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save time and effort when building 3d scenes with this essential guide to creating stunning photorealistic 3d environments in blender key features reveal modeling tricks to make your blender 3d environments look realistic discover techniques to enhance the photorealism of your scenes while saving time set up realistic lighting in your scenes to make your environment look pleasing to the eye book description blender is a powerful tool for creating all kinds of visual assets but with such power comes complexity creating a photorealistic 3d scene seems like a herculean task for more than 90 of 3d designers but don't be discouraged 3d environment design with blender will get you up and running this practical guide helps reduce the complexity of 3d environment design advance your blender skills and produce lifelike scenes and animations in a time efficient manner you'll start by learning how to fix the most common mistakes 3d designers make with modeling and scale matching that stop them from achieving photorealism next you'll understand the basics of realistic texturing efficient unwrapping and achieving photorealistic lighting by turning an actual reference of a wood cabin into a realistic 3d scene these skills will be used and expanded as you build a realistic 3d environment with natural assets and materials that you'll create from scratch once you've developed your natural environment you'll advance to creating realistic render shots by applying cool camera features and compositing tricks that will make your final render look photorealistic and pleasing to the eye by the end of this book you'll be able to implement modeling tricks and best practices to make your 3d environments look stunningly lifelike what you will learn understand how to avoid the most common modeling mistakes 3d designers make create realistic landscapes using blender's built-in landscape add-on build natural assets such as rocks flowers plants and rivers that you can customize and use in a variety of projects create realistic materials such as snow mud wood and animated water use the particle system to generate realistic grass as well as scatter flowers and rocks apply the five lighting rules to achieve great photorealistic results use nodes and materials effectively to produce impressive results who this book is for this book is for 3d environment artists and open world game designers who have tried designing 3d environments but have trouble finding the right blender settings if you feel overwhelmed understanding how nodes and materials work in blender this book will simplify it for you and help you achieve photorealism in your environments in no time familiarity with the blender interface is expected to get the most out of this book

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Probabilistic Robotics
Sebastian Thrun, Wolfram Burgard, Dieter Fox
MIT Press, 2005

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