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## V-Ray for C4D The Texture Manual Vol.1 (English Edition)

Von Horst Sonderrmann

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**Von Horst Sonderrmann : V-Ray for C4D The Texture Manual Vol.1 (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised V-Ray for C4D The Texture Manual Vol.1 (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Gutes EinsteigerbuchVon Florian BMir hat Buch sehr viel gebracht. Ich habe mir die Kindle Version gekauft.Fr einen Neuling in Vray in Kombination mit C4D war es sehr hilfreich undhat mir wirklich den Einstieg erleichtert.

KurzbeschreibungThis is my first e-book on V-Ray for C4D, the V-Ray render plugin for Cinema 4D. It is adding

texturing tutorials to SketchUp Sketchbook Vol.1 which has been released lately. Why this emphasis on texturing? Well, as far as I know after dealing with visualization for quite some years the key to really good images is the look of virtual materials assigned to a 3D model lighting and render technique have become rather simple over the years, yet texturing stays an arcane and complex subject. Texturing is like painting after all we create just images that resemble something real. Actually while texturing 3D models we do nothing else than so many painters have done before, like Pieter deHooch for example the difference being that we accomplish our artists work by choosing digital tools like shaders with strange little adjustment tools. Creating art with a rather abstract set of tools makes our work rather peculiar, and for being successful we have to get a feeling for the proper use of these instruments. Whenever I show you how to make use of Noises, blend modes etc. this is a result of experience gained by endless trial and error work I have done before, and while you may perfectly follow my suggestions you can not avoid playing around the same way when creating your own stuff for your own projects. This book is a step-by-step-introduction to the Cinema 4D and V-Ray material system allowing for the most advanced and realistic looking textures in computer visualization. In V-Ray for C4D The Texture Manual Vol.1 I will show you how to compose textures from scratch, while you probably may already have been using pre-defined materials successfully my aim is to make you understand how textures work, how they are created, and how they can be adjusted to specific needs. I start my series of V-Ray books with composing rather simple textures, by no means making use of all of Cinema 4Ds or V-Rays potential just in order to develop a sense of control over those basic material parameters so well dispatched over the softwares crowded interface. I am not going to deal with texturing in theory but will develop materials as part of a specific project texturing a 3D model of Adolf Loos House Moller in Vienna, a complex spatial structure tamed by a rather ascetic and serene cubature. This book is considered to be complementary to my first e-book on SketchUp in which the models CAD construction is explained this companionship between construction and texturing will be continued in further books dealing with more aspects of this famous building, especially its interior. Up to this point, our model is very simple like a paper model in a way and so will be our first steps into texturing.

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