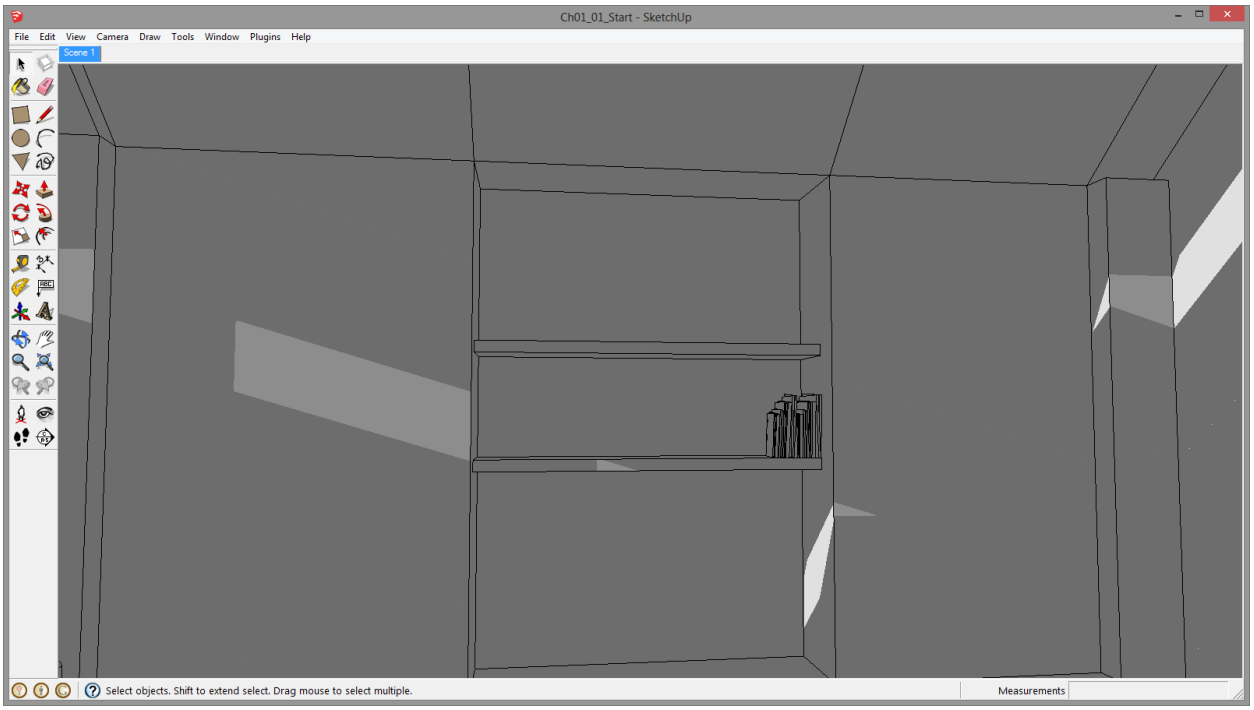
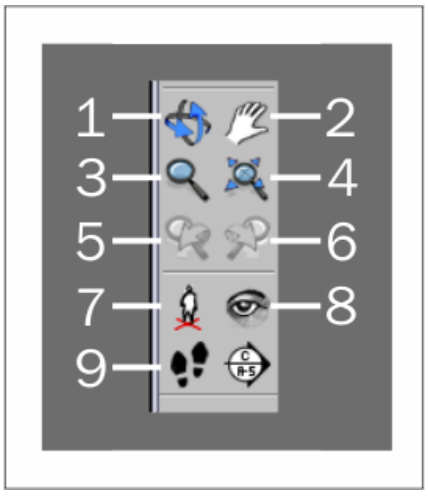
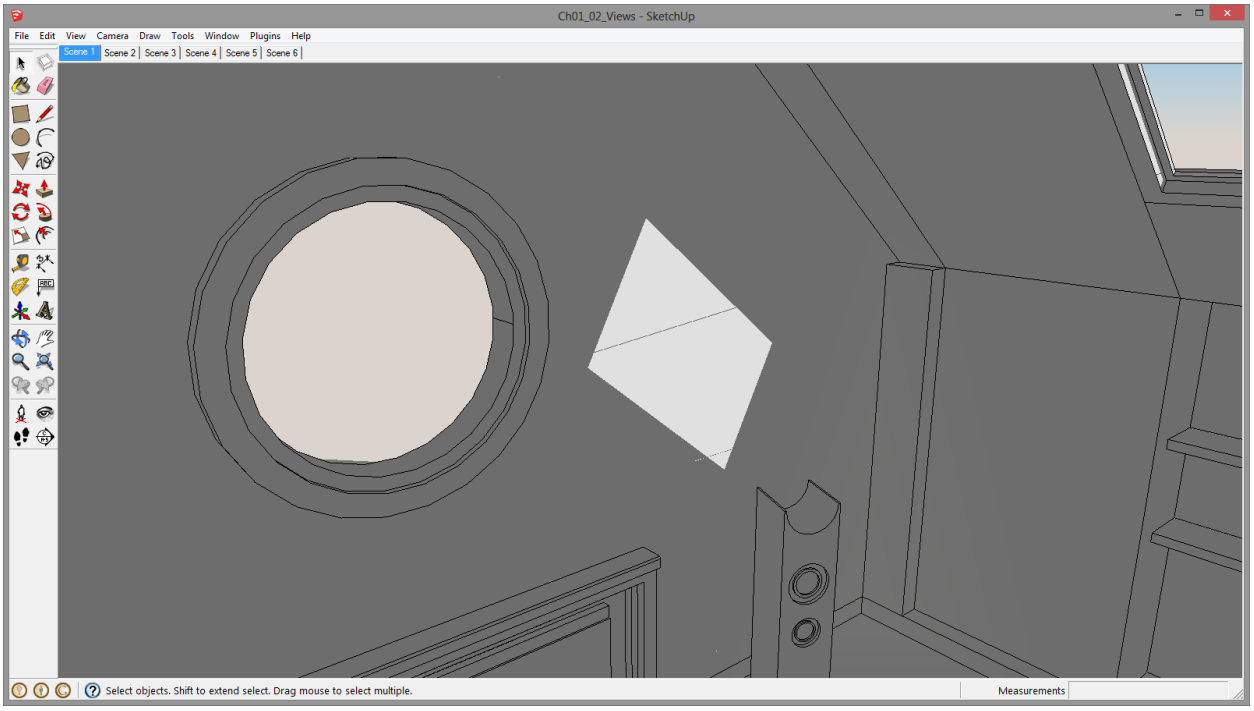
