RENDERING WITH MENTAL RAY

Thomas Driemeyer







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RAY, FOR MAYA, 3DS MAX, AND XSI: A 3D ARTIST'S GUIDE TO RENDERING (With CD) Boaz Livny, 2008 Market Desc Video Game Artists Animators Effects Specialists Game Developers Industrial And Architectural Designers Broadcast And Multimedia Designers Instructors Students Special Features The only book that covers the art of mental ray the leading digital rendering program distributed with every major 3D software package Estimated reach is over 500 000 users mental ray is the built in renderer for Maya 3ds max and XSI 3D software solutions the three most popular digital animation and effects programs on the market The book is aimed at high end professionals and students anxious to master mental ray A 16 page color insert showcases final rendered images of the studio quality seen in films like The Brothers Grimm The Day After Tomorrow and The Matrix Revolutions The CD includes models textures and fully rendered samples It also provides value added HD images worth 50 apiece in other packages MEL plug ins for Maya and XSI to convert cameras for generating terrains 100 value and other valuable plug ins Curriculum guides are also available for training centers and schools that teach mental ray About The Book This is a one stop resource for the keys to rendering with mental ray that 3D artists can t get any where else The book shows how to create stunning highly realistic images with mental ray using the most popular 3D programs with a focus on helping artists make informed decisions on advanced lighting and workflow issues that will transform their creations into studio quality photo realistic characters objects and landscapes The tutorials have been developed and tested in the author's professional studio as well as in the classroom providing artists with the level of expertise they need to stay current and students with cutting edge know how to take to their job hunt **Mastering mental** ray Jennifer O'Connor, 2010-07-01 Proven techniques for using mental ray effectively If you re a busy artist seeking high end results for your 3D design or architecture renders using mental ray this is the perfect book for you It distills the highly technical nature of rendering into easy to follow steps and tutorials that you can apply immediately to your own projects The book uses 3ds Max and 3ds Max Design to show the integration with mental ray but users of any 3D or CAD software can learn valuable techniques for incorporating mental ray into their pipelines Takes you under the hood of mental ray a stand alone or bundled product that is often used with 3D or CAD software in the creation of movies games architectural renders and television Focuses on only the most pertinent tools and techniques for busy professionals who need to quickly apply them on the job Provides compelling practical tutorials so you can start incorporating mental ray into your own production pipelines Includes a DVD with step by step videos to help drive home concepts and techniques Learn effective mental ray techniques with this great guide then keep this practical book at your workstation for reference while you work Note CD ROM DVD and other supplementary materials are not included as part of eBook file Rendering with mental ray and 3ds Max Joep van der Steen, Ted Boardman, 2012-10-02 Create stunning renders of your 3ds Max models in mental ray with this concise guide Learn all of the essential concepts such as indirect illumination materials render options shaders and lighting Rendering with mental ray and 3ds Max Second Edition is now revised to cover Autodesk Revit and special effects The companion website includes all of the necessary project files from inside the book mental ray for Maya, 3ds Max, and XSI Boaz Livny, 2008-02-11 Turn 3D models into film worthy digital animations by mastering mental ray rendering once and for all This must have guide is the only book on the market to focus exclusively on mental ray in Maya 3ds Max and XSI and it's packed with techniques and insights you can t get anywhere else Best of all the book's advanced rendering concepts apply to other rendering software as well including V Ray Brazil Maxwell and RenderMan Discover advanced lighting camera and workflow techniques that usually take professionals years to figure out Rendering with Mental Ray and 3Ds Max Joep van der Steen, 2009 Writing mental ray® Shaders Andy Kopra, 2009-04-05 An increasing number of artists and programmers in visual effects and broadcast production now use mental ray a high performance rendering engine for generating photorealistic images This book details the aesthetics of rendering with mental ray It describes the varieties of shader programming from the point of view of increasing perceptual complexity from color to the output of the final image It includes many example shaders including the simplest shader possible in each category that can serve as a starting point for further customization Rendering with Mental Ray Thomas Driemeyer, 2000 Mental Ray is a professional 3D rendering software which produces physically correct simulation of the behavior of light with full programmability for the creation of virtually any imaginable image This book is a general introduction to rendering with Mental Ray Beginners will learn about the rendering techniques supported by Mental Ray and advanced users will learn how to achieve special effects with Mental Ray while maintaining maximum performance The comprehensive coverage explains everything from scene construction

