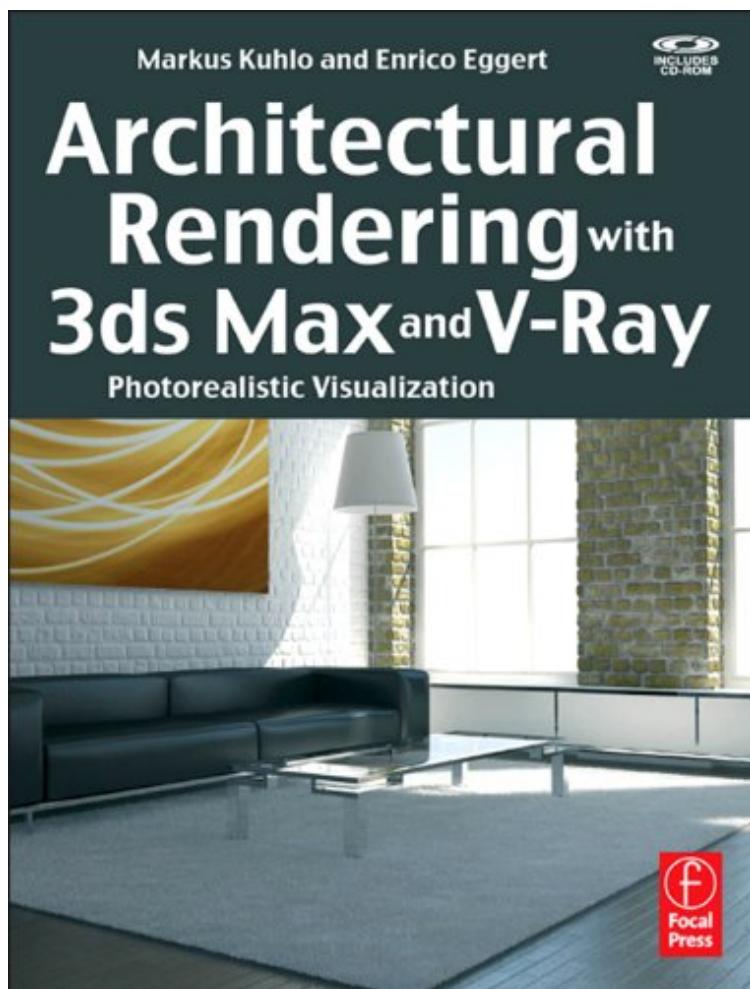


# Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization

Markus Kuhlo

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**Markus Kuhlo : Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization** before purchasing it in order to gage whether or not it would be worth my time, and all praised Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization:

3 of 3 people found the following review helpful. AmazingBy fortinbras79While it is true that this book is outdated by a few years (it uses Max 2010 and Vray 1.5) with just the smallest amount of thought, you can figure out the differences. I work in Max 2012 and this book was INCREDIBLY helpful. I've always struggled with V-ray. I took a class on it with little help. This book takes you step by step in how to develop materials, apply correctly, set lights, cameras and how best to render. THIS IS NOT A BOOK TO TEACH YOU MAX. This book teaches the rendering tool Vray. I highly recommend this book to anyone wanting to learn how to do photo-realistic renderings. 0 of 0 people found the following review helpful. Book concept take deep with interior desing with keep in ...By MAHGOUBBook

concept take deep with interior desing with keep in mind exterior in onlyone chapter also the soft ware use old version of max and vray and Iprefer to use or take in cosideration new versions of soft ware0 of 0 people found the following review helpful. Very Understandable book for beginnersBy zakeeThis is an easy to read book.the author goes through the settings for exterior and interior renderingbut often times does not say why he is using a particular settingthis is the only thing that this book is lackingi highly recommend it for beginners who wants to jump in and produce a good renderright away

Create high-quality photorealistic renders of architectural visualizations using 3ds Max and Vray with the project-based tutorials in this book. Learn how to combine lighting and rendering options to end-up with the most realistic final renders possible at a professional level. The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors and daytime and nighttime scenes. Learn how to save time without sacrificing the quality of your final renders with tips and tricks on rendering with Vray - the most accurate rendering application for 3ds Max. The companion CD includes all the project files that you need to recreate each of the projects presented within the book.

"This guide to creating architectural models with Autodesk's popular modeling, animation and rendering application, 3ds Max, provides a collection of lessons for designing sample room visualization projects and rendering them with the V-Ray rendering engine. The work begins with an overview of software functions and modeling and rendering theory and continues with four sample projects including a loft apartment in daylight, a bathroom, a bedroom at night and a simple house exterior. Chapters provide step-by-step instructions and numerous screen shots and a CD-ROM containing all project files is included."--Reference and Research Book News "The tutorials in this book are filled with beautiful full-color images and they teach you how to light both interiors and exteriors, and daytime and nighttime scenes, and more. The companion CD includes all the project files that you need to recreate each of the projects presented in this book."--NeoPopRealism