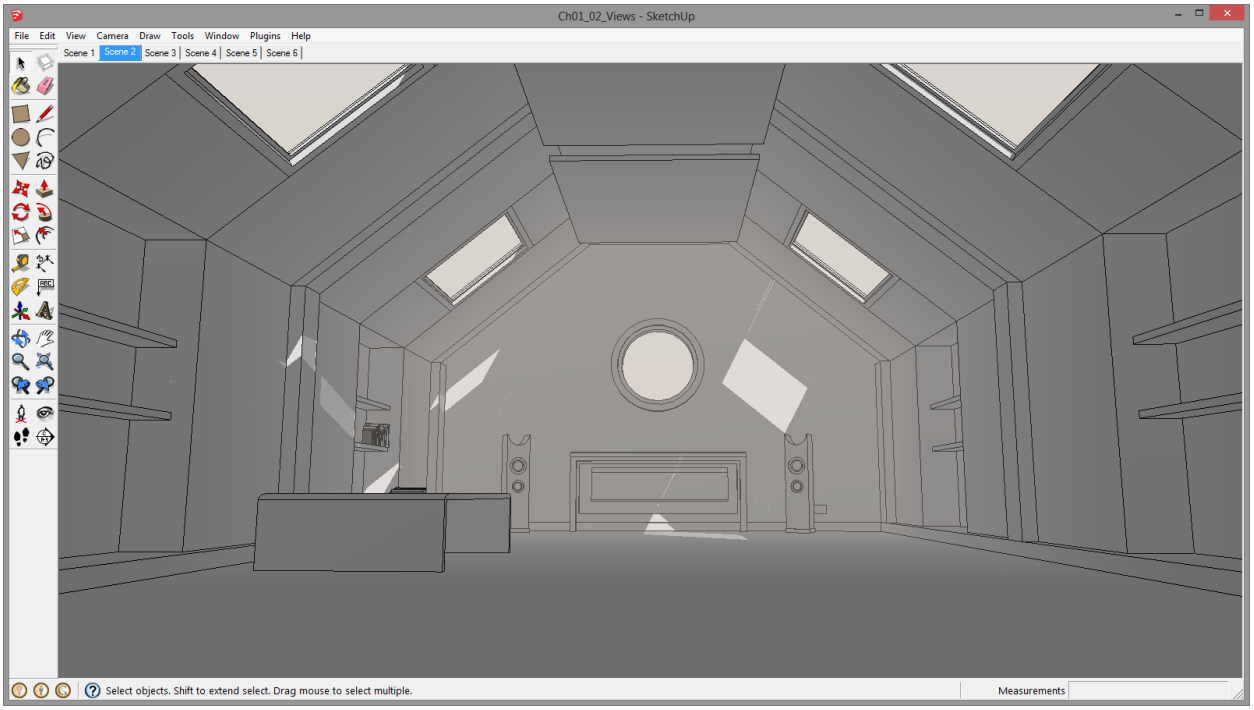
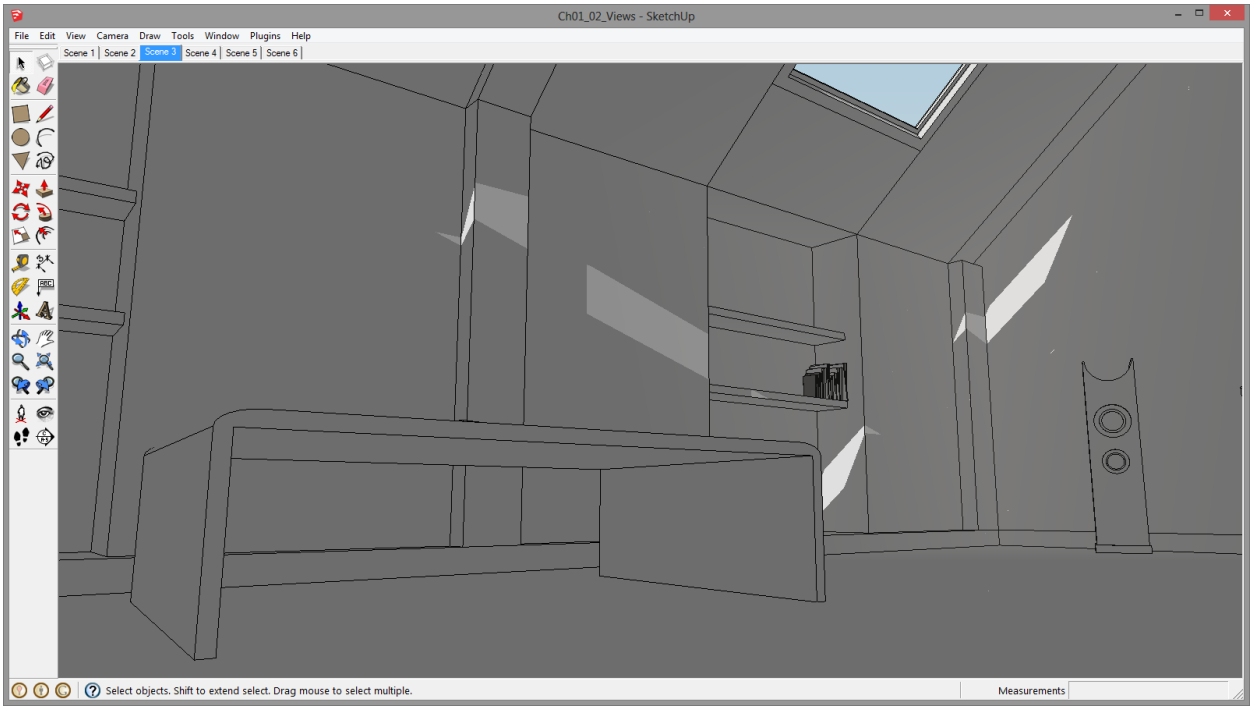
