Digital Lighting And Rendering (Voices That Matter)

Make the creative leap to 3D. Realize your artistic vision with this treasure chest of instructional projects. Get the essential concepts and techniques without drowning in the technical complexities. This new edition is an artist's sourcebook for the visionary in you that wants to master 3D-and have fun in the process. It serves as a complete guide for the creative use of CINEMA 4D R10 and all of its modules. This new edition features an engaging full-color presentation of short, playful projects show you how to put this powerful toolset to work. You will master R10's improved workflow, scene management, enhanced animation timeline and searchable object manager, as well as its: * MOCCA 3 system, including Joints, Skin Objects, the Weight Tool, the Morph Tool, Visual Selector and Clothilde * MoGraph module for motion graphics, type manipulation and the animation of multiple forms * Bodypaint 3D for applying 2D drawing and painting skills to 3D models * Advanced modeling tools such as the Brush tool * Interface with third-party applications including Z-Brush, and Adobe's Creative Suite You also get inventive quick starts for other modules including Hair, Sketch and Toon, Advanced Render, Dynamics and Thinking Particles. The companion DVD is bursting to the brim with project source files, extra projects, tutorial movies, guest artist tutorials, inspirational galleries and unique C4D Teacher Files (C4D scenes with embedded step-by-step instruction).

Provides information on lighting and rendering techniques to create realistic illumination, shadows, and textures.

Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows. The book explains the basics as well as many advanced aspects related to the domain of shadow computation. It presents interactive solutions and practical details on shadow computation. The authors compare various algorithms for creating real-time shadows and illustrate how they are used in different situations. They explore the limitations and failure cases, advantages and disadvantages, and suitability of the algorithms in several applications. Source code, videos, tutorials, and more are available on the book's website www.realtimeshadows.com.

This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for:Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

Facial Modeling and Animation Done Right

Digital Cinematography & Directing

Digital Modeling

High-Quality and Real-Time Rendering with DXR and Other APIs

Digital Light

Inside the White Cube

A moving memoir of an inexplicable crime, a family's loss, and a legacy preserved. Kim Wall was a thirty-year-old Swedish freelance journalist with a rising career. Then, in the summer of 2017, she followed a story that led to an eccentric inventor in Copenhagen. Instead of writing the next day's headline, she'd become one. As the bizarre events of Kim's murder unfolded, the world watched in shocked disbelief. For Kim's distraught parents, Ingrid and Joachim, it was a devastating personal struggle. In the ensuing months, day by grueling day, they had to come to terms with their loss, process the global media attention, and endure the investigation and trial. In the end, they'd make certain that Kim would be seen not only as a victim but as a bright, funny, complicated, ethical, and selfless young woman--a loved and loving daughter, sister, fiancée, colleague, and friend. Kim Wall's life and promise may have been cut short, but everything she stood for lives on in this emotional memoir of braving the worst of days, moving forward, and never forgetting.

This book shows how digital technologies are transforming how we locate, manage, treat, distribute, and use water. Water resources are under stress from over-allocation, increased demand, pollution, climate change, and outdated public policies. Historical approaches to delivering water for human consumption, industrial production, agriculture, power generation, and ecosystems are no longer adequate to meet demands. As a result, we need to vastly improve the efficiency and effectiveness of our public and private sector processes in water management. The author describes recent advances in data acquisition (e.g., satellite imagery, drones, and on-the-ground sensors and smart meters), big data analytics, artificial intelligence, and blockchain, which provide new tools to meet needs in both developing and developed economies. For example, a digital water technology portfolio brings the value of real-time system-wide monitoring – and response – within the capability of water providers of all sizes and sophistication. As such, digital water promises to increase the long-term value of water resource assets while assisting in compliance with regulations and helping respond to the demands of population growth and evolving natural and business ecosystems. Including many practical examples, the author concludes that digital and smart water technologies will not only better manage water assets but also enable the public sector to provide universal access to safe drinking water, the private sector to continue to grow, and ecosystems to thrive.

