



Rendering With Mental Ray

Boaz Livny



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mental ray software project leader gives a general introduction into rendering with mental ray as well as step by step recipes for creating advanced effects and tips and tricks for professional users A comprehensive definition of mental ray s scene description language and the standard shader libraries are included and used as the basis for all examples *Rendering with Mental Ray* Thomas Driemeyer,2001 CD ROM contains mental ray version 2 1 47 Demo [Rendering with Mental Ray and 3ds Max, 2nd Edition](#) Joep van der Steen,Ted Boardman,2012 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* 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 light and shadow motion blur and contours to quality and performance tuning and troubleshooting [Mastering Maya 7](#) John Kundert-Gibbs,2006-04-03 Provides information on the Maya interface covering such topics as modeling texturing and rendering and rigging and animation [Realistic Architectural Rendering with 3ds Max and Mental Ray](#) Roger Cusson,2007 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 Color reproductions illustrate a wide array of subtle techniques mental ray is made easy with accesible demonstrations Companion CD contains all of the project files [Programming Mental Ray](#) Thomas Driemeyer,2003 This book is the definitive reference manual for mental ray version 2 1 and 3 1 It starts with a brief overview of the features of mental ray and continues with the specification of the mental ray scene description language the mental ray shader interface and the integration interface for third party applications All material is presented in reference form organized by grammar elements and C function call rather than by feature set The book is intended for translator writers shader writers and integrators who are familiar with the C and C

programming languages This second revised edition was extended to cover the new generation of mental ray version 3.1 throughout the book and also includes the new mental ray integration manual The enclosed CD contains a full featured demo version of the mental ray stand alone and the mental ray library as well as example shaders with source code and demo scenes for a variety of computer platforms

Realistic Architectural Visualization with 3ds Max and mental ray Roger Cusson, Jamie Cardoso, 2012-08-06 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

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