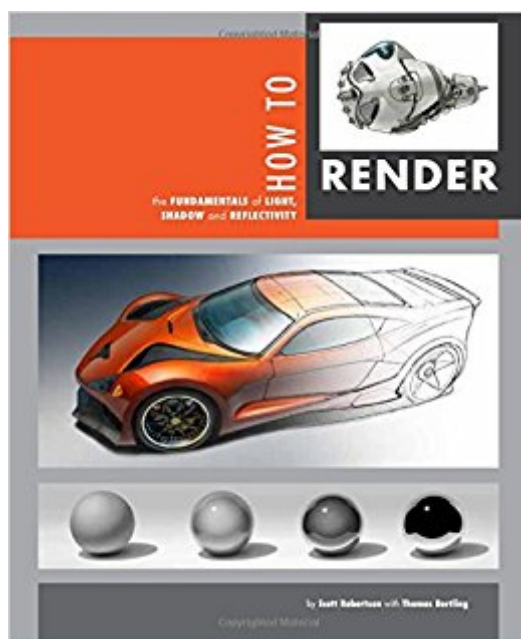


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# How To Render: The Fundamentals Of Light, Shadow And Reflectivity



## Synopsis

This book is about the fundamentals of light, shadow and reflectivity; the focus is firmly on helping to improve visual understanding of the world around and on techniques for representing that world. Rendering is the next step after drawing to communicate ideas more clearly. Building on what Scott Robertson and Thomas Bertling wrote about in *How To Draw: Drawing and Sketching Objects and Environments from Your Imagination*, this book shares everything the two experts know about how to render light, shadow and reflective surfaces. This book is divided into two major sections: the first explains the physics of light and shadow. One will learn how to construct proper shadows in perspective and how to apply the correct values to those surfaces. The second section focuses on the physics of reflectivity and how to render a wide range of materials utilizing this knowledge. Throughout the book, two icons appear that indicate either "observation" or "action." This means the page or section is about observing reality or taking action by applying the knowledge and following the steps in creating your own work. Similar to our previous book, *How To Draw*, this book contains links to free online rendering tutorials that can be accessed via the URL list or through the H2Re app.

## Book Information

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## Customer Reviews

Scott Robertson has almost two decades of experience teaching how to design, draw, and render at the highest college level. He has authored or co-authored 11 books on design and concept art. In addition to books, he has co-produced over 40 educational DVDs with The Gnomon Workshop, of

which nine feature his own lectures. For several years, Scott chaired the Entertainment Design department at Art Center College of Design. He frequently lectures around the world for various corporations, colleges, and through his own workshop brand, SRW. In addition to teaching, Scott has worked on a wide variety of projects ranging from vehicle and alien designs for the Hot Wheels animated series Battle Force Five, to theme park attractions such as the Men in Black ride in Orlando, Florida for Universal Studios. Some of his clients include the BMW subsidiary Design-works/USA, Bell Sports, Giro, Mattel Toys, Spin Master Toys, Patagonia, the feature film Minority Report, Nike, Rockstar Games, Sony Online Entertainment, Sony Computer Entertainment of America, Buena Vista Games, THQ, and Fiat to name just a few. Thomas Bertling has an extensive background as a successful industrial designer and engineer, with a varied array of clients such as Disney, Samsung, and Whole Foods, and a diverse portfolio of completed products on the market, from state-of-the-art medical innovations to combat-ready military vehicles. This hands-on expertise gives him a distinct approach and remarkable edge in addition to being an acclaimed design educator. With substantial experience teaching all levels of perspective sketching and construction to both university students and corporate clients, he has created comprehensive and proven curricula rooted in practicality and real-world application. He currently serves as Director of Entertainment Design at Art Center College of Design as well as teaching several courses and training faculty members.

In the current landscape of easy-to-use 3D rendering software, it is easy to overlook the foundations of what make a great-looking and realistic image. I have been doing 3D animation and rendering for close to 15 years and I can honestly say that this book is essential for anyone interested in that field. Not because it has tips and tricks for how to press the right buttons, but instead gives you a practical understanding that transcends software. Scott does rendering in photoshop, yet can achieve results that I have seen people struggle over in 3D packages. All because he understands the fundamentals. The video content is fantastic bonus and for anyone interested in what that is like, check out Scott's youtube channel which is also an equally fantastic resource.<https://www.youtube.com/user/scottrobertsondesign> For those of you who need to improve your drawing first, there is no real drawing in this book. Instead, check out Scott's How to Draw book, which is equally good.