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color • Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start

your career and achieve success as a lighting artist This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

The Life of Journalist Kim Wall
Color and Light
Twelve Sacred Voices from the East and West
Real-Time Shadows
Ray Tracing Gems
Technology, Metaphor, and the Search for Meaning

Bold and inventive in style, City of Night is the groundbreaking 1960s novel about male prostitution. Rechy is unflinching in his portrayal of one hustling 'youngman' and his search for self-knowledge among the other denizens of his neon-lit world. As the narrator moves from Texas to Times Square and then on to the French Quarter of New Orleans, Rechy delivers a portrait of the edges of America that has lost none of its power. On his travels, the nameless narrator meets a collection of unforgettable characters, from vice cops to guilt-ridden married men eaten up by desire, to Lance O'Hara, once Hollywood's biggest star. Rechy describes this world with candour and understanding in a prose that is highly personal and vividly descriptive.

In this latest book in the critically-acclaimed [digital] series from New Riders you'll learn all of the techniques and skills that will take you from beginner to visual effects (VFX) professional in just one book. Seasoned visual effects producer Jon Gress has refined the teaching of the skills and techniques presented in this book for over a decade to distill them down to the most effective methodology, delivered in a way that's both fun and easy to understand while being state-of-the-art for industry professionals. You'll start with a solid understanding of the basics of visual effects and compositing, the fundamentals of bluescreen and greenscreen keying, 3D texturing, cloning, wire & rig removal, rotoscoping, 2D and 3D motion tracking, and matchmoving. And then experiment with a wide range of 2D, 2.5D & 3D visual effects, including 3D CGI, crowd replication, face replacements, faking shadows, reflections and Z depth, atmospheric, smoke, cloud & heat FX, sky replacements, day-for-night and digital 3D HUD FX. Building on this strong foundation of compositing and visual effects, you'll be prepared for the advanced section of the book which teach skills, such as 2D, 2.5D & 3D digital matte painting and projections, film colorization, particle systems, fluid and rigid body dynamics, full digital environments, digital destruction, advanced lighting and rendering techniques, stereoscopic 3D, 2D to 3D conversions, and expert 3D and Photoshop extraction and modeling techniques that can only be described as magic! Throughout the lessons, you'll glean insider advice on cutting edge methods that even experienced professionals will find amazing. You'll learn everything you need to know to begin working in the world of visual effects as an industry professional. • All the info you need to go from beginner to professional in one book • Easily accessible teaching style from an instructor who has helped launch the careers of some of the best-known Hollywood visual effects specialists • Includes companion graphics files and videos to follow along with the lessons

A guide to how the motion picture Beowulf was created features concept art, sketches, templates, and models used to animate the film as well as quotes from production designers, artists, and actors involved.

From New York Times best-selling author of the Dinotopia series, James Gurney, comes a carefully crafted and researched study on color and light in paintings. This art instruction book will accompany the acclaimed Imaginative Realism: How to Paint What Doesn't Exist. James Gurney, New York Times best-selling author and artist of the Dinotopia series, follows Imaginative Realism with his second art-instruction book, Color and Light: A Guide for the Realist Painter. A researched study on two of art's most fundamental themes, Color and Light bridges the gap between abstract theory and practical knowledge. Beginning with a survey of underappreciated masters who perfected the use of color and light, the book examines how light reveals form, the properties of color and pigments, and the wide variety of atmospheric effects. Gurney cuts though the confusing and contradictory dogma about color, testing it in the light of science and observation. A glossary, pigment index, and bibliography complete what will ultimately become an indispensible tool for any artist. This book is the second in a series based on his blog, gurneyjourney.com. His first in the series, Imaginative Realism, was widely acclaimed in the fantastical art world, and was ranked the #1 Bestseller on the Amazon list for art instruction. "James Gurney's new book, Color and Light, cleverly bridges the gap between

artistic observation and scientific explanation. Not only does he eloquently describe all the effects of color and light an artist might encounter, but he thrills us with his striking paintings in the process." --Armand Cabrera, Artist
Painting With Light
The Ideology of the Gallery Space, Expanded Edition
The Artist's Project Sourcebook
Nineteenth-Century Opera and the Scientific Imagination
Love Poems from God
Lighting Design Basics

digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D aplication. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digitalCinematography and Directing a must-have!" -Dave Adams, Dreamworks.

