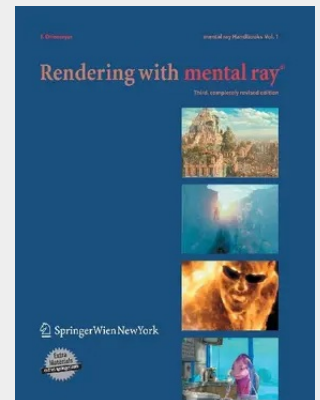


Rendering with mental ray®

Written by the mental ray® software project leader, this book offers basic reference and step-by-step recipes for beginners and advanced users alike. Advanced user topics include scene construction, light and shadow, motion blur and contours. Also included are tips for quality and performance tuning, and troubleshooting techniques. Comprehensive definitions of mental ray's scene description language and the standard shader libraries are included as the basis for all examples. The third edition is completely revised to cover version 3.4 of mental ray.

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