## 3dsmax Material lighting rendering: rendering effects class plug Practical Guidebook (with a CD-ROM(Chinese Edition)

By SU XIU LI DENG BIAN ZHU

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback. Pub Date :2004-09-01 Pages: 262 Publisher: China Astronautic Publishing title: 3ds max material lighting rendering: rendering effects class plug-combat Raiders (with a CD-ROM) - draw three-dimensional ( 2) List Price: 50.00 yuan Author: Su Xiuli. etc. Publisher: China Aerospace Publishing Date :2004-9-1ISBN: 9787801448521 Number of words: 403.000 yards: 262 Edition: 1 Binding: Paperback: Weight: Editor's Choice \ t \ t \ t \ t Summary This is an introduction to 3ds max materials. lighting. rendering. rendering the effects class plug-in using the methods and techniques practical monograph. The book is divided into four chapters: Chapter 1 introduces the plug-in mapping coordinates solutions: Texporter scattering textures solutions: Diffractor. texture and model corresponds precisely solutions: RubberTools surface punch and texture solutions: GroundCrew. commonly used maps to solve the program: DarkTree. drawn on the model material solution: LumeTool. Chapter 2 describes the plug-in indoor and outdoor light and shade solutions: 3ds max global light, the true shape of the light source solutions: LightMesh. Chapter 3 introduces plug have the real...



## Reviews

This is an awesome publication i have at any time read. Of course, it is play, still an interesting and amazing literature. You will like just how the author write this book.

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