

Qian Wu s4901474

Personal Inquiry References:

1. Bigelow, R. (2017). Ron Bigelow Photography Home. [online] Ronbigelow.com. Available at: <http://www.ronbigelow.com> [Accessed 25 May 2017].

This website is really useful to me to understand how importance of shadows, the author analysed the five functions of shadows. According to each function, there are images beside, and based on the images to understand the function, it is clearly to understand as a viewer. Actually, it is not just a website, it is an article, so apart from this shadow section, there are another parts.

2. Birn, J. (2006). Digital Lighting & Rendering, Second Edition. 1st ed. New Riders.

3. Birn, J. (2013). Digital Lighting and Rendering, Third Edition. 1st ed. New Riders.

The two version books are very similar, they talk about how to render images from the softwares, there are some details in the books about the lighting and rendering, my topic is about shadows, shadows are one part in the book, but it is related very close. Therefore, when I read the shadow this part, I have to go back to read the light first. It is a good news to me to get more information. Moreover, the pictures are good way to explain the theoretical knowledge.

4. Brooker, D. (2008). Essential CG lighting techniques with 3ds max. 1st ed. Burlington, MA: Elsevier.

This book focus on the shadow in the world of CG, the chapter4 about understanding shadows is very clear to explain the technical side of shadows and gives a lot of examples about how to render the shadows in properly. Especially, there is a part about shadow saturation, even there are another books which talk about the colour about shadows, but this part is very unique.

5. Planet Photoshop. (2006). Cast Shadows vs. Drop Shadows. [online] Available at: <http://planetphotoshop.com/cast-shadows-vs-drop-shadows.html> [Accessed 25 May 2017].

6. Pluralsight.com. (2014). Understanding Three-Point Lighting. [online] Available at: <https://www.pluralsight.com/blog/film-games/understanding-three-point-lighting> [Accessed 25 May 2017].

7. Robertson, M. (2012). The Three Point Lighting Technique for Video: An Overview & Definition. [online] Tubular Insights. Available at: <http://tubularinsights.com/three-point-lighting-technique/#cb-author-box> [Accessed 25 May 2017].

8. Woo, A., Poulin, P. and Fournier, A. (1990). A survey of shadow algorithms. IEEE Computer Graphics and Applications, 10(6), pp.13-32.