Learn the fine art and craft of digital lighting and rendering from an experienced pro whose lighting work you've seen in blockbuster films such as Monsters University, Toy Story 3, Up, WALL-E, Ratatouille, and The Incredibles. Jeremy Birn draws on his wealth of industry and teaching experience to provide a thoroughly updated edition of what has become the standard guide to digital lighting and rendering. Using beautiful, full-color examples; a friendly, clear teaching style; and a slew of case studies and tutorials, Jeremy demonstrates how to create strategic lighting for just about any project using any 3D application. By explaining not just how to use various lighting techniques but why, this guide provides the grounding graphics pros need to master Hollywood lighting techniques. • Learn how to pinpoint problems with your lighting and solve them to produce professional results. • Break scenes into passes and layers, and convincingly composite 3D models into real-world environments. • Adopt a linear workflow for more convincing lighting, global illumination, and compositing. • Apply advanced rendering techniques using subsurface scattering, physically based lighting, caustics, and high dynamic range images. • Build a bigger bag of tricks by learning "old-school" approaches such as tweaking shadow maps, faking GI with occlusion passes, and other cheats and tricks that save render time. • Develop realistic materials and shaders, and design and assign detailed texture maps to your models. • Mimic photographic exposure and cinematography techniques to simulate real-life f-stops, lens breathing, bokeh effects, and Kelvin color temperatures for more photorealistic renderings. • Learn to light characters and environments in different situations: day or night; natural or artificial lights; indoors or outdoors; and in clear air, thick atmosphere, or under water. • Understand production pipelines at visual effects and animation studios, and prepare for collaborative work on large lighting teams • Get the latest insights into industry trends, and how to develop your lighting reel and get a job in an increasingly competitive industry. • Download many of the 3D scenes used in this book from the author's website to try texturing, lighting, and compositing on your own

Voice Studies brings together leading international scholars and practitioners, to re-examine what voice is, what voice does, and what we mean by "voice studies" in the process and experience of performance. This dynamic and interdisciplinary publication draws on a broad range of approaches, from composing and voice teaching through to psychoanalysis and philosophy, including: voice training from the Alexander Technique to practice-as-research; operatic and extended voices in early baroque and contemporary underwater singing; voices across cultures, from site-specific choral performance in Kentish mines and Australian sound art, to the laments of Kraho Indians, Korean pansori and Javanese wayang; voice, embodiment and gender in Robertson's 1798 production of Phantasmagoria, Cathy Berberian radio show, and Romeo Castellucci's theatre; perceiving voice as a composer, listener, or as eavesdropper; voice, technology and mobile apps. With contributions spanning six continents, the volume considers the processes of teaching or writing for voice, the performance of voice in theatre, live art, music, and on recordings, and the experience of voice in acoustic perception and research. It concludes with a multifaceted series of short provocations that simply revisit the core question of the whole volume: what is voice studies?

In 1960, the Imperial War Museum began a momentous and important task. A team of academics, archivists and volunteers set about tracing WWI veterans and interviewing them at length in order to record the experiences of ordinary individuals in war. The IWM aural archive has become the most important archive of its kind in the world. Authors have occasionally been granted access to the vaults, but digesting the thousands of hours of footage is a monumental task. Now, forty years on, the Imperial War Museum has at last given author Max Arthur and his team of researchers unlimited access to the

complete WWI tapes. These are the forgotten voices of an entire generation of survivors of the Great War. The resulting book is an important and compelling history of WWI in the words of those who experienced it.

