

# Light Shadow Space

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The visualization of light in space, its effect on model cubature and scenery, is one of the great challenges in architectural rendering. This is a decisive reason for the use of 3D tools both for architecture offices and students. This volume features a number of exercises that enable the reader to learn how to light architecture models correctly. Complete virtual 3D scenarios are included that allow for the step-by-step construction of a lighting set up with the help of Cinema 4D software that creates a realistic spatial impression. The tutorials are complemented by a chapter on the use of Cinema 4D, importing CAD models and light sources as well as shadow types, which have been revised and expanded in the 9.5 and 10 version. EAN/ISBN : 9783211693810 Publisher(s): Springer, Berlin, Springer, Wien Discussed keywords: Maxon Cinema 4D Format: ePub/PDF Author(s): Sondermann, Horst

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