Chapter 1, Diving Straight into Photographic Rendering

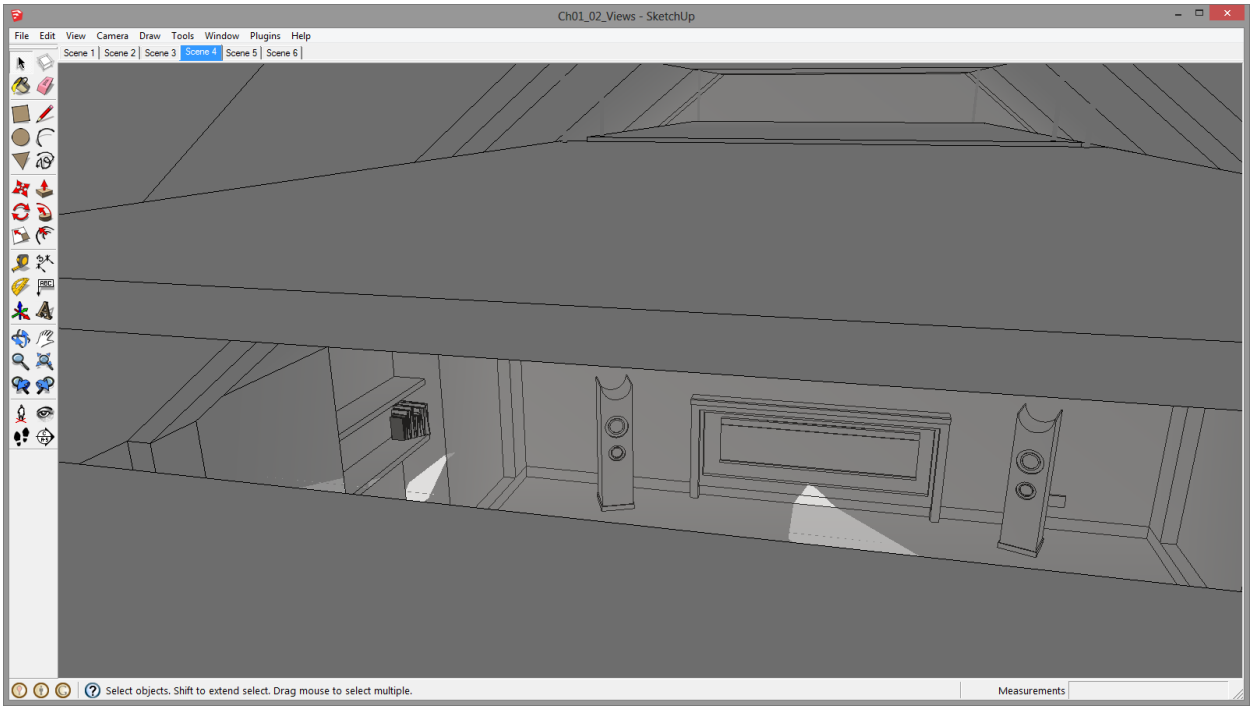


