenes/lighting. The tips and tricks section will extensively cover key sections about Verified views for planning applications, Parametric modeling with AdvArray, anima®, project manager plug-in, Verge3d, Webrotate 360, Accucities 3d city models and much more.

V-Ray My Way Dec 10 2021 V-Ray My Way: A Practical Designers Guide to Creating Realistic Imagery Using V-Ray and 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://routledge-textbooks.com/textbooks/_author/wylde-9780415709637/.

Architectural Rendering with 3ds Max and V-Ray Sep 07 2021 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.

V-Ray 5 for 3ds Max 2020 Jan 23 2023 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-Ray material 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-Ray Bitmap, V-Ray TriplanarTex, Bricks, Metals, Carpaint, V-Ray DisplacementMod, V-Ray UVW Randomizer, V-Ray MultiSubTex, V-Ray PointCloudColor, V-Ray Dirt, V-Ray Aerial Perspective, V-Ray LightMtl, V-Ray MtlWrapper, V-Ray OverrideMtl, V-Ray 2SidedMtl, V-Ray BlendMtl, and V-Ray EdgesTex. 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 V-Shopper. Finally, users will have a rare insight into all functionalities of a V-Ray camera, V-Ray Light 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, V-Ray History settings, V-Ray 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.

Realistic Architectural Rendering with 3ds Max and V-Ray Jun 16 2022 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/>

3ds Max and V-Ray: Exterior Lighting and Rendering Mar 21 2020

V-Ray 3.0 for 3ds Max Essential Training Nov 16 2019 Master features of the V-Ray 3.0 rendering engine and learn how to extend the range of 3ds Max with state-of-the-art V-Ray tools, such as progressive sampling, skin and hair shaders, and stereoscopic 3D rendering. This course covers critical V-Ray concepts such as basic material creation, image sampling, color mapping, subdivs, and lighting, as well as creating in-camera effects such as depth of field, motion blur, and caustics. Author and 3D expert Brian Bradley will help you add amazing and lifelike materials and effects to your 3D models with this powerful plugin.

Create Stunning Renders Using V-Ray in 3ds Max Nov 21 2022 Create Stunning Renders using V-Ray in 3ds Max: Guiding the Next Generation of 3D Renderers is a step-by-step guide on how to create realistic renderings using V-Ray in 3ds Max. The potentials of V-Ray are detailed using a bedroom scene as an example. The book introduces the 3ds Max interface and the basic commands, allowing readers to familiarize themselves with the work environment from the very beginning. This book is intended for architects, interior designers, and anyone else wanting to create photorealistic renderings using V-Ray in 3ds Max. The reader does not need experience to follow this book, but any prior knowledge of working in 3ds Max will help the reader jump right in. Margarita Nikita is the co-founder of

High Q Renders LLC, an award-winning creative company based in San Francisco, CA, with offices in Greece. Nikita has published several design books on 2D and 3D graphic design, some of which are used in university courses, actively contributing to the formation of the new generation of 3D modelers in her native country, Greece. She shares her knowledge, advice, and tips and tricks on her YouTube channel, Margarita Nikita. More of her work is available at her Instagram account, @margarita.nikita.

3ds Max & V-Ray Realistic Materials Dec 22 2022

Build Studio Light Setup Using 3ds Max and Vray Aug 18 2022 The key to render nice and clean product visuals using 3ds Max and V-Ray is to setup a clean studio environment. You can use a drag and drop environment such as HDR Light Studio to create these visuals. However, if you want to make your product shots different from others, you need to create your own custom studio setup. This Book will help you to create your own custom studio light setup using 3ds Max and V-Ray. This Book is written for a broad set of users but it assumes that you have the basic knowledge of 3ds Max and V-Ray. I have used 3ds Max 2014 and V-Ray 3.0 in the tutorial. What's inside? The book contains a studio lighting setup tutorials using 3ds Max and V-Ray renderer. The tutorial follows the linear workflow. What are the topics covered in this Book? * Creating environment for the studio light setup using the Syke plugin. * Setting units for the studio setup. * Using the exposure controls of the V-Ray Physical Camera. * Creating chrome shader using V-Ray Material. * Setting V-Ray Lights to illuminate the setup. * Specifying the test and final settings for the V-Ray renderer. * Using the linear workflow.

3ds Max/V-Ray Rendering Tutorial May 23 2020 11

3ds Max V-Ray Rendering Tutorial
This tutorial covers the process of creating a realistic product render in 3ds Max using V-Ray. It includes steps for setting up the scene, creating materials, and rendering the final image. The tutorial is suitable for users with basic knowledge of 3ds Max and V-Ray.

Professional 3dsmax and Vray(CD1)(Modeling 4) Sep 19 2022

The Magic Of 3D Studio Max Jan 31 2021 Tutorial di Buku The Magic of 3D Studio Max ini berisi 55 lebih kasus tutorial yang dibagi menjadi 3 bagian: Modelling, Rendering dan Animasi. Dengan bahasa sederhana, gambar di setiap langkah dan video tutorial, maka belajar menjadi mudah dan menyenangkan. Dibahas antara lain: box modelling 3dsmax, interior rendering HDRI 3dsmax, V-Ray, Mental Ray, membuat dan animasi wajah dan karakter manusia, particle system, simulasi reactor 3d, Video Motion Tracking dll. Dengan mengikuti materi tutorial di buku The Magic of 3D Studio Max, anda akan temukan rahasia pembuatan animasi yang sering anda saksikan di televisi, bioskop, game dan media elektronik lainnya.

