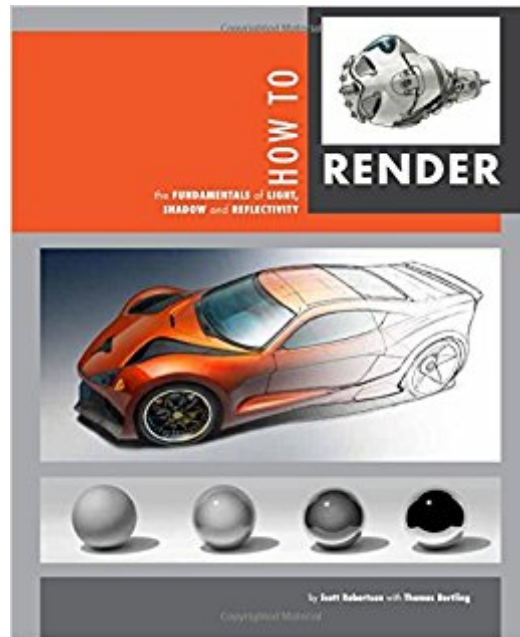# How To Render: The Fundamentals Of Light, Shadow And Reflectivity

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 â œobservationâ • or â œaction.â • 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

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.

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