

TGW Presents a New Lighting and Rendering Tutorials

He has worked on mechanical illustrations for companies like Johnson Controls, Trane, Carrier, and Honeywell

September 19, 2009 - 13:35

The Gnomon Workshop announced a new series of Lighting and Rendering tutorials for 3ds Max by instructor Jeff Patton. These tutorials cover a variety of topics including Material Basics, Lighting Basics, Rendering Tools, Rendering Techniques, Indirect Illumination and Lighting Digital Sets. There are 24 downloadable tutorials which can be purchased individually or in bundles for a 10% discount.

"Jeff Patton is a fantastic and dedicated teacher. His clear and easy to understand explanations of complex lighting and rendering concepts have helped thousands of artists take the next step in creating killer images." Ryan Kingslien, Resident Artist at The Gnomon Workshop

Instructor Bio

Jeff is a self-taught freelance digital artist and has been freelancing for the past six years. In that time he has worked on many projects, a lot of which have been mechanical illustrations for companies like Johnson Controls, Trane, Carrier, and Honeywell. More recently he has spent some time teaching on-site mental ray classes, which he enjoys as it has allowed him to travel around the country and meet a lot of really great people. Jeff is an active member of several online forums such as CGSociety, the Vizdepot, and Autodesk and the AREA website where he often tries to assist users with their mental ray related questions. In addition, last year he teamed up with Russell Thomas, owner of 3dallusions.com, to help create mrmaterials.com which is a free material repository for the mental ray community.

More information at www.thegnomonworkshop.com. Image and Video Courtesy of Gnomon Inc.