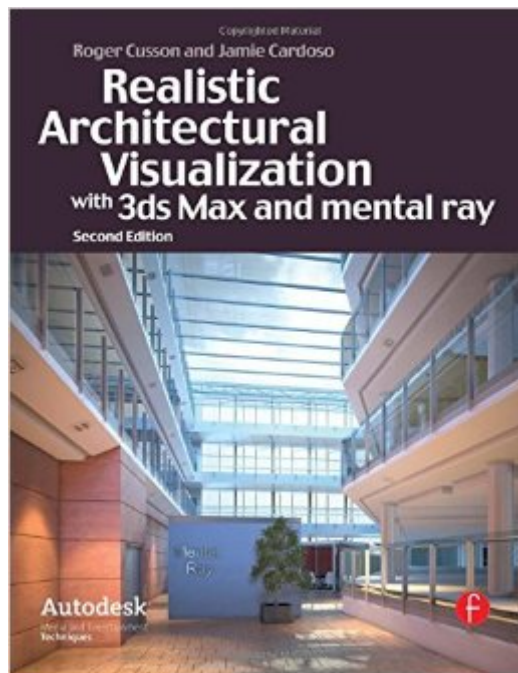


The book was found

# Realistic Architectural Rendering With 3ds Max And Mental -Ray (Autodesk Media And Entertainment Techniques)



## Synopsis

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/>.

## Book Information

Series: Autodesk Media and Entertainment Techniques

Paperback: 304 pages

Publisher: Focal Press; 2 edition (October 21, 2009)

Language: English

ISBN-10: 0240812298

ISBN-13: 978-0240812298

Product Dimensions: 7.4 x 0.8 x 9.5 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (45 customer reviews)

Best Sellers Rank: #1,060,776 in Books (See Top 100 in Books) #52 in [Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing](#) #201 in [Books > Computers & Technology > Graphics & Design > 3D Graphics](#) #432 in [Books > Arts & Photography > Other Media > Digital](#)

## Customer Reviews

The objective of Architectural visualization is to produce high quality photorealistic images. Unfortunately this book falls far short of achieving that objective. The illustrations throughout are a huge and major disappointment and printing photorealistic images with a semi mat finish kills the renderings stone dead. The book largely replicates the settings information available in the 3ds User Reference so you're not going to learn any secret techniques that will make you a rendering expert with mental ray. I'd have to rate the presentation of this book as being at the bottom of the pile and given the blurb on the experience of the authors, I really expected something that set the bar a whole lot higher. The Appendix section on HDRI images and their use for lighting is woeful and the images are tinted with a orange/pink colour that leaves you wondering what the authors were trying

to do as HDRI for lighting can produce truly spectacular renderings. Unfortunately you're not going to learn how to do it using this book though your renderings may improve if your a total beginner. There is too much emphasis (and illustrations of) problem with mental ray renderings - one screen capture is a totally black box - that could have been described in a few sentences. Showing problems is not something that needs to be illustrated as that just wastes precious paper that could have been used to provide useful information. When combined with it's 'tick this, change that setting' approach of the authors, this book is a very unsatisfactory work that skips and skims over the workings of mental ray and its setting, which is probably something that more advanced users really want to know.

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