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Essential CG Lighting Techniques with 3ds Max (Focal Press Visual Effects and Animation)

Darren Brooker

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Lighting is the one thing that makes or breaks any CG environment. This inspirational book and DVD give you everything you need to create convincing CG lightin; from the concepts and theoretical aspects to the techniques and tricks that are essential in a production environment. The stunning color illustrations throughout the book illustrate just what can be done, while the tutorials show you exactly how to do it.

Every ounce of theory is backed up with practical tutorials, using the free trial versions of 3ds Max and Combustion supplied on the companion DVD. The tutorials take you from the fundamentals of lighting, right through to advanced techniques with many new sections, including ones that cover radiosity techniques, rendering with mental ray, and compositing.

Certified by Autodesk, Darren Brooker's new edition teaches the real methods behind real-world work. If you want a one-stop master class in CG lighting, or if you just want to brush up on your existing skills - then this book contains everything you need.

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