Digital Lighting and Rendering

Advanced Maya Texturing and Lighting

A Novel

The Psychosocial Implications of Disney Movies

Industry Standard VFX Practices and Procedures

City of Night

"A wonderful introduction to the workings of the Hollywood system. We learn in rich and yet accessible detail about special effects, technical wizardry and gadgetry, lighting, make-up, the breakdown of crews, and filming strategies. The book is legendary and its reprint is a major event for film study."—Dana Polan, Tisch School of the Arts, New York University

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit. What is Fat Activism and why is it important? Charlotte Cooper, a fat activist with around 30 years experience, answers this question by lifting the lid on a previously unexplored social movement and offering a fresh perspective on one of the major problems of our times. In her expansive grassroots study she: Reveals details of fat activist methods and approaches and explodes myths Charts extensive accounts of international fat activist historical roots going back over four decades Explores controversies and tensions in the movement Shows that fat activism is an undeniably feminist and queer phenomenon Explains why fat activism presents exciting possibilities for anyone interested in social justice Fat Activism: A Radical Social Movement is a rare insider's view of fat people speaking about their lives and politics on their own terms. It is part of a new wave of accessible, accountable and rigorous work emerging through Research Justice and the Para-Academy. This is the book you have been waiting for.

Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics. Topics covered include: Rendering globes, planet-sized terrain, and vector data Multithread resource management Out-of-core algorithms Shader-based renderer design

The Art of Beowulf

The Digital Photographer's Step-By-Step Guide to Sculpting with Light

Lighting for Product Photography

Send Nudes

Realistic Architectural Visualization with 3ds Max and mental ray

DICOM Structured Reporting

The de facto official source on facial animation—now updated! If you want to do character facial modeling and animation at the high levels achieved in today's films and games, Stop Staring: Facial Modeling and Animation Done Right, Third Edition, is for you. While thoroughly covering the basics such as squash and stretch, lip syncs, and much more, this new edition has been thoroughly updated to capture the very newest professional design techniques, as well as changes in software, including using Python to automate tasks. Shows you how to create facial animation for movies, games, and more Provides in-depth techniques and tips for everyone from students and beginners to high-level professional animators and directors currently in the field Features the author's valuable insights from his own extensive experience in the field Covers the basics such as squash and stretch, color and shading, and lip syncs, as well as how to automate processes using Python Includes a CD with sample projects from the book, models, and textures Breathe life into your creations with this important book, considered by many studio 3D artists to be the quintessential reference on facial animation.

Lighting is a basic, yet difficult-to-master, element of interior design, and Lighting Design Basics provides the information you need in a concise, highly visual format. Two leading designers, both with decades of experience, offer straightforward coverage of concepts and techniques, and present realistic goals you can use as guides to creating simple, typical lighting designs and when collaborating with professional designers on more complex projects. Design scenarios for more than twenty different spaces illustrate real-world case studies for illuminating residential and commercial spaces, from kitchens to doctors' offices. Each scenario includes an in-depth rationale for the proposed solution, insightful lighting distribution diagrams, floor plans, and details for lighting installation and construction. In addition, exercises allow you to develop lighting design skills in preparation for working on actual projects, as well as the NCIDQ and NCARB exams. Packed with informative illustrations, Lighting Design Basics is an invaluable resource for students, as well as interior designers and architects studying for professional licensing exams.

Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you

work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Explores the rich and varied interactions between nineteenth-century science and the world of opera for the first time.

Stop Staring

The Fundamentals of Light, Shadow and Reflectivity

Next Generation Real-Time Rendering with DXR, Vulkan, and OptiX

[digital] Visual Effects and Compositing

Forgotten Voices Of The Great War

Critical Approaches to Process, Performance and Experience

When it comes to photography, it's all about the light. After spending more than thirty years behind the lens—working for National Geographic, Time, Life, and Sports Illustrated—Joe McNally knows about light. He knows how to talk about it, shape it, color it, control it, and direct it. Most importantly, he knows how to create it...using small hot shoe flashes. In The Hot Shoe Diaries, Joe brings you behind the scenes to candidly share his lighting solutions for a ton of great images. Using Nikon Speedlights, Joe lets you in on his uncensored thought process—often funny, sometimes serious, always fascinating—to demonstrate how he makes his pictures with these small flashes. Whether he's photographing a gymnast on the Great Wall, an alligator in a swamp, or a fire truck careening through Times Square, Joe uses these flashes to create great light that makes his pictures sing.

