

Vray 3d Max Exterior Scene

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Corona Renderer. The Complete Guide - Francesco Legrenzi 2021

3D Photorealistic Rendering - Jamie Cardoso 2017-05-08

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

Expose 2 - Daniel Wade 2004

Celebrates the talents of digital artists worldwide.

Photoshop Elements by Example - Mark Clarkson 2005

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.

Photographic Rendering with V-Ray for SketchUp - Brian Bradley 2014-03-19

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.

Mastering Autodesk 3ds Max 2013 - Jeffrey Harper 2012-08-30

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.

Virtual Reality Technology - Grigore C. Burdea 2003-06-30

A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans can interface and interact with computer-generated environments in a way that mimics real life and engages all the senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration and the military, to name just a few. Through virtual reality scientists can triple the rate of oil discovery, pilots can dogfight numerically-superior "bandits," and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on the subject of virtual reality provides updated and expanded coverage of the technology-- where it originated, how it has evolved, and where it is going. The authors cover all of the latest innovations and applications that are making virtual reality more important than ever before, including: * Coverage on input and output interfaces including touch and force feedback * Computing architecture (with emphasis on the rendering pipeline and task distribution) * Object modeling (including physical and behavioral aspects) * Programming for virtual reality * An in-depth look at human factors issues, user performance, and * sensorial conflict aspects of VR * Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus it includes definitions, review questions, and a Laboratory Manual with homework and programming assignments. The accompanying CD-ROM also contains video clips that reinforce the topics covered in the textbook. The Second Edition will serve as a state-of-the-art resource for both graduate and undergraduate students in engineering, computer science, and other disciplines. GRIGORE C. BURDEA is a professor at Rutgers-the State University of New Jersey, and author of the book Force and Touch Feedback for Virtual Reality, also published by Wiley. PHILIPPE COIFFET is a Director of Research at CNRS (French National Scientific Research Center) and Member of the National Academy of Technologies of France. He authored 20 books on Robotics and VR translated into several languages.

Google SketchUp 7 For Dummies - Aidan Chopra 2009-04-13

Google SketchUp is the exciting free software package that makes 3D available to everybody. Whether you need to build 3D models for work, or you've just always wanted to explore 3D modeling, Google SketchUp was made for you. Still, it does take a bit of understanding to get started, so turn to Google SketchUp 7 For Dummies. In classic For Dummies tradition, Google SketchUp 7 For Dummies gets right to the point so you can start creating 3D models right away. You'll learn to: Set up SketchUp, learn about edges and faces, use inferences and guides, and build your first model Establish a basic end-to-end workflow for creating and sharing models Model non-boxy objects like terrain, characters, bottles, and spheres Add details like stairs, gutters, and eaves Spruce up your models with styles and shadows to add effects, make objects pop, and enhance realism Use the LayOut function to draw with vector tools, add text and callouts, and print your work Design buildings and objects, export your models to other design programs or to Google Earth, and explore 3D animation On the book's companion Web site, you'll also find a bonus chapter and videos

demonstrating more about what you can do with Google SketchUp. Google SketchUp 7 For Dummies also shows you what SketchUp can and can't do, and offers tips for solving common problems. Add a new dimension to your work today!

Lumion 3D Best Practices - Ciro Cardoso 2015-06-30

Lumion is a real-time 3D technology that lets you create amazing visualizations without the need for long rendering hours. Lumion 3D Best Practices covers the most important Lumion features and techniques that can be incorporated in to any real production environment. Each chapter covers a different stage of a production workflow. The first two chapters provide a good foundation, in particular for when creating content for Lumion. Furthermore, the book provides an efficient workflow by covering two classic visualization scenes: interior and exterior scenes. You then get to know the best techniques to create physically based materials that boost the look and realism of any 3D scene. Special chapters are reserved to create efficient animations, still images and movies. By the end of this practical guide, users will be familiar with the professional and effective techniques to increase efficiency in producing high-end quality visualizations in Lumion.

Realistic Architectural Visualization with 3ds Max and mental ray - Roger Cusson 2012-11-12

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.

