



projects, tutorial movies, guest artist tutorials, inspirational galleries and unique C4D Teacher Files (C4D scenes with embedded step-by-step instruction). Bring new realism to your visualizations with a command of the 3ds Max toolset. Three step-by-step tutorials demonstrate exterior and interior, day and night lighting scenes. You learn the nuts and bolts of importing models from CAD programs, lighting, applying mr shaders and materials, and optimizing your renders. Mental ray is made simple with an accessible description of its tools. GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in *The Book of GIMP*. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer *The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.*

Whether you're creating animation for television, advertising, games, or multimedia, [digital] Character Animation 3 can help you bring your imagination to life. In this updated classic, both newcomers to digital animation and old hands looking to hone existing skills will find essential techniques for creating lively, professional-quality animation that are applicable to any software application. Combining the fundamentals of modeling, rigging, and animation with advanced-level information on characterization, directing, and production management, author George Maestri has created an essential resource for digital animators. [digital] Character Animation 3 is packed with beautiful new artwork and Maestri's invaluable expert tips. Along with clear instruction on the theory and practice of foundation techniques such as rigging, walk-cycles, and lip-synch—the tutorials and exercises in this book let you practice what you've learned. Maestri also offers in-depth information on creating nuanced characters that feel “alive” and win audience empathy and attention. *The book's final chapter guides you through the entire filmmaking process, from story development through voice casting and animation directing.*

Fahrenheit 451  
The Landscape Lighting Book  
Digital Modeling  
Digital Lighting & Rendering  
Heir of Fire  
Concert Lighting

*This richly illustrated, up-to-date guide offers practical coverage of all aspects of lighting design. Written by an award-winning, internationally known lighting designer, it covers lighting practices, materials, and their design applications and offers guidelines for preparing lighting drawings, control and transfer charts, symbol lists, and other technical specifications. This edition provides a new focus on the use of LEDs, as well as new and expanded coverage of renderings, Mesopic Vision, and the latest controls approaches and systems.*

*"A wonderful introduction to the workings of the Hollywood system. We learn in rich and yet accessible detail about special effects, technical wizardry and gadgetry, lighting, make-up, the breakdown of crews, and filming strategies. The book is legendary and its reprint is a major event for film study."*—Dana Polan, Tisch School of the Arts, New York University

*Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows. The book explains the basics as well as many advanced aspects related to the domain of shadow computation. It presents interactive solutions and practical details on shadow computation. The authors compare various algorithms for creating real-time shadows and illustrate how they are used in different situations. They explore the limitations and failure cases, advantages and disadvantages, and suitability of the algorithms in several applications. Source code, videos, tutorials, and more are available on the book's website [www.realtimeshadows.com](http://www.realtimeshadows.com).*

**NATIONAL BESTSELLER • WINNER OF THE PULITZER PRIZE** • A searing, post-apocalyptic novel about a father and son's fight to survive, this "tale of survival and the miracle of goodness only adds to McCarthy's stature as a living master. It's gripping, frightening and, ultimately, beautiful" (*San Francisco Chronicle*). *A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. The Road is the profoundly moving story of a journey. It boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love. Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of: ultimate destructiveness, desperate tenacity, and the tenderness that keeps two people alive in the face of total devastation.*

*The Step-by-step Secrets for how to Make Your Photos Look Like the Pros'!*

*The Artist's Project Sourcebook*  
*The Hot Shoe Diaries*  
*Painting With Light*  
*An African Folktale*  
*Drawn to Life*

This introduction to light for students and visual artists explores the way light can be used to create realistic and fantastical effects in a wide range of media. Divided into three parts, the clearly written text explains: the fundamental properties of natural and artificial light; how to create realistic images by observing people and the environment; the creative use of light in composition and design. Updated with revised photos and artwork, as well as 15 practical exercises and new online video material, this second edition is an indispensable resource for animators, digital illustrators, painters, photographers, and artists working in any medium.

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

In the Internet age, shoppers often don't have the advantage of touching or feeling an item in order to make a logical buying decision regarding. The same is true on menus; we have to decide whether or not to order that fancy drink or dessert based on a photograph of it. This makes the job of photographers more important than ever--without the right photos, even the best product won't sell in today's marketplace! In this book, photographer Allison Earnest shows you how to design images to contain all the information about color, depth, shape, and texture that potential buyers will need to evaluate the product using their eyes alone--and how to entice viewers with scene setups and lighting that set the right mood or match the needs of a specific publication website, or advertising campaign. Comprehensive text and detailed setup shots make it easy to follow along and master the principles of photographing any product beautifully!

Furnishes an overview of digital photography, covering such topics as cameras, exposure, lighting, shutter speed, depth of field, and resolution--and tips on how to avoid hours of photo-editing by taking great photographs the first time.

