BOURNEMOUTH UNIVERSITY
FACULTY OF MEDIA AND COMMUNICATION
MSc COMPUTER ANIMATION AND VISUAL EFFECTS

Personal Inquiry
Annotated References

Lighting Models and Their
Implementation

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Key References

Birn, J., 2014. *Digital Lighting & Rendering.* **3rd ed. New Riders.**

Jeremy Birn has been a Lighting Technical Director at Pixar since 2002. The book above mentioned demonstrates and explains all the lighting techniques necessary to complete a well lit shot, from the fundamentals of lighting design to the scientific and technical aspects of Rendering. The books is therefore a complete guide for developing and artistic eye as well as learning the details of the tools used. My research was mainly focused on balancing artistic views with technical knowledge and this is why the book was the perfect source of information for it.

Katatikarn, P. J. and Tanzillo, M., 2017. *Lighting for Animation. The Art of Visual Storytelling.* **CRC Press.**

The authors of this book are both Senior Lighting TDs at Blue Sky Studios. They have great experience in the industry and they wrote the book with the goal of developing the reader's artistic eye. Through the chapters, they guide the reader into analysing the various scenarios and they share tips and tricks for a more efficient and more pleasing final result. In the contest of the personal inquiry, this book has been helpful for further deepening the analysis of the artistic aspect of digital lighting. Moreover, the book is extremely up-to-date with the latest technologies and techniques used in the industry.

Pixar, *RenderMan 20 Documentation.* **Available from:** `https://renderman.pixar.com/resources/RenderMan_20/home.html` **[Accessed 26 May 2017].**

This is the official documentation for Pixar's RenderMan 20. It contains all the necessary information regarding every element of the RenderMan environment. The level of details offered varies from simple end user information to very detailed technical aspects for developers. Because the research focused on applying the discussed artistic aspects using RenderMan, it is immediate to refer to the official documentation for the necessary details.

Other References

Gabbassov, E., 2015. *RIS Data Flow*. Renderstory.com, Available from: `http://renderstory.com/what-bxdfs-and-closures-are/` [Accessed 26 May 2017].

Stephenson, I., 2003. *Essential RenderMan Fast*. Springer.