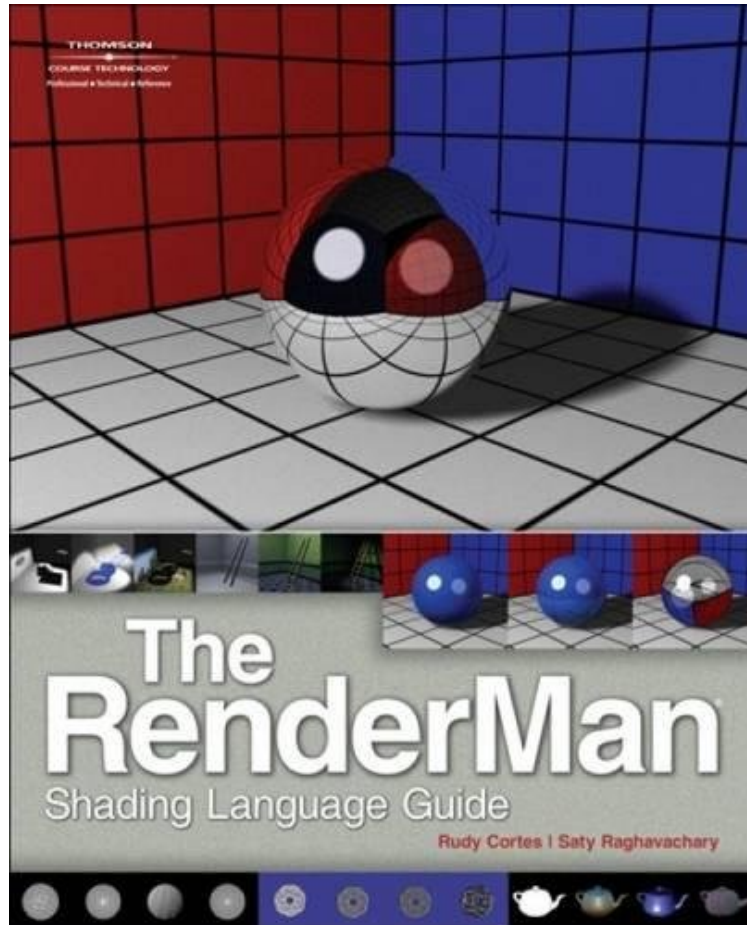


The RenderMan Shading Language Guide

Don" Rudy Cortes, Saty Raghavachary
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#1672062 in Books Cortes, Rudy/ Raghavachary, Saty 2007-12-31Original language:EnglishPDF # 1 9.10 x 1.58 x 7.39l, 3.83 #File Name: 1598632868656 pages | File size: 72.Mb

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review helpful. In depth informationBy London C.I'm quite pleased with the depth of this book. So many of the CGI titles I've bought that claim to be intermediate or advanced aren't. While the RenderMan Shading Language Guide assumes that you have no starting knowledge of RSL, it immediately dives into technical details without overwhelming the novice. For someone wishing to learn RSL (or even just shader theory), this book is wonderfully paced, containing a great depth of information, very well explained. At the same time, this isn't a book for dabblers. To get much out of the RenderMan Shading Language Guide, you need to be willing to put some effort and practice into it. This is a textbook and needs to be treated as a subject of study, rather than a casual enhancement for playing with CGI. If RenderMan intrigues you, but you don't want to get too deep into the technical (and programming/scripting) aspects, you'd be better off getting Pixar's RenderMan for Maya and a Digital Tutors or similar training DVD. You'll learn more of the simple, day-to-day things and get started making renderings faster. As another poster mentioned, the text mentions an included disk which isn't. The website doesn't have downloads either. That omission would knock the book down to 4.5 stars, but since I can't rate with half-stars, 5 stars more accurately reflects the value of the book than 4.0 of 0 people found the following review helpful. A technical subject made easyBy RayI bought this book and I have been reading it every week. The authors make renderman look like an easy subject which proves how successful the book is. Other than a few mistakes in some pages, I really have no complaints for the book. I have been using whatever I learned and attempted to create VEX shaders in Houdini's mantra, which has been successful so far. I really recommend this book for anyone who is interested in renderman but does not want to be overloaded with all the technical terms.

Discover how to achieve the stunning imagery and dazzling effects that wow audiences in animated and live action motion pictures. "The RenderMan Shading Language Guide" shows you how to master this powerful rendering program, used by filmmakers in conjunction with 2D and 3D painting, modeling, and animation software to transport audiences to faraway lands and awe them with fantastic creatures. A comprehensive guide to the RenderMan Shading Language (RSL), the book teaches experienced 3D animators and artists fundamentals through advanced RSL and image synthesis concepts. Beginning with an introduction to RSL, you'll learn about the shader writing process and how to set up a proper shader developing environment. After that you'll try your hand at some simple shading methods such as light and volume shaders. Once you have the basics down, you'll move on to more advanced shading skills including raytracing, global illumination, pattern anti-aliasing, and DSO shadeops. The book presents over 80 complete shaders and teaches good coding style and techniques. "The RenderMan Shading Language Guide" presents the skills you need to become proficient with RSL so that you can use them to create amazing special effects for use in movies, video games, and more.

PART 1 - RSL FUNDAMENTALS Chapter 1 - Introduction to RSL and RenderMan Chapter 2 - RSL Details Chapter 3 - Shader Writing Process PART 2 - SHADER DEVELOPMENT Chapter 4 - Setting Up a Developing Environment Chapter 5 - Math for Shader Writers Chapter 6 - Shader Design Methodology PART 3 - BASIC SHADING Chapter 7 - Displacement and Surface Shaders Chapter 8 - Light Shaders Chapter 9 - Volume Shaders Chapter 10 - Imager Shaders PART 4 - INTERMEDIATE SHADING Chapter 11 - Illumination loops - BRDFs Chapter 12 - Procedural Patterns Chapter 13 - Texture Mapping Chapter 14 - Raytracing PART 5 - ADVANCED SHADING Chapter 15 - Global Illumination Chapter 16 - Beyond RSL: DSO Shadeops Chapter 17 - Anti-aliasing Index