The VES Handbook of Visual Effects  
Lighting Design Basics

The Road  
Rendering with AutoCAD Using NXtRender  
The Age of Surveillance Capitalism  
Understanding and Using Light in Art & Design

When it comes to photography, it 's all about the light. After spending more than thirty years behind the lens—working for National Geographic, Time, Life, and Sports Illustrated—Joe McNally knows about light. He knows how to talk about it, shape it, color it, control it, and direct it. Most importantly, he knows how to create it...using small hot shoe flashes. In *The Hot Shoe Diaries*, Joe brings you behind the scenes to candidly share his lighting solutions for a ton of great images. Using Nikon Speedlights, Joe lets you in on his uncensored thought process—often funny, sometimes serious, always fascinating—to demonstrate how he makes his pictures with these small flashes. Whether he 's photographing a gymnast on the Great Wall, an alligator in a swamp, or a fire truck careening through Times Square, Joe uses these flashes to create great light that makes his pictures sing.

digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D application. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digitalCinematography and Directing a must-have!" -Dave Adams, Dreamworks.

Level up your skills with powerful texturing and lightingtechniques *Advanced Maya Texturing and Lighting, Third Edition* leadsyou through the latest advanced techniques for adding realisticdetail to your models. This new edition is up-to-date with thelatest Maya texturing, lighting, and rendering features, includingan exploration of the Node Editor, new Maya utility nodes andexpanded coverage of mental ray shaders, and render settings. Theproven tutorials are culled from real-world experience and refinedto give you the ultimate in practical skills. You'll learn workflowtips and tricks, the construction of custom shading networks, andthe application of time-saving tools that bring your project fromconcept to reality. The companion website features severalgigabytes of Maya scene files, texture bitmaps, and QuickTimemovies that support the exercises in the book, giving youeverything you need to advance your animation skillset. This book helps you take your rendering skills to the next levelwith the advanced tools and techniques that take animation fromgood to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texturemapping Work with node networks, raytracing, and globalillumination Try new approaches to rendering using Maya Software and mentalray If you're ready to take a big step forward and fine-tune yourstyle, *Advanced Maya Texturing and Lighting, Third Edition*is the practical, hands-on guide you need. Many animators and designers would like to supplement their Maya learning with a less-technical, more helpful book. This self-study manual is both a general guide for understanding 3-D computer graphics and a specific guide for learning the fundamentals of Maya: workspace, modeling, animation, shading, lighting, and rendering. *Understanding 3-D Animation Using Maya* covers these fundamentals in each chapter so that readers gain increasingly detailed knowledge. After an initial 'concepts' section launches each chapter, hands-on tutorials are provided, as well as a chapter project that progressively adds newly learned material and culminates in the final animated short. This is the first book on Maya that teaches the subject using a sensible, proven methodology for both novices and intermediate users. Topics and features: - Proven method that emphasizes preliminaries to every chapter - Integrates the "why" concepts of 3-D simultaneously with the "how-to" techniques - Skills reinforced with tutorials and chapter projects - Real-world experience distilled into helpful hints and step-by-step guides for common tasks

Digital Visual Effects and Compositing  
Facial Modeling and Animation Done Right  
Why the Sun and the Moon Live in the Sky  
Realistic Architectural Visualization with 3ds Max and mental ray  
The Digital Photographer's Step-By-Step Guide to Sculpting with Light  
The Art of Visual Storytelling

Get picture perfect with Photoshop CC Photoshop is a stunning program that puts the power of a professional photography studio into your hands, but it can also be a jungle to navigate—with a dense proliferation of menus, panels, shortcuts, plug-ins, and add-ons to get thoroughly lost in. Written by a literal Photoshop Hall of Famer, the new edition of Photoshop CC For Dummies is your experienced guide to the technical terrain, slashing away the foliage for a clear picture of how to produce the perfectly framed and beautifully curated images you want. Beginning with an overview of the basic kit bag you need for your journey toward visual mastery, Peter Bauer—Photoshop instructor and an award-winning fine art photographer in his own right—shows you how to build your skills and enrich your creative palette with enhanced colors and tone, filters and layering, and even how undertake a foray into digital painting. Add in instructions on combining text with images and the how-tos of video and animation editing, and you have all the tools you need to carve out a one-person multimedia empire. Master everything from the basics to professional insider tips Combine, layer, tone, and paint your images Explore the colorfully creative world of Photoshop filters Fix common problems You 'll find everything on the latest version of the software that you could dream of—and an improved shot at artistic success!

**NATIONAL BESTSELLER** • A stunning " portrait of the enduring grace of friendship " (NPR) about the families we are born into, and those that we make for ourselves. A masterful depiction of love in the twenty-first century. A NATIONAL BOOK AWARD FINALIST • A MAN BOOKER PRIZE FINALIST • WINNER OF THE KIRKUS PRIZE *A Little Life* follows four college classmates—broke, adrift, and buoyed only by their friendship and ambition—as they move to New York in search of fame and fortune. While their relationships, which are tinged by addiction, success, and pride, deepen over the decades, the men are held together by their devotion to the brilliant, enigmatic Jude, a man scarred by an unspeakable childhood trauma. A hymn to brotherly bonds and a masterful depiction of love in the twenty-first century, Hanya Yanagihara 's stunning novel is about the families we are born into, and those that we make for ourselves. Look for Hanya Yanagihara 's new novel, *To Paradise*, coming in January 2022.

Digital Character Animation 3  
A Novel  
CINEMA 4D  
Digital Cinematography & Directing  
Advanced Maya Texturing and Lighting  
Introduction to Media Production