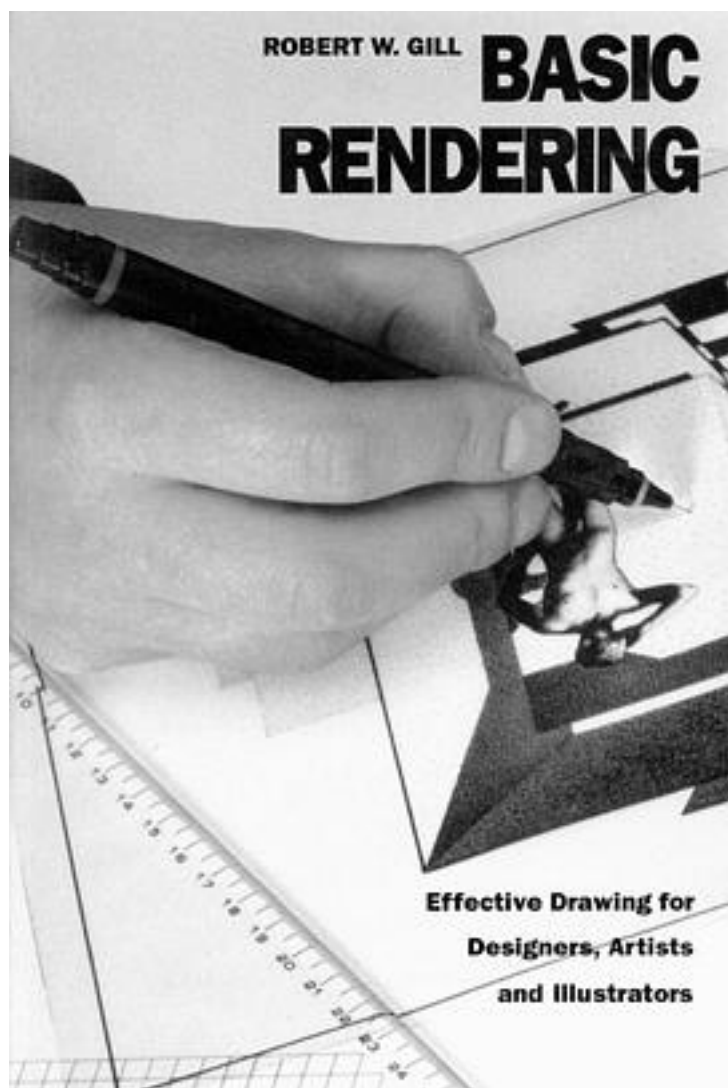


Basic Rendering



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Rendering is one of the most exerting and challenging aspects of producing pictures in any area of the graphic arts. Like every other aspect of the creative arts, rendering has

principles that are based on truths evolved over a number of centuries. These principles are used to introduce the illusion of realism into two-dimensional representations of three-dimensional objects and views. In this context the term 'realism' means photographic realism, which is accepted in our society as the graphic truth.

Though rendering is a broad and complex subject it can be made much simpler if the basic principles are understood from the very beginning. The ability to understand and use these basic principles forms the foundation of visual literacy, which is essential to anyone wishing to practise in any area of art, design or graphics, and is attained by first learning to see and understanding what is seen. In this context, I

believe that seeing is a learned skill and to learn to see one must first learn how to look and what to look for. Objects are seen as complex images to which perspective, light and shade, shadows, values, contrasts, atmospheric effects, textures and colours all contribute. Consequently a great deal must be known about these elements and the principles of their graphic interpretation before what is seen can be understood and used for competent pictorial representations. Rendering, therefore, can be described as the process of interpreting graphically what is seen and what is known.

作者介绍:

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书评

To learn to draw it is first necessary to learn to see. To learn to see it is first necessary to learn to look. To learn to look it is first necessary to learn what to look for. To understand what is seen it is necessary to learn the basic principles involv...

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