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earlier book How to
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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

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Light, Shadow and
Reflectivity delves
into how the human
brain interprets the
visual world around
us as well as the
subject of visually
communicating the

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form of an object.
Scott Robertson
explains this in
easy to understand,
step-by-step
lessons through the
use of drawings,
photography and
even 3D digital
imagery that will
enlighten and
empower an artist.

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that world.
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Rendering is the next step after drawing to communicate ideas more clearly.

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Thomas Bertling
wrote about in How
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how to render this
is the perfect book.
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covers a lot of
points on this, this
book is more for
professional artists
in my opinion,
rendering to me is
really a form of
polishing your
work, it's the extra
finish, the detail
that elevates art

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finish "cooking".

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capable, production

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viewport image to
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render passes.

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some basic
workflow tips and
tricks. Software
required: Cinema
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Rendering protects
an outside wall

while plastering

protects an inside

wall. The exterior

render mix contains

more cement to

provide a

weatherproof and

hard shell. The

interior plaster mix

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contains less
cement because it
doesn't have to be
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because of the number of complex controls you have available. In this

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