Here's the sequel to Scott Robertson's earlier book *How to Draw*. *How to Render* builds on what was taught in the earlier book and now talks about lighting, shadows, reflections and materials.

Again, it's a book for artists, architects and designers. The difficulty level here is up one notch, more suitable for intermediate and advanced artists. Basically, you need to know how to draw before you can learn and apply the knowledge from this book. That's where the earlier book comes in. The presentation style of the book is still similar. Book's slightly thicker at 272 pages and is available in paperback and hardcover. There are lots of diagrams, photos, artworks accompanied by concise and insightful writeup. The information is technical and in depth. Demonstration videos are provided on the companion website which you can access by scanning QR code in the book or typing the URL address. The first half of the book covers light and shadow. This is where you learn the basics of lighting, and the rules of applying them. It starts off with the simple humble cube and progresses to complex overlapping geometric shapes, spheres and cylinders and then onto curved surfaces that you typically see in vehicles such as cars and planes. If you know the Sketchup software, then you might know about the beautiful shadows that can be turned on with just one mouse click. Well, with this book, you get to learn how to draw all those shadows by hand manually, and learn the actual techniques to creating them accurately. It's not easy, but the book does a good job at demystifying the whole process with clear hey-follow-along instructions. Still in the lighting section, there are some step-by-step demonstrations by guest artists Chris Ayers, Neville Page, John Park and Robh Ruppel on how to render specific objects like cars, characters and landscapes. Basically, it's to show how they apply the knowledge into actual drawings. This is where I have to do a -- because the tutorial Robh Ruppel wrote is the one I was expecting to be in his Graphic L.A. artbook but it wasn't! The second half of the book goes into reflections, talking about the different lighting conditions and how they affect the different types surfaces and the look they create. This section is more explanation than hands-on -- this is not a book on software or digital painting. Numerous photos are provided to illustrate the concepts behind, to alert you to things you should take note of. Very insightful. Here's the list of chapters included to give you an idea what to expect.

1. What is Rendering? + Tools and materials
2. Light Types and Casting Shadows
3. Rendering the Geo Forms
4. Complex Volumes
5. Rendering Specific Objects
6. Photo Reference
7. Reflective Surfaces
8. Reflections: Indoor Scenes
9. Reflections: Outdoor Scenes
10. Rendering Specific Materials
11. Rendering Examples

Scott Robertson has hit another home run with this wonderful technical book on light, shadows and reflections. It's an incredible resource for learners. Highly recommended. (See more pictures of the book on my blog. Just visit my profile for the link.)

I picked up this book after reading the first book in the series: I find this book is an excellent continuation on the first. The first sets up your fundamentals and this book builds on that solid

foundation with skills that will serve you if you want to take a fundamentally high quality line drawing to the next level by accurately rendering it. This book is printed on the same high quality thick paper that the first book was printed on. Also, I find the content to be as much if not more than the first book. Pros: \*Excellent explanation of rendering techniques\* Great examples \*Printed on very high quality paper\* Cons: \*None\* Additional Considerations: If you have not read the first book in this series I feel like it would be useful to anyone--even the experienced. I would get it and go through it before going through this book: *How to Draw: drawing and sketching objects and environments from your imagination* Overall: 5/5 stars (>=.5 rounds up, 5 stars) If you have any further questions regarding the product in my review please leave a comment below and I will get back to you as soon as possible.

So far so good! I'm up to the first 50 pages and I gotta say, the book opened my eyes wide! The first thing that strikes me is the language used. It is very beginner friendly, not on the extreme spectrum of formality like I see on a lot of "beginner" books, but more of the everyday language. The sentences are short, succinct and to the point which I absolutely love. A lot of new terminologies are beautifully and clearly explained. One thing I really don't like is that the book has quite a lot of references to the Drawing book, which I don't own. It's pretty hard to keep track of the book sometimes because of this reason. But if I go to Google and do some research, then I understand more of what the authors are talking about. Great read so far, highly recommend it. Grab the Drawing book that comes previous to this one as well to make the transition into this book easier.

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