mental ray® Thomas Driemeyer,Rolf Herken,2010-11-16 The mental ray series of handbooks is conceived to provide concise and up to date general and technical information about the commercially available rendering software mental ray The series addresses the needs of professional and non professional users of the software as well as of software developers who intend to integrate the stand alone version of mental ray or the mental ray component software into applications that require interactive photorealistic and high image quality programmable rendering In addition the series provides comprehensive information to students and researchers in computer graphics mental ray is a valuable tool for teaching and demonstrating the fundamental concepts of photorealistic and programmable rendering as well as a benchmark and catalyst for further research The rendering software mental ray and many of its unique underlying concepts are the result of ongoing research and development at the company mental images since its incorporation in 1986 Leading vendors of 3D digital content creation and 3D CAD and product design software have made mental ray their rendering software of choice for all purposes of high end visualization and image synthesis ranging from digital special effects and 3D animation for motion picture video lm and games production to 3D mechanical and architectural CAD and to industrial product design and automotive styling

Rendering with mental ray & 3ds Max Joep van der Steen, Ted Boardman, 2012-10-12 Realize your vision with stunning renders of your 3ds Max projects that can only be achieved with a powerful engine like mental ray Beginning with a concise review of the essential concepts you proceed to step by step tutorials that teach you how to render scenes with indirect light or with specific effects such as depth of field and motion blur Contour line shading and various other mental ray features are presented in detail then you learn how to use the different light types of 3ds Max inside mental ray and how to use mental ray s own specific area lights and its new daylight system Finally the book reviews mental ray specific materials and what effects can be obtained by using most of the specific mental ray shaders Mastering Autodesk VIZ 2007 George Omura, Scott Onstott, Jon McFarland, 2006-10-02 Turn Your Ideas Into High Impact 3D Models and Animations Transform flat drawings and concepts into impressive 3D visualizations that will amaze your clients with the comprehensive instruction you ll find in Mastering Autodesk VIZ 2007 Written by VIZ experts this book shows you how to get the most out of the latest version of Autodesk's powerful 3D design modeling and animation tool with an in depth tutorial based approach grounded in real world examples This new edition has been fully updated and revised to cover all of Autodesk VIZ 2007 s new features asset tracking revamped Xrefs an updated interface and the improved rendering and editing tools and it s packed with professional techniques you can apply immediately to your own work for striking results Whether you re new to VIZ or simply want to master the latest features this book offers the clear explanations and step by step instructions you need to create animate and render realistic architectural visualizations with VIZ 2007 Coverage includes Creating complex shapes with surface modeling tools Using organizing and editing objects and meshes Efficiently managing design data Adding natural

lighting effects Staging a virtual walk through of your room designs for clients Applying radiosity to create lifelike views Employing mental ray to achieve high res rendering Using AutoCAD and Photoshop r with VIZ Exporting content to the Web Featured on the CD You ll find a trial version of VIZ 2007 plus project files for all of the book s exercises Master VIZ 2007 s great new features including asset tracking scene states new modeling and texturing enhancements batch rendering and improved interoperability with other Autodesk products Create 3D models quickly and intuitively using the new edit poly tools and Sweep modifier Work effectively with lights materials and cameras Animate your models and create interactive views George Omura was cited as favorite CAD author by members of the Autodesk User Group International AUGI in AUGIWorld magazine s Best of Everything CAD issue November December 2003 www sybex com Visual Effects Susan Zwerman, Jeffrey A. Okun, 2014-07-11 Wisdom from the best and the brightest in the industry this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX The book covers techniques and solutions all VFX artists producers supervisors need to know from breaking down a script and initial bidding to digital character creation and compositing of both live action and CG elements In depth lessons on stereoscopic moviemaking color management and digital intermediates are included as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively From predproduction to acquisition to postproduction every aspect of the VFX production workflow is given prominent coverage VFX legends such as John Knoll Mike Fink and John Erland provide you with invaluable insight and lessons from the set equipping you with everything you need to know about the entire visual effects workflow Simply a must have book for anyone working in or wanting to work in the VFX industry Autodesk Maya 2013 Todd Palamar, 2012-05-31 Provides hands on intermediate to advanced coverage of the leading 3D software Maya is the industry leading 3D animation and effects software used in movies visual effects games and other genres For intermediate and advanced users who already know Maya basics this official Maya guide provides the detailed coverage you need to unlock the software s more complex features Elevate your skills in modeling texturing animation and visual effects and gain proficiency in high level techniques for film television game development and more Artists who are already proficient in Maya basics can elevate their skills and increase their marketability with the techniques in this official Maya guide This fully updated book brings you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth fur and fluids Offers intermediate level projects on Dynamics Maya Muscle Stereo Cameras Assets rendering with mental ray and more Offers challenging tutorials and real world scenarios from some of the leading professionals in the industry Provides valuable insight into the entire CG production pipeline Mastering Autodesk Maya gives the serious Maya student a head start toward a successful career in 3D animation **Getting Started in 3D with 3ds Max** Ted Boardman, 2013 Learn 3D fundamentals while creating beautiful inspiring projects in 3ds Max **Mastering Autodesk** Maya 2015 Todd Palamar, 2014-07-15 Expand your skills with complete Maya mastery Mastering Autodesk Maya is the

