Stavroula Avgerinou
MA3D 2011-12
Personal Inquiry
Annotated references
Poster session on: Light and Lighting

References


A book by Jeremy Birn, lighting technical director at Pixar with years of experience in 3D animated films such as Wall-E, Ratatouille and Up. It is a useful book for both experienced and starters in lighting techniques and contains theoretical and non-specific software advice on lighting and rendering, also covering other aspects of the 3d pipeline such as cameras, shading and texturing. It helped me form a clear understanding on how 3D lights and shadows work as well as advanced lighting techniques like global illumination and tips on how to light an interior space that was the intended outcome of this inquiry.


A similar book on lighting techniques by Darren Brooker an award winning 3D artist and illustrator. His book is also addressed to both beginners and professionals. Moreover, it contains tutorials on specific lighting techniques that guide you every step of the way till the desired outcome. As a result my knowledge of cg lighting techniques was strengthened. Except from the basic foundations of light theory and how it is applied in 3d packages, it also gives tips and tricks for all lighting techniques. From basic 3 point lighting to special lighting techniques. However I stayed on the basic theory and lighting for indoor environments that was my main focus.


Although this is a book mainly for photographers, it is a nice book to understand how light works and interacts with other materials. I used this book to understand the physics behind light as energy and how it reacts in nature. Once the understanding of the principles were clear, I could then apply them in 3D. For that reason I found this book very helpful.


A very useful DVD by Jeremy Vickery with over 14 years of experience in film and concept design, working for some of the biggest names in 3D animation industry such as Pixar, Disney and Sony. The video explains with simple words basic lighting theory and functions, techniques, and how all these apply in nature, photography, painting and 3D. Very informative and a key source of my research.

Further reading

Figures:
Writing an Annotated Bibliography

What is a Bibliography? A bibliography is a list of references -- books, articles, websites, etc. -- that have been cited in a work you have produced. What is an Annotation?

October 6, 2011 Dr. Wade Dudley
Department of History East Carolina University
Dear Dr. Dudley,

This letter is to express my support for a Writing Intensive designation for the course you are proposing.

More information.

The Importance of Citation.

LSU ART HISTORY MA DEGREE THESIS

PROGRAM INTRODUCTION A. COURSE WORK

Students are required to take eight courses (24 credits) of regular courses plus two semesters of ARTH 8000 (6 thesis hour credits).

More information.

Introduction to Dissertations.