3D Game Textures - Luke Ahearn 2021

Digital Art Masters: - 3dtotal.Com, 2012-12-06

Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made there piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Rendering with AutoCAD Using NXtRender - Albert Hart 2013-05-01

Learn how to use nXtRender to create stunning images from your AutoCAD drawings. Turn your AutoCAD designs into beautifully rendered, high-resolution images. Add lights, materials, skies, etc. to create Photorealistic renderings directly from AutoCAD. Create photo-realistic, still, panorama and animation images files from 3D models using raytracing and radiosity technologies. This reference manual has Tutorials, explanations of rendering terms, and specific instructions for Wizards to help you use nXtRender for AutoCAD. Step-by-step examples will make it easy to learn how to render with AutoCAD. Examples, Images and information on rendering terms and capabilities which you can use to improve your renderings.

Crafting 3D Photorealism - Jamie Cardoso 2013

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

V-Ray My Way - Lee Wylde 2014-09-04

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://routledge-textbooks.com/textbooks/_author/wylde-9780415709637/.

Physically Based Rendering - Matt Pharr 2010-06-28

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will

learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

Line Drawings from 3D Models - PIERRE. HERTZMANN BENARD (AARON.) 2019-09-11

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.

Architectural Rendering with 3ds Max and V-Ray - Markus Kuhlo 2013-03-20

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.

An Introduction to Ray Tracing - Andrew S. Glassner 1989-06-01

The creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics. An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design. Provides practical "how-to" information. Contains high quality color plates of images created using ray tracing techniques. Progresses from a basic understanding to the advanced science and application of ray tracing

Elemental 2 - Daniel Wade 2005

ELEMENTAL 2 is the sequel to the critically acclaimed art book showcasing the worlds best digital artwork produced with Autodesk solutions. ELEMENTAL 2 exhibits diverse and exciting imagery from Autodesk customers working in the fields of visual effects, animation, game development, architectural and design visualization.

How to Cheat in 3ds Max 2011 - Michele Bousquet 2012-11-12

****How to Cheat in 3ds Max - updated for latest rev of Max**** Need to get results with 3ds max fast? Why take months to learn every button in 3ds max when you can create great visuals with just a few key tools? Learn to create quick yet stunning special effects, and animated characters with the fastest techniques possible. Need convincing grass, trees, water, shadows? You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done bing-bang with this book. When you need an animated character you can spend days fiddling with polygons, or you can use this book to put it together in minutes and get the entire project done in a day. How to Cheat in 3ds max includes a host of time-saving techniques as well as little-known tools that will make you look like an expert in no time flat. This book is for busy professionals who need to get it done right, but also need it done fast. This rev of the

book will have higher-end cheats (for Intermediate users) and ALL NEW or UPDATED content on: new modelling and material tools, mental ray, special effects, particle systems, and scripting. The web site offers scene files and bitmaps used to illustrate the cheats, also music files, organizational samples, and instructional Camtasia movies of Michele where Michele showing some of the trickier techniques.

[Dialogue with Hans Kung](#) - Walter Jens 2013-05-01

The lectures collected in this volume shed some fascinating light on Hans Kung's career and present a moving picture of one of the greatest theologians of our time.

[Visualizing Architecture Volume 4](#) - Alex Hogrefe 2016

An architecture portfolio designed by Alex Hogrefe describing 4 original projects with a focus on unique representational techniques and styles.

V-Ray 5 for 3ds Max - Jamie Cardoso 2023

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 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 via social media. There are also key insights into the best practises of handling projects, pricing, contracts, invoices, the pre-production, production, the 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-RayMtl functions such as, the Diffuse, Roughness, Reflect, Glossiness, Metalness, Refract, IOR, Abbe number, Fog color, Translucency, BRDF, Coat, Sheen, Bump, etc. Users will also 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, V-RayEdgesTex, etc. 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 GI, 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. 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.

3D Photorealistic Rendering - Jamie Cardoso 2016-12-31

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!

Chiaroscuro with V-Ray. Lighting Techniques, Materials, and Exercises for Photorealistic Rendering - Ciro Sannino 2019

V-Ray 5 for 3ds Max 2020 - Jamie Cardoso 2021-06-04

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 5 for 3ds Max 2020](#) - Jamie Cardoso 2021-06-08

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.

