How to Render: the fundamentals of light, shadow and reflectivity

By Scott Robertson, Thomas Bertling

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling

This book is about the fundamentals of light, shadow and reflectivity; the focus is firmly on helping to improve visual understanding of the world around and on techniques for representing that world. Rendering is the next step after drawing to communicate ideas more clearly. Building on what Scott Robertson and Thomas Bertling wrote about in How To Draw: Drawing and Sketching Objects and Environments from Your Imagination, this book shares everything the two experts know about how to render light, shadow and reflective surfaces. This book is divided into two major sections: the first explains the physics of light and shadow. One will learn how to construct proper shadows in perspective and how to apply the correct values to those surfaces. The second section focuses on the physics of reflectivity and how to render a wide range of materials utilizing this knowledge. Throughout the book, two icons appear that indicate either "observation" or "action." This means the page or section is about observing reality or taking action by applying the knowledge and following the steps in creating your own work. Similar to our previous book, How To Draw, this book contains links to free online rendering tutorials that can be accessed via the URL list or through the H2Re app.

How to Render: the fundamentals of light, shadow and reflectivity

By Scott Robertson, Thomas Bertling

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling

This book is about the fundamentals of light, shadow and reflectivity; the focus is firmly on helping to improve visual understanding of the world around and on techniques for representing that world. Rendering is the next step after drawing to communicate ideas more clearly. Building on what Scott Robertson and Thomas Bertling wrote about in How To Draw: Drawing and Sketching Objects and Environments from Your Imagination, this book shares everything the two experts know about how to render light, shadow and reflective surfaces. This book is divided into two major sections: the first explains the physics of light and shadow. One will learn how to construct proper shadows in perspective and how to apply the correct values to those surfaces. The second section focuses on the physics of reflectivity and how to render a wide range of materials utilizing this knowledge. Throughout the book, two icons appear that indicate either "observation" or "action." This means the page or section is about observing reality or taking action by applying the knowledge and following the steps in creating your own work. Similar to our previous book, How To Draw, this book contains links to free online rendering tutorials that can be accessed via the URL list or through the H2Re app.

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling Bibliography

- Sales Rank: #32166 in Books
- Published on: 2014-11-15
- Original language: English
- Number of items: 1
- Dimensions: 11.00" h x 9.00" w x 1.25" l, 3.13 pounds
- Binding: Paperback
- 272 pages

⬇ **Download** How to Render: the fundamentals of light, shadow a ...pdf

🗎 **Read Online** How to Render: the fundamentals of light, shadow ...pdf

Download and Read Free Online How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling

Editorial Review

About the Author
Scott Robertson has almost two decades of experience teaching how to design, draw, and render at the highest college level. He has authored or co-authored 11 books on design and concept art. In addition to books, he has co-produced over 40 educational DVDs with The Gnomon Workshop, of which nine feature his own lectures. For several years, Scott chaired the Entertainment Design department at Art Center College of Design. He frequently lectures around the world for various corporations, colleges, and through his own workshop brand, SRW. In addition to teaching, Scott has worked on a wide variety of projects ranging from vehicle and alien designs for the Hot Wheels animated series Battle Force Five, to theme park attractions such as the Men in Black ride in Orlando, Florida for Universal Studios. Some of his clients include the BMW subsidiary Design-works/USA, Bell Sports, Giro, Mattel Toys, Spin Master Toys, Patagonia, the feature film Minority Report, Nike, Rockstar Games, Sony Online Entertainment, Sony Computer Entertainment of America, Buena Vista Games, THQ, and Fiat to name just a few.

Thomas Bertling has an extensive background as a successful industrial designer and engineer, with a varied array of clients such as Disney, Samsung, and Whole Foods, and a diverse portfolio of completed products on the market, from state-of-the-art medical innovations to combat-ready military vehicles. This hands-on expertise gives him a distinct approach and remarkable edge in addition to being an acclaimed design educator. With substantial experience teaching all levels of perspective sketching and construction to both university students and corporate clients, he has created comprehensive and proven curricula rooted in practicality and real-world application. He currently serves as Director of Entertainment Design at Art Center College of Design as well as teaching several courses and training faculty members.

Users Review

From reader reviews:

Randall Yang:

This How to Render: the fundamentals of light, shadow and reflectivity are usually reliable for you who want to be considered a successful person, why. The reason why of this How to Render: the fundamentals of light, shadow and reflectivity can be among the great books you must have is actually giving you more than just simple examining food but feed you actually with information that probably will shock your earlier knowledge. This book is handy, you can bring it just about everywhere and whenever your conditions at e-book and printed versions. Beside that this How to Render: the fundamentals of light, shadow and reflectivity giving you an enormous of experience such as rich vocabulary, giving you trial run of critical thinking that we know it useful in your day activity. So , let's have it appreciate reading.

Barbara Gunter:

Do you have something that you like such as book? The publication lovers usually prefer to pick book like comic, limited story and the biggest an example may be novel. Now, why not seeking How to Render: the fundamentals of light, shadow and reflectivity that give your pleasure preference will be satisfied simply by reading this book. Reading behavior all over the world can be said as the way for people to know world

much better then how they react toward the world. It can't be said constantly that reading behavior only for the geeky man but for all of you who wants to become success person. So , for every you who want to start examining as your good habit, you may pick How to Render: the fundamentals of light, shadow and reflectivity become your current starter.

Ian Hall:

That publication can make you to feel relax. This book How to Render: the fundamentals of light, shadow and reflectivity was colourful and of course has pictures on there. As we know that book How to Render: the fundamentals of light, shadow and reflectivity has many kinds or variety. Start from kids until young adults. For example Naruto or Investigator Conan you can read and think that you are the character on there. Therefore , not at all of book are usually make you bored, any it offers you feel happy, fun and relax. Try to choose the best book to suit your needs and try to like reading this.

Brittany Gonzalez:

A lot of book has printed but it is unique. You can get it by internet on social media. You can choose the best book for you, science, amusing, novel, or whatever through searching from it. It is called of book How to Render: the fundamentals of light, shadow and reflectivity. You can include your knowledge by it. Without leaving the printed book, it can add your knowledge and make an individual happier to read. It is most essential that, you must aware about reserve. It can bring you from one destination for a other place.

Download and Read Online How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling #GYFNBKOSW08

Read How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling for online ebook

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling books to read online.

Online How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling ebook PDF download

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling Doc

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling Mobipocket

How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling EPub

GYFNBKOSW08: How to Render: the fundamentals of light, shadow and reflectivity By Scott Robertson, Thomas Bertling