



Blender 2.6 Cycles: Materials and Textures Cookbook

By Enrico Valenza

Packt Publishing Limited. Paperback. Condition: New. 280 pages. Dimensions: 9.1in. x 7.5in. x 0.7in. Over 40 recipes to help you create stunning materials and textures using the Cycles rendering engine with Blender Overview Create naturalistic materials and textures - such as rock, snow, and ice - using Cycles Learn Cycles node-based material system Get to grips with the powerful Cycles rendering engine In Detail Cycles is Blender's new, powerful rendering engine. Using practical examples, this book will show you how to create a vast array of realistic and stunning materials and texture effects using the Cycles rendering engine. Blender 2.6 Cycles: Materials and Textures Cookbook is a practical journey into the new and exciting Cycles rendering engine for Blender. In this book you will learn how to create a vast array of materials and textures in Cycles, including glass, ice, snow, rock, metal and water. If you want to take your 3D models to the next level, but don't know how, then this cookbook is for you! In this practical cookbook, you will learn how to create stunning materials and textures to really bring your 3D models to life! Diving deep into Cycles you will learn Cycles node-based material system,...



[READ ONLINE](#)
[2.61 MB]

Reviews

This publication can be really worth a go through, and superior to other. It is amongst the most amazing publication we have go through. You won't feel monotony at anytime of your own time (that's what catalogues are for about when you request me).

-- **Ms. Elda Schaden MD**

This publication is great. It really is packed with knowledge and wisdom Your daily life period will probably be transform when you complete reading this article book.

-- **Wilford Metz**