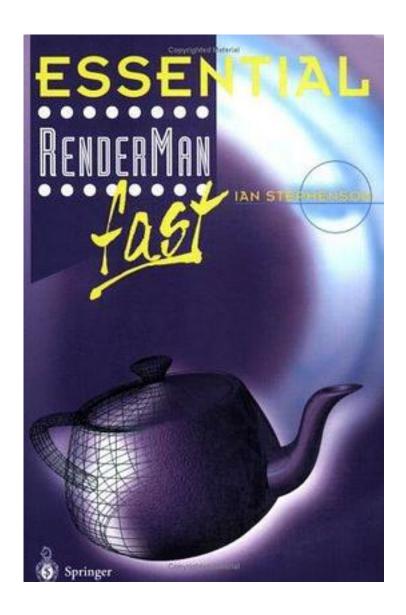
Essential Renderman Fast



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RenderMan has long been associated with top-end film production and is an essential tool for creating many of the effects and images in recent animated films (such as Final Fantasy, Monsters, Inc., Stuart Little, Pearl Harbour and Dinosaur). RenderMan is widely available and, with the demand for higher quality images, is now used by computer-based artists at all levels of the graphics industry. Essential RenderMan fast is a practical introduction to producing images using a RenderMan renderer, and getting the most from RenderMan. You will gain access to the power of RenderMan, which has previously only been available to the elite of the Computer Graphics community! With plenty of illustrations and hands-on examples, Ian Stephenson: gives an overview of RenderMan.- explains how scenes are described.- illustrates (among other things) how to create surfaces; colour; lighting; shadows; and depth of field, using RIB and the C API.- introduces the techniques involved in creating and applying textures and shading. Additional material is available from the Essential series website: http://www.essential-series.com

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