

Rendering para arquitectos

Rendering for architects



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This book explains how renderings, or virtual graphic representations of projects, are done, in this case in the field of architecture. All the concepts necessary to work in this field are presented, and the concepts one needs to be familiar with are explained. The book contains a description of the materials used by a professional in rendering, essentially in data processing. It covers a basic familiarity with the files for presenting a rendering: forms for saving images, resolutions, notions of colour, ways of working on programs for rendering images, etc. Though these are issues familiar to professionals in architecture, explanations are provided for the concepts of depth and perspective, use of light and shadow, reproduction of textures and more.

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