



Achieving Invisibility: The Art of Architectural Visualization and Rendering

Adam Crespi

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Achieving Invisibility: The Art of Architectural Visualization and Rendering provides working techniques for 3-D modeling with software like 3-D Studio Max. Students learn to construct architectural renderings, interior environments, and fly-through animations that appear to be photos rather than computer-generated renderings. The computer, in essence, becomes invisible, and the viewer focuses instead on the design. A CD-ROM packaged in the text contains all tutorial files and texture maps. The .max files are presented in both beginning and finished form, with intermediate steps when necessary. Each chapter includes an overview of the goals and a list of skills needed to complete the exercises. Each exercise is introduced by a brief explanation of the intended results, when and where in production it would be used, and some typical examples. Step-by-step written instructions with drawings follow. Concluding each exercise are an image and discussion of the end result, along with a brief discussion of other possible outcomes and a suggestion of more advanced exercises the user can attempt. With lessons ranging from beginner to expert, students will be able to construct almost any type of building, interior, texture, or light effect with elegance and efficiency. Features - CD-ROM contains all tutorials in beginning and finished form. - Screen grabs show software applications exactly as they appear on the computer screen.- Step-by-step, fully-illustrated exercises walk students through the creation of their own animations and renderings.- Insert shows examples of finished work in full color- Instructor's Guide provides suggestions for planning the course and using the text in the classroom



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