

References:

Stephenson, I., 2007. Essential RenderMan. Second Edition. London: Springer .

This book was my major reference in this project. I understood the principle of customised shading using this book and its codes helped me to understand the method of creating shaders. I have created my customised nodes in Houdini based on my understanding and knowledge of this book.

Comparison Images used in the slides:

<https://www.google.co.uk/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&ved=0ahUKEwjz3Yyq4YnUAhVBPRQKHVjjB0AQjBwIBA&url=http%3A%2F%2Fmedia.mnn.com%2Fassets%2Fimages%2F2015%2F03%2FGrapes07-e-0305.jpg&psig=AFQjCNHfswGp8tf6r7Hc-tSGmKg8oM5cUA&ust=1495753521455801>

<https://theartofpolemics.files.wordpress.com/2013/07/apple70753.jpg>

<http://www.atozpictures.com/admin/uploads/2015/07/orange-image.jpg>