



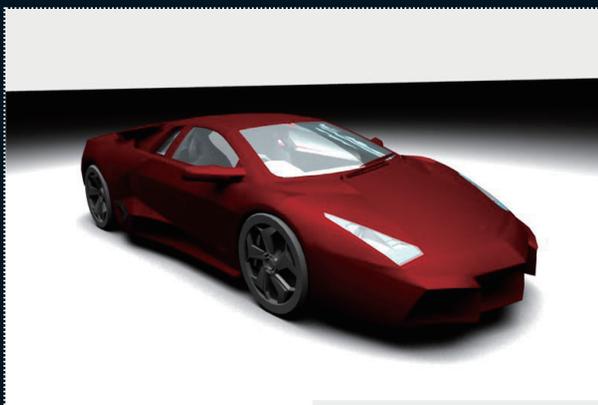
7.2.9

实战：合成材质应用



7.2.20

实战：多维子对象的应用



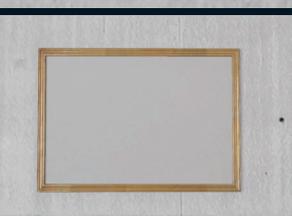
7.2.22

实战：虫漆材质的应用



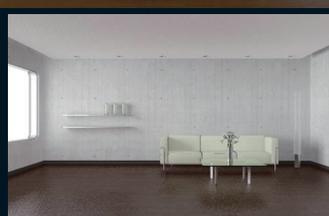
7.3.2

实战：位图的应用



7.3.3

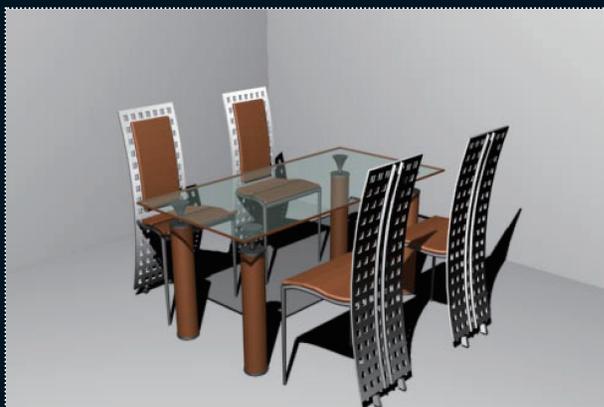
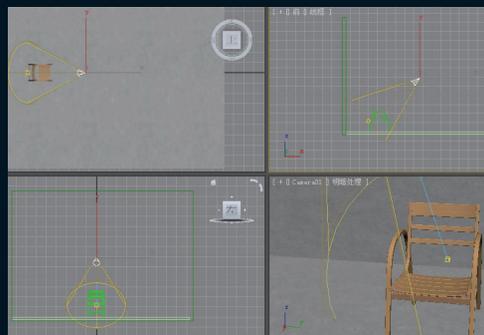
实战：平铺程序贴图应用





