

Blender 2.6 Cycles: Materials and Textures Cookbook

By Enrico Valenza

Download now

Read Online

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza

In Detail

Cycles is Blender's new, powerful rendering engine. Using practical examples, this book will show you how to create a vast array of realistic and stunning materials and texture effects using the Cycles rendering engine.

Blender 2.6 Cycles: Materials and Textures Cookbook is a practical journey into the new and exciting Cycles rendering engine for Blender. In this book you will learn how to create a vast array of materials and textures in Cycles, including glass, ice, snow, rock, metal and water. If you want to take your 3D models to the next level, but don't know how, then this cookbook is for you!

In this practical cookbook, you will learn how to create stunning materials and textures to really bring your 3D models to life! Diving deep into Cycles you will learn Cycle's node-based material system, how to set-up a 3D scene for rendering, how to create a natural and man-made materials as well as the correct organization and re-use of Cycles materials to save you time and effort.

To ensure that your creations look stunning you will learn how illumination works in Cycles, improve the quality of the final render and to avoid the presence of noise and fireflies. Each chapter of Blender 2.6 Cycles: Materials and Textures Cookbook builds on the complexity of the last so that by the end of this book you will know how to create an impressive library of realistic-looking materials and textures.

Approach

Written in a friendly, practical style this Cookbook deep-dives into a wide-array of techniques used to create realistic materials and textures.

Who this book is for

This book is perfect for you if you have used Blender before but are new to the impressive Cycles renderer. You should have some knowledge of the Blender interface, though this is not a strict requirement. If you want to create realistic,

stunning materials and textures using Cycles, then this book is for you!

Download Blender 2.6 Cycles: Materials and Textures Cookboo ...pdf

Read Online Blender 2.6 Cycles: Materials and Textures Cookb ...pdf

Blender 2.6 Cycles: Materials and Textures Cookbook

By Enrico Valenza

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza

In Detail

Cycles is Blender's new, powerful rendering engine. Using practical examples, this book will show you how to create a vast array of realistic and stunning materials and texture effects using the Cycles rendering engine.

Blender 2.6 Cycles: Materials and Textures Cookbook is a practical journey into the new and exciting Cycles rendering engine for Blender. In this book you will learn how to create a vast array of materials and textures in Cycles, including glass, ice, snow, rock, metal and water. If you want to take your 3D models to the next level, but don't know how, then this cookbook is for you!

In this practical cookbook, you will learn how to create stunning materials and textures to really bring your 3D models to life! Diving deep into Cycles you will learn Cycle's node-based material system, how to set-up a 3D scene for rendering, how to create a natural and man-made materials as well as the correct organization and re-use of Cycles materials to save you time and effort.

To ensure that your creations look stunning you will learn how illumination works in Cycles, improve the quality of the final render and to avoid the presence of noise and fireflies. Each chapter of Blender 2.6 Cycles: Materials and Textures Cookbook builds on the complexity of the last so that by the end of this book you will know how to create an impressive library of realistic-looking materials and textures.

Approach

Written in a friendly, practical style this Cookbook deep-dives into a wide-array of techniques used to create realistic materials and textures.

Who this book is for

This book is perfect for you if you have used Blender before but are new to the impressive Cycles renderer. You should have some knowledge of the Blender interface, though this is not a strict requirement. If you want to create realistic, stunning materials and textures using Cycles, then this book is for you!

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza Bibliography

- Sales Rank: #963980 in eBooks
- Published on: 2013-06-25
- Released on: 2013-06-25
- Format: Kindle eBook

Download Blender 2.6 Cycles: Materials and Textures Cookboo ...pdf

Read Online Blender 2.6 Cycles: Materials and Textures Cookb ...pdf

Download and Read Free Online Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza

Editorial Review

About the Author

Enrico Valenza

Enrico Valenza, also known on the Web as "EnV", is an Italian freelance illustrator, mainly collaborating with publishers, such as Mondadori Ragazzi and Giunti, as a cover artist for sci-fi and fantasy books.

He graduated at Liceo Artistico Statale in Verona (Italy) and later was a student of illustrator and painter Giorgio Scarato.

