

Rendering With Mental Ray And 3ds Max (Autodesk Media And Entertainment Techniques) [Kindle Edition] By Joep Van Der Steen;Ted Boardman

By Joep van der Steen;Ted Boardman

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Rendering with mental ray and 3ds Max, Second Edition (Autodesk Media and Entertainment Techniques) Ted Boardman / Joep van der Steen :

In the series of lessons, we will explore the various tools, techniques, and procedures that we can use when lighting an outdoor scene in 3ds Max.

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Rendering with Mental Ray and 3ds Max by Joep van der Paperback Autodesk Media and Entertainment Techniques By Joep van der Steen, By (author) Ted Boardman

In this second post in a series on mental ray for Maya 2016 Render Settings, we assume you are familiar with the concepts presented in the introductory post.

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The mental ray rendering software generates images of outstanding quality and unsurpassed realism. It combines physically correct light simulation with full

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This tutorial will show you the process of realistic rendering an interior scene with 3ds Max and mental ray.

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To start let s open our scene and choose the mental ray render from the list of our available renders. Open the scene (Fig.01).

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