3ds Max/V-Ray 2022 Jun 23 2020

Realistic Architectural Visualization with 3ds Max and Mental Ray Feb 12 2022 Step-by-step tutorials in this book impart a firm understanding of the processes and techniques needed to create impressive interior and exterior visualisations using the 3ds Max mental ray tool set.

Vray 5.0 (NEXT) User Guide Apr 14 2022 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 settings are:

- o very little 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 min and rendering will 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 100 Max. subdivs 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). 4. You can 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.

V-RAY e progettazione 3D May 03 2021 V-Ray è il software di render più potente e diffuso in ambito professionale, ne è la conferma l'elevata qualità delle immagini ottenute da prestigiosi studi in tutto il mondo. La nuova versione 2.0 offre strumenti per un rapido calcolo della diffusione luminosa e componenti per ricreare digitalmente qualunque tipo di superficie, oltre a strumenti per simulare la macchina fotografica virtuale, proprio come se stessimo operando in un set fotografico. Il manuale guida il lettore, principiante o esperto, attraverso i vari passaggi effettuati per ricreare una scena tridimensionale, consentendogli di capire i meccanismi di funzionamento del programma e della grafica 3D. I capitoli sono tematici e ben strutturati tra loro; si parla di interfaccia utente, creazione di materiali, impostazioni di camera luci e renderizzatore. Il software di supporto impiegato, per la spiegazione degli argomenti e la manipolazione di elementi

tridimensionali, è 3ds Max, il noto software sviluppato da Autodesk e altrettanto diffuso all'interno di studi tecnici e commerciali. Il binomio V-Ray e 3ds Max è ben conosciuto dagli addetti ai lavori che troveranno sicuramente all'interno del manuale un valido supporto pratico per le esigenze lavorative quotidiane. Un ulteriore punto di forza riguardante V-Ray è la massima compatibilità con altri noti applicativi 3D come ad esempio Rhinoceros e SketchUp.

Architectural Rendering with 3ds Max and V-Ray Feb 24 2023 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.

3ds Max+V-Ray Jul 05 2021 3ds Max V-Ray
1 3dsMax+V-Ray 3ds Max Loft
V-Ray V-Ray 2 3ds Max+V-Ray
3dsMax/V-Ray Dec 30 2020

3DS MAX
9 3DS MAX 9
1 2
COMMERCE 3DSMAX & VRAY. 2(CD1) Nov 09 2021

Beginning Lighting and Rendering with 3ds Max and V-Ray Feb 18 2020
"Explore V-Ray lighting and rendering with 3ds Max to add professional effects to all of your projects. In this video, you will work with V-Ray parameters, tolls, modifiers, and lights through practical examples. Along the way, you will see many useful tips and tricks, and adopt best practices with workflows, techniques, and methodologies to gain a solid foundation to consistently create amazing lighting."--Resource description page.

V-Ray Next for 3ds Max Essential Training Apr 02 2021 Get up and running with the V-Ray Next rendering engine inside 3ds Max. Learn how to leverage the many tools and features found in this powerful rendering solution.

COMMERCE 3DSMAX & VRAY. 2(CD1) Nov 09 2021

Lookup Table, and much more. Finally, users will embark on the amazing journey of utilizing the previous chapters to create eye catching 3d marketing visuals through the meticulous of process of pre-production, production and post-production of both day and night scenes/lighting. The tips and tricks section will extensively cover key sections about Verified views for planning applications, Parametric modelling with AdvArray, anima®, project manager plug-in, Verge3d, Webrotate 360, Accucities 3d city models, and much more.

3ds Max+VRay Oct 16 2019
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3ds Max
4GB DVD
24
220 3ds Max

3ds Max Speed Modeling for 3D Artists Jul 25 2020 Step by step illustrated tutorials are supported by a focused commentary. The examples are designed to proceed from starting to model through model finishing to putting models to work within projects and presentation. The book shows both - the entire flow of asset creation and granular methodology. This book will appeal to anyone interested in 3D modeling who wants to improve their speed modeling ability, particularly artists whose work is relevant to industries where hard surface modeling or model prototyping is required, such as games, films, or visualization.

3ds Max Design Architectural Visualization Oct 28 2020 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.

Crafting 3D Photorealism Mar 13 2022 In his latest book, Jamie Cardoso discusses how to perfect your lighting workflow and achieve a high quality, photorealistic 3D image. He covers various different lighting conditions while also looking at how shaders, textures, and rendering tie in to the overall workflow. With in-depth tutorials for both V-Ray and mental ray, this book is a goldmine of essential advice from one of the industry's best architectural artists. Jamie Cardoso is an innovative senior computer artist and author

whose first-rate experience has been gained designing and producing work since 1996 for a wide range of clients worldwide.

Corona Renderer. The Complete Guide Jan 11 2022

Chiaroscuro with V-Ray. Lighting Techniques, Materials, and Exercises for Photorealistic Rendering Oct 08 2021

V-Ray Next for 3ds Max Essential Training Aug 26 2020

Photographic Rendering with V-Ray for SketchUp Jul 17 2022 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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