Digital Lighting and RenderingNew Riders Pub

This Open Access book is a must-have for anyone interested in real-time rendering. Ray tracing is the holy grail of gaming graphics, simulating the physical behavior of light to bring real-time, cinematic-quality rendering to even the most visually intense games. Ray tracing is also a fundamental algorithm used for architecture applications, visualization, sound simulation, deep learning, and more. Ray Tracing Gems II is written by industry experts with a particular focus on ray tracing, and it offers a practical means to master the new capabilities of current and future GPUs with the latest graphics APIs. What You'll Learn: The latest ray tracing techniques for developing real-time applications in multiple domains Case studies from developers and studios who have shipped products that use real-time ray tracing. Guidance, advice and best practices for rendering applications with various GPU-based ray tracing APIs (DirectX Raytracing, Vulkan Ray Tracing) High performance graphics for 3D graphics, virtual reality, animation, and more Who This Book Is For:Game and graphics developers who are looking to leverage the latest hardware and software tools for real-time rendering and ray tracing to enhance their applications across a variety of disciplines.

SELECTED FOR STYLIST'S BOOKS YOU CAN'T MISS IN 2022 - 'A MUST READ' 'A fresh new voice in fiction, wry and sharp and raw' EMMA CLINE 'I still remember where I was when I first encountered a Saba Sams story' NICOLE FLATTERY 'I fell for this stunning collection with a rare, consuming passion' MEGAN NOLAN _____ In ten dazzling stories, Saba Sams dives into the world of girlhood and immerses us in its contradictions and complexities: growing up too quickly, yet not quickly enough; taking possession of what one can, while being taken possession of; succumbing to societal pressure but also orchestrating that pressure. These young women are feral yet attentive, fierce yet vulnerable, exploited yet exploitative. Threading between clubs at closing time, pub toilets, drenched music festivals and beach holidays, these unforgettable short stories deftly chart the treacherous terrain of growing up – of intense friendships, of ambivalent mothers, of uneasily blended families, and of learning to truly live in your own body. With striking wit, originality and tenderness, Send Nudes celebrates the small victories in a world that tries to claim each young woman as its own. _____ 'A roiling, raw, gut-punch of a debut collection, best read in one sitting ... I sat motionless for about half an hour after reading them; I can't wait to see what she writes next' PANDORA SYKES 'A seriously impressive debut. Saba Sams digs into the chaos, euphoria and menace of sexual attraction, friendship and family with bravery and wit' CHRIS POWER

A Guide for the Realist Painter

Big Light from Small Flashes

How to Render

A Silenced Voice
Fahrenheit 451
A Book of Middle English

These essays explicitly confront a particular crisis in postwar art, seeking to examine the assumptions on which the modern commercial and museum gallery was based.

Level up your skills with powerful texturing and lightingtechniques Advanced Maya Texturing and Lighting, Third Edition leadsyou through the latest advanced techniques for adding realisticdetail to your models. This new edition is up-to-date with thelatest Maya texturing, lighting, and rendering features, includingan exploration of the Node Editor, new Maya utility nodes andexpanded coverage of mental ray shaders, and render settings. Theproven tutorials are culled from real-world experience and refinedto give you the ultimate in practical skills. You'll learn workflowtips and tricks, the construction of custom shading networks, andthe application of time-saving tools that bring your project fromconcept to reality. The companion website features severalgigabytes of Maya scene files, texture bitmaps, and QuickTimemovies that support the exercises in the book, giving youeverything you need to advance your animation skillset. This book helps you take your rendering skills to the next levelwith the advanced tools and techniques that take animation fromgood to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texturemapping Work with node networks, raytracing, and globalillumination Try new approaches to rendering using Maya Software and mentalray If you're ready to take a big step forward and fine-tune yourstyle, Advanced Maya Texturing and Lighting, Third Editionis the practical, hands-on guide you need.

In the Internet age, shoppers often don't have the advantage of touching or feeling an item in order to make a logical buying decision regarding. The same is true on menus; we have to decide whether or not to order that fancy drink or dessert based on a photograph of it. This makes the job of photographers more important than ever--without the right photos, even the best product won't sell in today's marketplace! In this book, photographer Allison Earnest shows you how to design images to contain all the information about color, depth, shape, and texture that potential buyers will need to evaluate the product using their eyes alone--and how to entice viewers with scene setups and lighting that set the right mood or match the needs of a specific publication, website, or advertising campaign. Comprehensive text and detailed setup shots make it easy to follow along and master the principles of photographing any product beautifully!

