



3ds Max And Vray Tutorial Basic Daylight Tonytextures

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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 downloadable resources include all the project files that you need to recreate each of the projects presented within the book Please note that this book does not support the current versions of 3ds Max and V Ray Topics include *Build Studio Light Setup Using 3ds Max and Vray* Raavi O'Connor,2015-07-23 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 **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 V-Ray Focuses in depth on separate issues surrounding interior exterior and product design which vary wildly *V-Ray 5 for 3ds Max 2020* Jamie Cardoso,2021-06-07 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 Mtl 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 AerialPersepective 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 VISHopper 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 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

Crafting 3D Photorealism Jamie Cardoso, 2013 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

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