Learn Blender Compositor! By Gustavo Rosa

2025-02-10 17:03:58　　label 我要反馈　　下载页面

去下载

标签

Tutorial　　平面设计

Learn Blender Compositor! By Gustavo Rosa: Are you looking to understand how to improve your Blender rendering professionally?

If so, it's time to master using Blender's Compositor.

The Compositor system is part of Blender's Node Compositing System.

In this class, you will learn how you can utilize the Compositor to make color adjustments,

You'll learn how to use filters to make effects,

Learn how to use Layers, Masks, and Cryptomattes to limit the impact of effects and adjustments.

This way, you can alter particular parts in your set.

You could, for instance, alter the color of objects or materials after an image has been rendered.

Additionally, you'll be able to apply Render Passes as well as other resources to alter to a more controlled manner the brightness of shadows,

As well as ambient and ambient.

You'll also learn how you can create effects such as fog,

depth of field

And Vignette Effect.

Also, you will learn the method of rendering light passages independently,

To make individual adjustments for direct such as act lighting, indirect lighting, reflections, and more.

It will also show you how to utilize Light Groups, a feature that allows you to control the brightness and colors of every group of lights within your scene, even after the scene has been rendered.

Blender's Compositor is a crucial tool to transform a great render into an outstanding one.

Sign up now to take your photos to the next stage!

Who should this course be intended for:

- 3D Artists
- Designers
- Architects

产品数量

已有 **42647**个