Google Drive



Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert))

Joep van der Steen

Download now

Click here if your download doesn"t start automatically

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert))

Joep van der Steen

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) Joep van der Steen
3ds Max has a history of keeping old features in future releases so that features used in older scenes continue to work properly in the newer releases of the program. This is good but also a bit confusing, especially when the old functionality is still there but has actually been overtaken by new and improved features. For example, the newest optimizing modifier is ProOptimizer, but you can still find the Optimize modifier in the modifier list as well.

A new user might struggle to figure out which one to use since some do basically the same things. Most of the time the newest version of a feature is preferred by veteran users as it uses the latest algorithms and technology and does an overall better job than the older ones. In other words, it’s helpful to know some of the feature history of 3ds Max in order to know what NOT to use anymore because it has become rather redundant.

Mental ray has been available as a native render engine since 3ds Max 6, but at that time it was somewhat confusing to users because the way the materials and mapping worked was completely different than what users were used to. Now we are at 3ds Max 2010 and, of course, mental ray has gone through some enormous changes and improvements.

In this chapter, I begin by pointing out some of the older material and giving you advice on what not to use anymore for both materials and shaders. This will help you understand what you should be focusing on. After this short introduction, I will provide a number of exercises that are based on real world support questions I received over the years from users of all skill levels.

Keep in mind that mental ray is still making big steps forward with every release as rendering technology is very much a dynamic technology. Please don’t assume you know it all from previous releases; there might be fundamental differences in how and what to use as mental ray moves to the next release in 3ds Max. Things such as modeling to real life scale, physically correct lights, and materials are still important, but elements such as Exposure Control and Gamma have gained in importance as the rendering technology used by mental ray has evolved. Working with mental ray is an ongoing learning process, and that is what makes it challenging and fun.

Download Chapter 3 - Advanced mental ray Shaders (3ds Max 2 ...pdf

Read Online Chapter 3 - Advanced mental ray Shaders (3ds Max ...pdf

Download and Read Free Online Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) Joep van der Steen

---

From reader reviews:

Donald White:

As people who live in the actual modest era should be change about what going on or details even knowledge to make these keep up with the era which can be always change and advance. Some of you maybe can update themselves by looking at books. It is a good choice for yourself but the problems coming to anyone is you don't know what one you should start with. This Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and wish in this era.

Dean Green:

Spent a free time to be fun activity to accomplish! A lot of people spent their free time with their family, or all their friends. Usually they carrying out activity like watching television, about to beach, or picnic inside the park. They actually doing ditto every week. Do you feel it? Do you want to something different to fill your current free time/ holiday? May be reading a book might be option to fill your free of charge time/ holiday. The first thing that you ask may be what kinds of e-book that you should read. If you want to attempt look for book, may be the e-book untitled Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) can be excellent book to read. May be it could be best activity to you.

Christy Fowler:

A lot of reserve has printed but it is unique. You can get it by web on social media. You can choose the best book for you, science, amusing, novel, or whatever by searching from it. It is named of book Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)). You can add your knowledge by it. Without leaving the printed book, it might add your knowledge and make anyone happier to read. It is most crucial that, you must aware about guide. It can bring you from one spot to other place.

Daryl Pena:

Reading a publication make you to get more knowledge from the jawhorse. You can take knowledge and information originating from a book. Book is written or printed or descriptive from each source that will filled update of news. Within this modern era like at this point, many ways to get information are available for anyone. From media social similar to newspaper, magazines, science e-book, encyclopedia, reference book, story and comic. You can add your understanding by that book. Isn't it time to spend your spare time to spread out your book? Or just looking for the Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) when you needed it?

Download and Read Online Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) Joep van der Steen #AODQ9SNRKWL

Read Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen for online ebook

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen books to read online.

Online Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen ebook PDF download

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen Doc

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen Mobipocket

Chapter 3 - Advanced mental ray Shaders (3ds Max 2010 Architectural Visualization (Advanced to Expert)) by Joep van der Steen EPub