ultimate guide to the popular 3D animation software Author Todd Palamar draws on his extensive professional animation experience to help readers take their Maya skills to the next level Written for those who already know the basics of this enormous program the book covers advanced topics and professional techniques for modeling animation texturing and visual effects Fully updated to reflect Maya's latest features the book takes a hands on approach to instruction providing readers with a diverse set of tutorials designed by real world professionals to showcase 3D animation and visual techniques used in industry settings Complete and comprehensive the book makes an excellent desk reference for the working animator and is an ideal resource for those seeking Maya certification The unique combination of challenging material and practical instruction make this one of a kind guide the ultimate Maya handbook Topics include Animation using inverse kinematics keyframes and deformers Hard surface and organic modeling Proper rigging techniques and working with Maya Muscle Xgen Paint Effects and rendering with mental ray Texture mapping compositing nParticles and more Virtual filmmaking and scene management The most complex skills are useless if they can t be applied so the book emphasizes the practical day to day uses of each skill and discusses which solutions best fit which scenario For the computer animation professional seeking a more in depth mastery of this popular animation program Mastering Autodesk Maya is an excellent investment in the future of your career Mastering Autodesk Maya 2016 Todd Palamar, 2015-07-22 Go from beginner to expert with this professional tutorial based guide to Maya 2016 Mastering Autodesk Maya 2016 is your professional hands on coverage to getting the most out of Maya If you already know the basics of Maya this book is your ticket to full coverage of all Maya 2016 s latest features and showcases the tools and methods used in real world 3D animation and visual effects From modeling texturing animation and effects to high level techniques for film television games and more this book expands your skill set and helps you prepare for the Autodesk Maya certification exam Filled with challenging tutorials and real world scenarios this book provides valuable insight into the entire CG production timeline Take your Maya skills to the next level with step by step instruction and insight from the industry professionals Learn professional techniques used in real world visual effects Master Dynamics Maya Muscle Stereo Cameras mental ray and more Expand your skills with advanced techniques for cloth fur and fluids Understand everything you need to know for the Maya certification exam Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller, 2011-07-07 The exclusive official guide to the very latest version of Maya Get extensive hands on intermediate to advanced coverage of Autodesk Maya 2012 the top selling 3D software on the market If you already know Maya basics this authoritative book takes you to the next level From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level Maya instruction With pages of scenarios and examples from some of the leading professionals in the industry author Todd Palamar will help you master the entire CG production pipeline Provides professional level instruction on Maya the industry leading 3D animation and effects software used in popular films games and commercials Covers the very latest Maya 2012 tools and features including the

new fluid simulation tools Showcases the techniques of professionals through numerous examples demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real world scenarios from some of the leading professionals in the industry If you re looking for an in depth professional Maya resource to turn to again and again this is the book you need Introducing Autodesk Maya 2015 Dariush Derakhshani, 2014-06-12 Learn Autodesk Maya from an award winning insider Best selling author visual effects supervisor and technical educator Dariush Derakhshani brings you a newly updated step by step guide to the most popular and complex 3D application on the market Autodesk Maya Introducing Autodesk Maya 2015 includes straightforward lessons real world examples detailed tutorials and downloadable project files that get you modeling and animating your own digital models and scenes right away The book starts you with the latest CG concepts and production workflows and then shows you how to create a solar system to help get you acquainted with the basic tool set in Maya From there the books helps you Learn the Maya user interface including menus and plug ins Build simple animations and 3D images right away Explore polygons modeling and NEX tools Get started with HDRI lighting rendering dynamics simulations and effects Whether you re new to 3D or migrating from another 3D application Introducing Autodesk Maya 2015 will kick start your creativity and get you up and running with Maya Author Derakhshani has worked on movies such as The Fantastic Four and Pan's Labyrinth the South Park TV series and numerous commercials and music videos

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