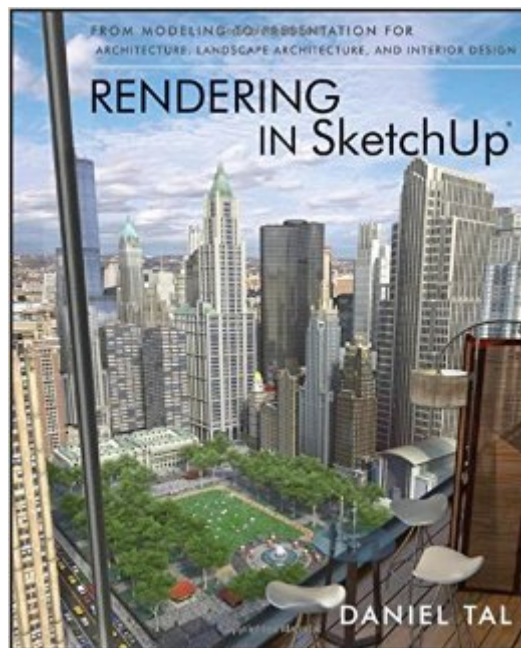


The book was found

Rendering In SketchUp: From Modeling To Presentation For Architecture, Landscape Architecture, And Interior Design



Synopsis

The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, including:

- Rendering process: Learn a step-by-step process focused on workflow within SketchUp's familiar workspace.
- Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render**. These programs are easy to learn and function in SketchUp.
- Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces.
- Component details: Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance.
- Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs.
- Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output.
- Computer specifications: Find out how computers produce renders and the type of computer hardware required to streamline the process.
- Photoshop post-processing: Learn how to further refine rendered images in Photoshop.

**Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional integrated rendering programs including SU Podium, Twilight Render, and more. Â

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Customer Reviews

I am regarded as a rendering idiot when it comes to using Sketchup, so I was very interested in this book when it came out. I have a mastery of Sketchup, plug-in, Photoshop and have a very very very basic understanding of how rendering programs work and are utilized with Sketchup. I have looked all over the internet, through various websites and YouTube to try to get a good grasp rendering programs with not too much information. More importantly finding any information on how to actually use rendering programs effectively is near impossible to find until now. Daniel Tal has great Sketchup skills in teaching rendering, and after reading through all 600+ pages (keeping me up late at night because I couldn't put this book down), he has shared every secret and work flow he knows with no hold back in this book. All books on Sketchup out there are good, they give tips, information, examples, but Daniel Tal's book goes way beyond what is normally provided by an author. He shows workflows with great examples (in full color including screen shots), and as a Sketchup user workflows are everything in Sketchup. Tal shows how to prepare, organize, implement, process and post process your models to achieve the maximum output from your model.

If you don't know what SketchUp is, you probably don't need it now and most likely won't need it later. If you have SketchUp, either the free or paid version, but don't know how to use it well, then wait until you master SketchUp before even considering this book. SketchUp is a general purpose 3D modeling program, formerly owned by Google, and now owned by an outfit known as Trimble. The original tagline for SketchUp was "3D for everyone". There are free and paid versions of SketchUp. I worked some with SketchUp and recognize its vast capabilities, but haven't invested enough time to become truly proficient. However, I know enough about using SketchUp to recognize the value of this very good book. SketchUp does not produce photorealistic renderings. The difference between ordinary SketchUp output, which consists of flat, undetailed planes and photorealistic rendering where you count the individual needles on a pine tree is breathtaking. In fact, the publisher would be well served to include the illustrations on pages 2 and 3 in their promotion for the book. Creating photorealistic renderings is not simple or easy. But author Daniel Tal provides a map that describes the required workflow and instructions on the use of integrated

rendering programs (IRPs) to produce photorealistic renderings. This is a thoroughly detailed text on the process. It is not the toughest read you'll ever encounter, but you can't skip ahead or skip any lessons or exercises. The book delivers, in fact, quite an education on everything connected with creating photorealistic renderings in SketchUp. There is also a chapter on using Adobe Photoshop for post processing.

Rendering in SketchUp provides the reader with a comprehensive, yet easy to read and understand compendium of information. The book can be used by both students who aspire and are training to become professionals as well as anyone currently employed in a design firm. Learning a new software program, regardless of what it is, always presents a huge challenge. Yes, there may be random manuals, guides, websites and videos, but so much of it is scattered and incomplete. I have always wanted to learn and master the art of rendering with photorealistic qualities in SketchUp, but the difficulty of finding and/or obtaining all of the necessary information had proved to be daunting- until now. With Daniel's book, practically everything- repeat everything- you will need to know on the subject is right here. While the focus is on rendering, it also includes information on advanced modeling techniques and builds upon what was presented in his previous book, Google SketchUp for Site Design. The chapter on what is referred to as "detail modeling" includes what you absolutely must know if you use SketchUp daily in a professional setting. I have been using SketchUp on a regular basis since the release of Version 4, and I consider myself to be "very proficient"; however, I have found in this book useful modeling tips and workflow shortcuts that I never knew existed. In my opinion, the most important part of Rendering in SketchUp is the section on the post-production process in Adobe Photoshop- a topic which, surprisingly enough there exists very little published information on. If you have ever wondered why your work lacks the "punch" or verve that the work of the award winning, professional design firm, it is probably because you do not have this knowledge.

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