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Blender Cycles: Lighting and Rendering Cookbook

By Bernardo Iraci

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 artists' 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...



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