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Pierre-Felix Breton

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Representing materials and colors accurately in computer graphics has always been a challenge for anyone who desires to represent architectural finishes accurately. This chapter does not instruct you about what button to press in V-Ray or mental ray to create nicely looking wood or concrete, but rather focuses on strategies of how to estimate characteristics of material samples with affordable hardware, such as digital cameras and light metering tools. You will learn how to correlate them to user interface parameters of commonly used, physically based renderers.

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