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THE
ART OF
MODELLING
— AND —
RENDERING

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Nuove Grafiche Tipografia Puddu S.r.l
Zona industriale Ortacesus
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09040 Ortacesus (CA) Italy
Ph. 070-9819015

ISBN

978-88-88837-27-7

Printing completed in February 2014

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The ART of Modelling and Rendering

The publisher
Gabriele Congiu



The *ART of Modelling and Rendering* arose with the primary goal of endorsing the most artistic aspects of the world of computer graphics and the authors who contributed to it. After a long selection process, five artists were chosen to create five tutorials using **3ds Max** and **V-Ray**, allowing photorealistic images to emerge as digital art.

Important features of these five tutorials include procedures to create the images and rich advice and suggestions, which make the book interesting and easy to use.

The attached DVD contains the .MAX files used in the tutorials (except for the one by **P. Podwojewski**, as the files are protected by copyright). This allows readers/users of the software programs to analyse the work produced in detail. For cases in which the .MAX files have not been provided, it will in any case be possible to reproduce the presented effects, thanks to the richness of the images and descriptions.

I hope you enjoy reading this wonderful book.

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