8.3.2

实战：灯光基本参数应用



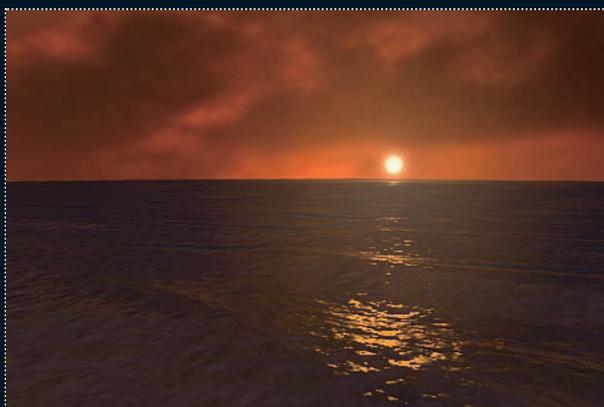
8.5.6

实战：光线跟踪阴影测试



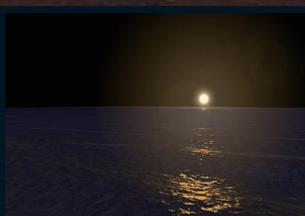
8.6.1

实战：模拟天光



9.1.2

实战：环境的应用



9.2.9

实战：火焰效果的应用





10.3.7

实战：使用波形控制器



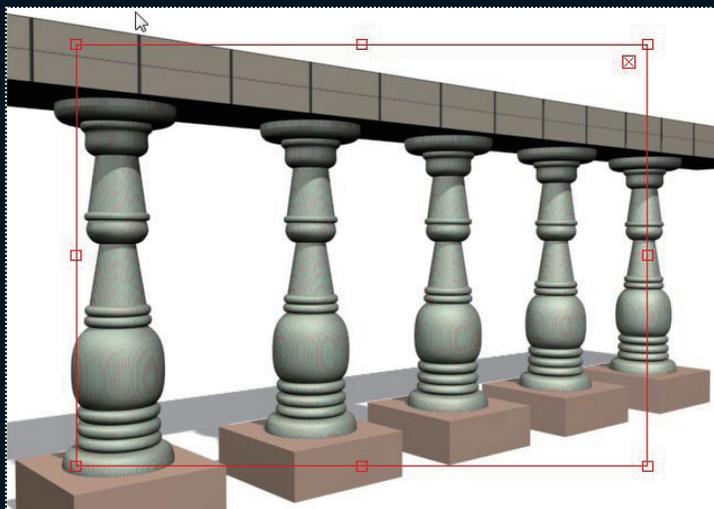
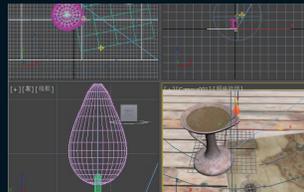
10.3.14

实战：注视约束的应用



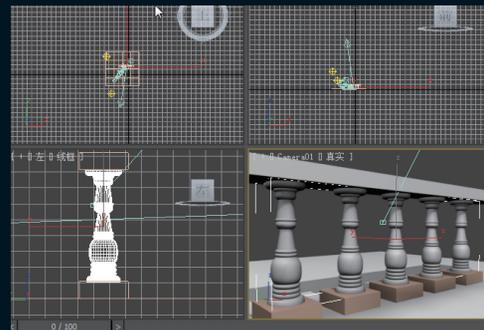
10.6.4

综合实例：制作油灯



11.1.4

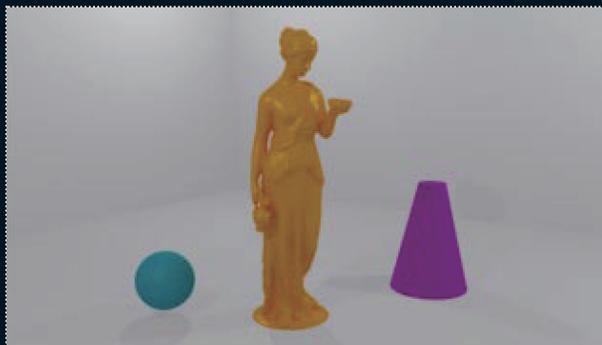
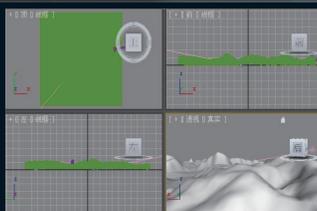
实战：使用渲染帧窗口





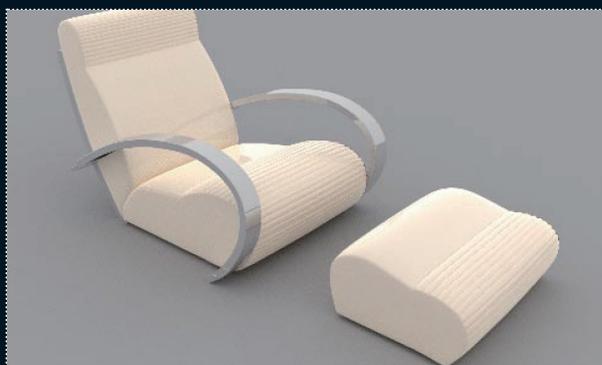
11.2.4

实战：抗锯齿过滤器测试



11.3.4

实战：使用光能传递渲染场景



11.4.6

实战：iray渲染器的简单使用



11.5.3

实战：对场景进行照明



12.1.2

实战：雪粒子的创建



13.4.2

照明场景

