PHOTOGRAPHY & RENDERING using V-Ray is based on the **5-Step Render Workflow® (5SRW)** method. It is **an educational format made up of five simple steps** for creating photorealistic renders in the field of pre-visualization for architecture, mechanics and design. It uses **photography** – and the basic concepts behind it – as a point of reference.

Framing, *Light Balance*, *Materials*, *Final Settings* and *Post-Production* are the five crucial phases in the innovative **5-Step Render Workflow® (5SRW)** method. Examined without technicalities, these phases form a **simple and deliberate pathway** that aims to guide and encourage full awareness of each step leading to the creation of any kind of render.

Each topic has a theoretical introduction, designed to prepare the reader for the practical use of the **V-Ray** parameters. In this book, the final outcome is not intended to be an end in itself. Instead, the focus is placed on the **process** used to achieve it. In line with this logic, the various **exercises** and **videos** accompanying the book **are means, rather than ends**, that will allow you to reason with greater awareness.

The book is targeted both to readers who have never used **V-Ray**, as well as those who already have experience with the software and are simply looking for a way to organize their ideas simply and with greater coherence.

TOPICS COVERED IN THE BOOK:

First Steps in V-Ray • Compensation Using the Gamma Curve • Global Illumination and Irradiance Map • The DSLR Camera in V-Ray • Light Balance • Simulating Materials • Exposure • Exterior Rendering • V-Ray Sun System • Simulating Vegetation and Textiles • The 5SRW Method and Interior Rendering • Other Lights and HDRI • White Balance and Contrast • Optimizing Rendering Time • SOS: How not to Freak Out •
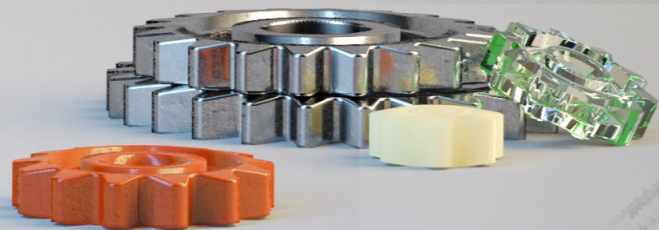
THIS BOOK IS SUITABLE FOR **V-RAY VERSION 2.0** OR LATER AND **3DS MAX 2010** OR LATER. THE CONCEPTS ILLUSTRATED ARE ALSO SUITABLE FOR USE WITH **V-RAY** FOR OTHER SOFTWARE PROGRAMS, HOWEVER SOME OPTIONS MAY NOT HAVE BEEN IMPLEMENTED YET.

CIRO SANNINO

V-Ray Licensed Instructor

5SRW Official Instructor

CHAOSGROUP
V-Ray Licensed Instructor

5SRW
INSTRUCTOR

CONTENTS OF THE ATTACHED DVD:

Attached to the book is a DVD containing a folder called *P&R-VRay*, in which you will find **.MAX** files, videos relating to the concepts explained and **.JPG** files of the images contained in the book. It also contains 3D models from **designconnected.com** and textures from **arroway-textures.com**.

€ 49,90

PHOTOGRAPHY & RENDERING with V·ray

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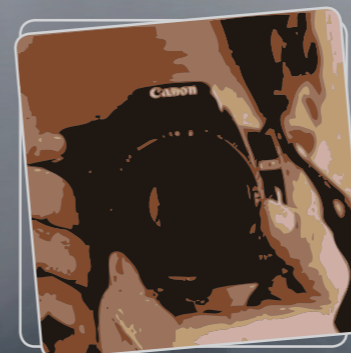
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PHOTOGRAPHY & RENDERING

with **V·ray**

A logical and coherent method for achieving photorealistic renders using V-Ray

A PHOTOGRAPHIC APPROACH

Studying the real world with the basics from physics, materials, lighting and photography

PHOTOREALISTIC RESULTS

Through the simple and systematic use of the powerful V-Ray rendering engine

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