When he started to work, computers weren't that popular among the masses, and he spent the first 15 years of his career doing illustrations with traditional media, usually on cardboards. Particularly, he specialized in the use of the air-graph, a technique particularly esteemed for advertising work.

But this was only until the moment Jurassic Park came to the theaters: he then decided to buy a computer and try his hand at this "computer graphic" thing everyone was talking about. Totally self-taught in the many aspects of CG, it was his encounter with the open source philosophy that actually opened a brand new world of possibilities—in particular, Blender.

In 2005, he won the Suzanne Awards for "Best animation, original idea, and story" with the animation New Penguoen 2.38.

In 2006, he joined the Orange Team for the last two weeks of production in Amsterdam, to help in finalizing the shots of the first open source CG-animated short movie produced by the Blender Foundation, named Elephants Dream.

From 2007 to 2008, he was a Lead Artist in the Peach Project Team for the production of Big Buck Bunny, the Blender Foundation's second open movie.

From 2010 to 2011, he was an Art Director at CINECA (Bologna, Italy) for the Museo della Città di Bologna project, that is, the production of a stereoscopic CG-animated documentary made in Blender and explaining Bologna's history.

Being also a Blender Certified Trainer, he collaborates as a CG artist with Italian production studios that have decided to switch their pipeline to the open source.

He uses Blender almost on a daily basis for his illustration jobs, rarely to have the illustration rendered straight by the 3D package, more often as a starting point for painting over with other open source applications such as The Gimp or, more recently, MyPaint.

He has presented several presentations and workshops about Blender and its use in productions.

Users Review

From reader reviews:

Megan Snyder:

Throughout other case, little persons like to read book Blender 2.6 Cycles: Materials and Textures Cookbook. You can choose the best book if you want reading a book. As long as we know about how is important a new book Blender 2.6 Cycles: Materials and Textures Cookbook. You can add know-how and of course you can around the world by just a book. Absolutely right, because from book you can learn everything! From your country until foreign or abroad you can be known. About simple point until wonderful thing it is possible to know that. In this era, you can open a book or searching by internet system. It is called e-book. You need to use it when you feel bored stiff to go to the library. Let's examine.

Jason Silva:

The book Blender 2.6 Cycles: Materials and Textures Cookbook can give more knowledge and also the precise product information about everything you want. Why then must we leave a good thing like a book Blender 2.6 Cycles: Materials and Textures Cookbook? Some of you have a different opinion about guide. But one aim that will book can give many info for us. It is absolutely right. Right now, try to closer together with your book. Knowledge or facts that you take for that, you may give for each other; you may share all of these. Book Blender 2.6 Cycles: Materials and Textures Cookbook has simple shape nevertheless, you know: it has great and massive function for you. You can search the enormous world by available and read a reserve. So it is very wonderful.

William Wright:

This Blender 2.6 Cycles: Materials and Textures Cookbook tend to be reliable for you who want to be described as a successful person, why. The reason of this Blender 2.6 Cycles: Materials and Textures Cookbook can be one of several great books you must have is definitely giving you more than just simple studying food but feed you actually with information that possibly will shock your earlier knowledge. This book is actually handy, you can bring it everywhere you go and whenever your conditions in the e-book and printed people. Beside that this Blender 2.6 Cycles: Materials and Textures Cookbook forcing you to have an enormous of experience like rich vocabulary, giving you tryout of critical thinking that we know it useful in your day action. So , let's have it appreciate reading.

Terry Myers:

What is your hobby? Have you heard this question when you got pupils? We believe that that problem was given by teacher to the students. Many kinds of hobby, All people has different hobby. And you also know that little person similar to reading or as studying become their hobby. You must know that reading is very important in addition to book as to be the thing. Book is important thing to increase you knowledge, except your personal teacher or lecturer. You will find good news or update about something by book. Amount types of books that can you choose to use be your object. One of them is this Blender 2.6 Cycles: Materials and Textures Cookbook.

Download and Read Online Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza #WGQZ59YMHR1

Read Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza for online ebook

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza books to read online.

Online Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza ebook PDF download

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza Doc

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza Mobipocket

Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza EPub

WGQZ59YMHR1: Blender 2.6 Cycles: Materials and Textures Cookbook By Enrico Valenza