This essential Middle English textbook, now in its third edition,introduces students to the wide range of literature written inEngland between 1150 and 1400. New, thoroughly revised edition of this essential MiddleEnglish textbook. Introduces the language of the time, giving guidance onpronunciation, spelling, grammar, metre, vocabulary and regionaldialects. Now includes extracts from 'Pearl' andChaucer's 'Troilus and Criseyde'. Bibliographic references have been updated throughout. Each text is accompanied by detailed notes.

Ray Tracing Gems II
Digital Water
God, Human, Animal, Machine
Fat Activism
Voice Studies
3D Engine Design for Virtual Globes

Sacred poetry from twelve mystics and saints, rendered brilliantly by Daniel Ladinsky, beloved interpreter of verses by the fourteenth-century Persian poet Hafiz One of 6 Books Oprah Loves to Give as Gifts During the Holidays "All kinds of beautiful poetry." —Hoda Kotb In this luminous collection, Daniel Ladinsky—best known for his bestselling interpretations of the great Sufi poet Hafiz—brings together the timeless work of twelve of the world's finest spiritual writers, six from the East and six from the West. Once again, Ladinsky reveals his talent for creating profound and playful renditions of classic poems for a modern audience. Rumi's joyous, ecstatic love poems; St. Francis's loving observations of nature through the eyes of Catholicism; Kabir's wild, freeing humor that synthesizes Hindu, Muslim, and Christian beliefs; St. Teresa's sensual verse; and the mystical, healing words of Sufi poet Hafiz—these along with inspiring works by Rabia, Meister Eckhart, St. Thomas Aquinas, Mira, St. Catherine of Siena, St. Teresa of Avila, St. John of the Cross, and Tukaram are all "love poems by God" from writers considered "conduits of the divine." Together, they form a spiritual treasure to cherish always.

"A lyrical ode to that magical time in autumn when the leaves turn yellow"--
Bring new realism to your visualizations with a command of the 3ds Max toolset. Three step-by-step tutorials demonstrate exterior and interior, day and night lighting scenes. You learn the nuts and bolts of importing models from CAD programs, lighting, applying mr shaders and materials, and optimizing your renders. Mental ray is made simple with an accessible description of its tools.
Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management

and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From predproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

Enabling a More Resilient, Secure and Equitable Water Future

CINEMA 4D

The VES Handbook of Visual Effects

The Art of Visual Storytelling

The Art of Cuphead

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

Explains how the human brain interprets the visual world around us, as well as the subject of visually communicating the form of an object in easy to understand lessons through the use of drawings, photography, and more.

A strikingly original exploration of what it might mean to be authentically human in the age of artificial intelligence, from the author of the critically-acclaimed Interior States. "Meghan O'Gieblyn is a brilliant and humble philosopher, and her book is an explosively thought-provoking, candidly personal ride I wished never to end ... This book is such an original synthesis of ideas and disclosures. It introduces what will soon be called the O'Gieblyn genre of essay writing." —Heidi Julavits, author of The Folded Clock For most of human history the world was a magical and enchanted place ruled by forces beyond our understanding. The rise of science and Descartes's division of mind from world made materialism our ruling paradigm, in the process asking whether our own consciousness—i.e., souls—might be illusions. Now the inexorable rise of technology, with artificial intelligences that surpass our comprehension and control, and the spread of digital metaphors for self-understanding, the core questions of existence—identity, knowledge, the very nature and purpose of life itself—urgently require rethinking. Meghan O'Gieblyn tackles this challenge with philosophical rigor, intellectual reach, essayistic verve, refreshing originality, and an ironic sense of contradiction. She draws deeply and sometimes humorously from her own personal experience as a formerly religious believer still haunted by questions of faith, and she serves as the best possible guide to navigating the territory we are all entering.

The Hot Shoe Diaries

Lighting for Animation

Yellow Time

A Radical Social Movement