



# Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design

By Daniel Tal

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**Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design** By Daniel Tal

**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.
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- **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.

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- Sales Rank: #158683 in Books
- Published on: 2013-03-25
- Original language: English
- Number of items: 1

- Dimensions: 9.00" h x 1.40" w x 7.30" l, 2.70 pounds
- Binding: Paperback
- 640 pages



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