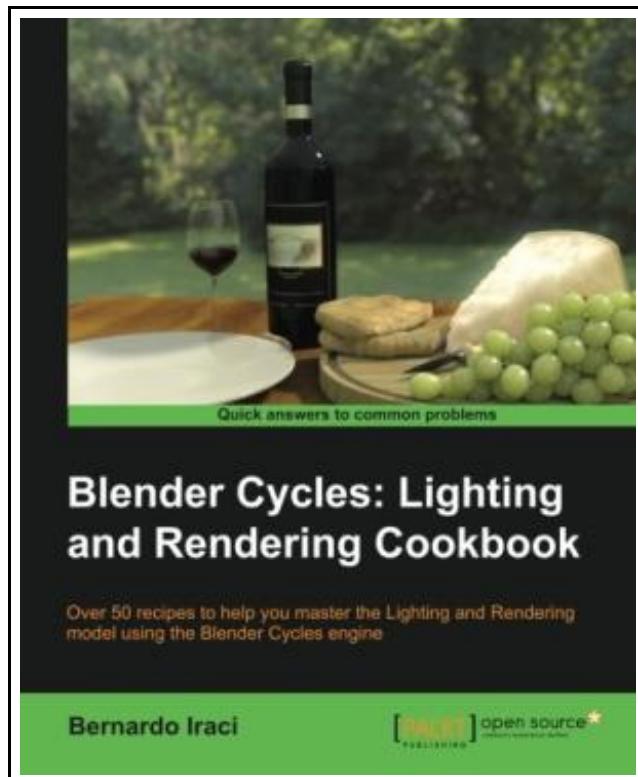


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Reviews

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Packt Publishing. Paperback. Book Condition: New. Paperback. 274 pages. Dimensions: 9.2in. x 7.5in. x 0.6in. If you're already au fait with Blender, this book gives extra power to your artist's elbow with a fantastic grounding in Cycles. Packed with tips and recipes, it makes light work of the toughest concepts. Overview Get acquainted with the lighting and rendering concepts of the Blender Cycles engine. Learn the concepts behind nodes, shader system and get the best out of Cycles in any situation. Packed with illustrations and a lot of tips and tricks to make your scenes come to life. In Detail Blender provides a broad spectrum of modeling, texturing, lighting, animation and video post-processing functionality in one package. It provides cross-platform interoperability, extensibility and a tightly integrated workflow. Blender is one of the most popular Open Source 3D graphics applications in the world. Modern GPUs (Graphics Processing Unit) have some limitations for rendering complex scenes. This is mainly because of limited memory, and interactivity issues when the same graphics card is also used for displaying and rendering frames. This is where Cycles rendering engine comes into play. Cycles is bundled as an add-on with Blender. Some of the features of Cycles is its quality, speed and having integrated industry standard libraries. This book will show you how to carry out your first steps in Cycles - a brand new rendering engine for Blender. In a gradual and logical way, you will learn how to create complex shaders and lighting setups to face any kind of situation that you may find in Computer Graphics. This book provides information on how to setup your first application in Cycles. You will start by adding lights, materials, and textures to your scene. When it's time for the final render, you will see how to setup Cycles...

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