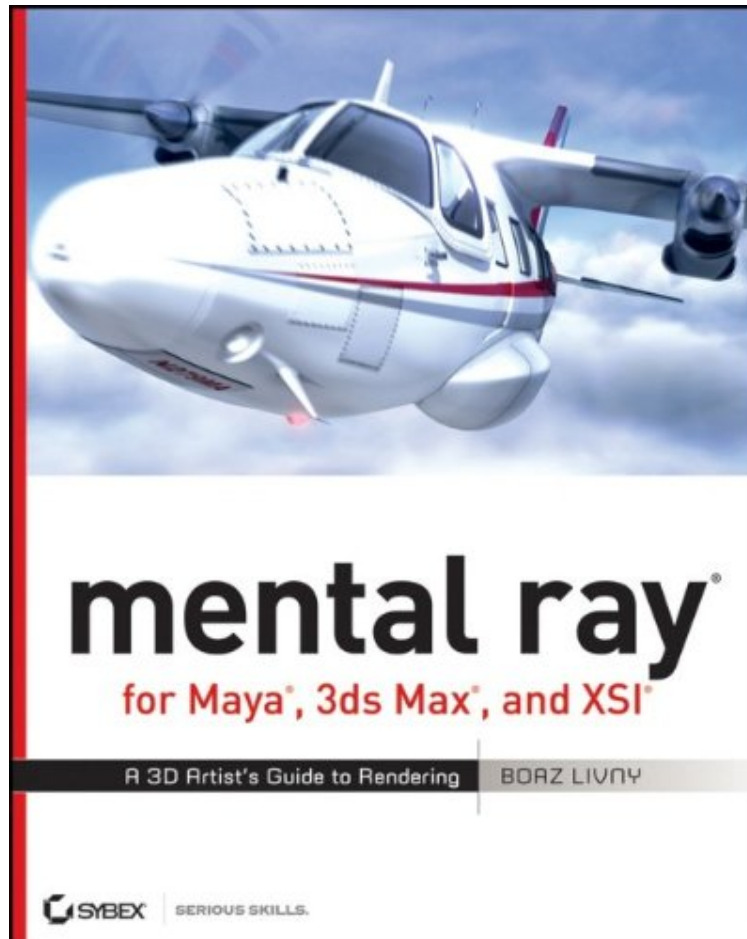


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# mental ray for Maya, 3ds Max, and XSI: A 3D Artist's Guide to Rendering

Boaz Livny

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**Boaz Livny : mental ray for Maya, 3ds Max, and XSI: A 3D Artist's Guide to Rendering** before purchasing it in order to gage whether or not it would be worth my time, and all praised mental ray for Maya, 3ds Max, and XSI: A 3D Artist's Guide to Rendering:

2 of 2 people found the following review helpful. An excellent source for mental ray knowledgeBy Aubrey PullmanA lot of people have said great things about this book, and for the most part, I agree. After checking out a few other books, this seems to be THE book to get, for learning about mental ray. The author spends a significant time talking about rendering theory, which is helpful for learning any modern engine.The author gives equal time to theory and each front-end for mental ray (XSI, Maya, Max). This book is quite an achievement, and I am really happy I bought it. This book is aimed at intermediate to advanced users. Those who are willing spend the time with this book will be duly rewarded.The reason I didn't give this book 5 stars: I thought some of the examples and language could have been

clearer, and there could have been more examples, making the book more accessible. It would have been really nice to have the color plates in with the rest of the text where they were referred to. Do not let any of that stop you from buying this book. It's a must have for mental ray users.

2 of 2 people found the following review helpful. Thick but worth it

By Anatamation

I've been searching for references to these programs that actually explained things rather than just take you through a tutorial for quite some time. As a user of both Maya and 3DsMax, this book intrigued me from the beginning. What I love about it is the author's willingness to actually explain they why behind the numbers. I also bought a few other books at the same time, but they were incredibly tutorial oriented. "Enter this number and see how it matches our picture?" Never giving the reason for that set of numbers. This one actually takes the time to explain the settings rather than just providing the right input.

I was also pleasantly surprised by the depth (and amount of information) included in this book. I'm not at the level of every chapter yet, but it is a great book to grow into. The writing style allows to learn what you are looking for, and teaches new things at the same time. It is incredibly in-depth, but the book isn't written with only the highly advanced in mind. A great book for someone with some knowledge and looking to learn more about the programs, why some things work better than others, and the things that mental ray can do.

0 of 0 people found the following review helpful. A Great Resource!

By Jason Burton

I am fairly new to the CG game, going on about 9 months. I think this book is a great resource because it explains some of the lesser discussed topics in Mental Ray very thoroughly. I really enjoyed the background in Light Theory (how light is measured, how it travels, etc) and the background and explanation behind what you see when press the render button.

Some of the topics discussed in this book that are hard to find elsewhere are:-Physical sub-surface scattering-Participating Media effects such as Volumetric fog-In depth analysis of every mental ray node and what function is carried out when the node is activated.

I thought this book was a bit daunting at first, but once I got through the first couple chapters (Precursors, and a tad boring) I found myself really enjoying reading the book. I would recommend this book to anyone interested in enhancing their current knowledge of rendering in mental ray. It is also one of the only books on the subject besides the more complex books by mental images.

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.

From the Back Cover

Render them speechless with this in-depth guide to mental ray

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. From scattering light to reducing render artifacts to deciphering rendering and shadow algorithms, you'll get a high-level look at advanced lighting, camera, and workflow techniques that usually take professionals years to figure out. This valuable book also covers the very latest on HDR image editing, viewing, and compositing tools and features a sixteen-page color insert that showcases final rendered images. Get the fundamentals on light, cameras, and mental ray output

Render from the host application or from the stand-alone renderer

Explore the full array of mental ray shaders and shader libraries

Get exclusive coverage of custom shaders that don't ship with any of the host applications

Simulate light bounce with indirect illumination for more realism

Apply textures, projections, and light profiles

Perform subsurface scattering and Nuke compositing

Master the fine points of Final Gather and ambient occlusion

Create photo-realistic characters, objects, and landscapes

About the Author

Boaz Livny teaches mental ray and advanced Maya courses at New York's prestigious Center for Advanced Digital Applications and heads the Advanced Maya training at the New York Film Academy. He is also owner of Vision Animation Studios, providing film, TV, and media services for clients such as Nicktoons, AOL, The Wilderness, Cinema Factory, and more.