Photorealistic Rendering Techniques - Georgios Sakas 2012-12-06

This book contains the final versions of the proceedings of the fifth EUROGRA PHICS Workshop on Rendering held in Darmstadt, Germany, between 13-15 June 1994. With around 80 participants and 30 papers, the event continued the successful tradition of the previous ones establishing the event as the most important meeting for persons working on this area world-wide. After more than 20 years of research, rendering remains a partially unsolved, interesting, and challenging topic. This year 71 (!) papers have been submitted from Europe, North America, and Asia. The average quality in terms of technical merit was impressive, showing that substantial work is achieved on this topic from several groups around the world. In general we all gained the impression that in the mean time the technical quality of the contributions is comparable to that of a specialised high-end, full scale conference. All papers have been reviewed from at least three members of the program committee. In addition, several colleagues helped us in managing the reviewing process in time either by supporting additional reviews, or by assisting the members of the committee. We have been very happy to welcome eminent invited speakers. Holly Rush meier is internationally well known for her excellent work in all areas of rendering and gave us a review of modelling and rendering participating media with emphasis on scientific visualization. In addition, Peter Shirley presented a survey about future trends in rendering techniques.

Advanced Global Illumination - Philip Dutre 2018-10-24

This book provides a fundamental understanding of global illumination algorithms. It discusses a broad class of algorithms for realistic image synthesis and introduces a theoretical basis for the algorithms presented. Topics include: physics of light transport, Monte Carlo methods, general strategies for solving the rendering equation, stochastic path-tracing algorithms such as ray tracing and light tracing, stochastic radiosity including photon density estimation and hierarchical Monte Carlo radiosity, hybrid algorithms, metropolis light transport, irradiance caching, photon mapping and instant radiosity, beyond the rendering equation, image display and human perception. If you want to design and implement a global illumination rendering system or need to use and modify an existing system for your specific purpose, this book will give you the tools and the understanding to do so.

Realistic Architectural Rendering with 3ds Max and V-Ray - Jamie Cardoso 2017-07-03

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/>

Digital Lighting and Rendering - Jeremy Birn 2006

Provides information on lighting and rendering techniques to create realistic illumination, shadows, and textures.

Macrossan Street - Greg Chupita 1998

SketchUp for Site Design - Daniel Tal 2016-01-27

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.

The Metropolis of Tomorrow - Hugh Ferriss 2012-03-14

The metropolis of the future — as perceived by architect Hugh Ferriss in 1929 — was both generous and prophetic in vision. This illustrated essay on the modern city and its future features 59 illustrations.

Introduction to Google SketchUp - Aidan Chopra 2012-02-21

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

How to Draw Bold Manga Characters - Ebimo, 2022-03-01

Elevate your manga drawings to the next level with help from a Japanese professional! Manga drawing expert and author Ebimo is an action film junkie who taught herself to draw by studying martial arts films. In this book, she brings those techniques, tips, and tricks to you! Learn how to draw every detail of exciting action characters—from the muscles used in fight scenes to the 3-D arc of a flying frontal kick. What sets Ebimo apart is her fusion of the basics of figure drawing and proper posing with cutting-edge digital-age illustration and coloration techniques. Artists working on paper or a screen will learn to bring greater depth and complexity to their characters with these expert tutorials. This all-in-one guide is unlike any other, offering: Dual-format step-by-step tutorials for those who draw on paper, on screen, or both Up-close "studio visits" where you can follow along as characters are drawn An essential reference guide to all the key poses in action scenes and sequences Dynamic full-color examples with single, dual and multiple characters Over 1,350 sample illustrations to study and learn from! How to Draw Bold Manga Characters presents the best of both worlds—hand-drawn detail with digital dynamics—in one essential volume.

Recommended for artists 14 and up

Realistic Architectural Rendering with 3ds Max and Mental Ray: Interior and Exterior - Jamie Cardoso 2016-03-01

Digital Mayhem 3D Landscape Techniques - Duncan Evans 2014-08-21

Compiled by Duncan Evans, founder and inspiration behind 3DArtist Magazine. The Masters at Work titles will offer digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Start your mentorship into the world of digital art today with some of the greatest digital artists in the world and delve into professional techniques. We are asking you to comment on the series itself and then the first title in the series. The first title in the series will focus on 3D Landscapes. You will be able to develop your landscape and background skills beyond the variety of free online tutorials and apply the most up to date techniques, like colour and contrast enhancements, sharpening, composition, lighting and more! Expand your digital canvas to include a variety of new software tools with Masters at Work: 3D Landscapes. There will be a supporting website with source files, downloadable content and artist tutorials, demonstrating key techniques of some of the greatest digital artists.

Digital Art Masters - 3DTotal.com (Firm) 2005

50+ artists and 900 stunning color images show the best in today's digital art

