Lighting & Rendering 2

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Project/Course Overview:
This course delves deeper into the technical challenges of lighting and achieving greater render quality versus render time and the management of more complex scenes. Caustics, environment fog, depth of field, advanced render layers, management of heavy scenes, and integration with live action plates will be covered. Multi-pass compositing in the Foundry's Nuke will be introduced, with the goal of sweetening 3D rendering through compositing for a Final Project that includes a Maya to Nuke workflow.