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V-Ray My Way: A Practical Designer's Guide To Creating Realistic Imagery Using V-Ray & 3ds Max



Synopsis

V-Ray My Way: A Practical Designers Guide to Creating Realistic Imagery Using V-Ray & 3ds Max is a practical, hands-on guide to creating some of the most stunning computer-generated images possible. It caters to the design masses; architects, engineers, interior designers, industrial designers, photographers, and enthusiasts will find this book essential in their quest to express themselves through visual communication. V-Ray My Way is an accumulation of 13 years of experimental experience and will have you creating content within minutes, help grow your company, help develop your portfolio, and help you make that career leap. Additional resources and exercises are available at the book's companion website, www.focalpress.com/cw/Wylde.

Book Information

File Size: 28124 KB

Print Length: 196 pages

Simultaneous Device Usage: Up to 4 simultaneous devices, per publisher limits

Publisher: CRC Press; 1 edition (September 4, 2014)

Publication Date: September 4, 2014

Sold by:Â Digital Services LLC

Language: English

ASIN: B00NB02XF6

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #1,213,813 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #107

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Customer Reviews

Simply put, Lee's approach takes much of the pain out of setting up scenes in Vray. His explanations take you through the critical settings for different scene setups without getting overly technical. Combined with the scenes Lee provides, this book is great time saver. I bought the kindle edition to use on my ipad and I find the digital version with links very helpful, as you can bookmark

pages.

I liked the fact that the author explains his background to help us understand how he managed to get where he is right now and that made me feel confident that this guy really knows what he is doing. Then he explains a lot of important details that are essential to create a very detailed scene, as well as some common mistakes that we should be aware of and I was impressed that I was actually making a lot of those mistakes so this book is helping me to improve the quality of my work. Also, when getting to the actual practice, the author illustrates a lot of visual examples to help us understand what he is trying to say and that is really good because I am that kind of person that needs to see a visual reference to fully understand what the people are trying to say to me and this author does it very good. And that's not all, I LOVED that when we are working on 3ds Max, there are images that fully guide you through the steps that are needed to achieve the final and absolutely beautiful render. As a side note, I originally don't use 3Ds Max because I was introduced to the 3D world in Maya, but as I mentioned before, this book has a lot of pictures to guide you through everything that has to be done and it makes it easier to people that can be considered beginners. I totally recommend this book.

Although very simple, since some features could have a bigger explanation and detailing, it's a good synthetic approach to vray in its basic features for creating simple day, night and interior scenes. I recommend it to beginners and intermediate users.

The book is okay, and the content is somewhat useful, but the the author refers to a bunch of material that is supposed to be on the companion website, which just are not there.

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