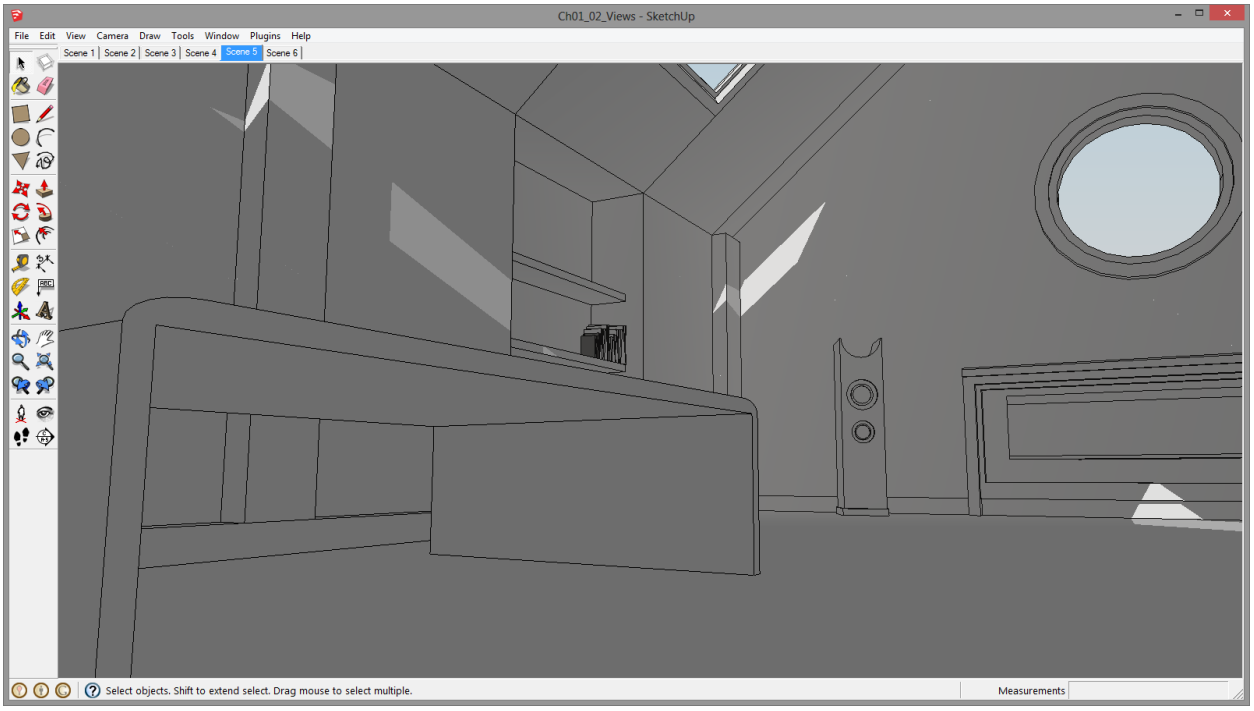


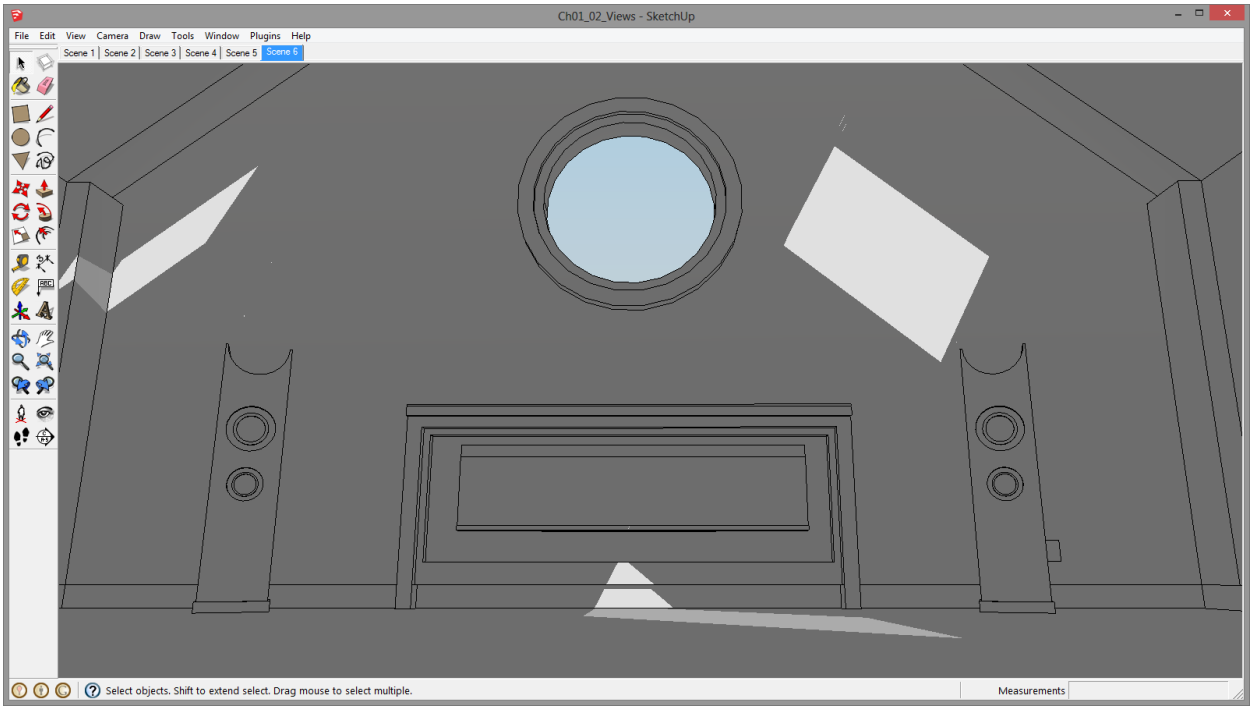

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 Scene 2 Scene 3 Scene 4 Scene 5 Scene 6
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

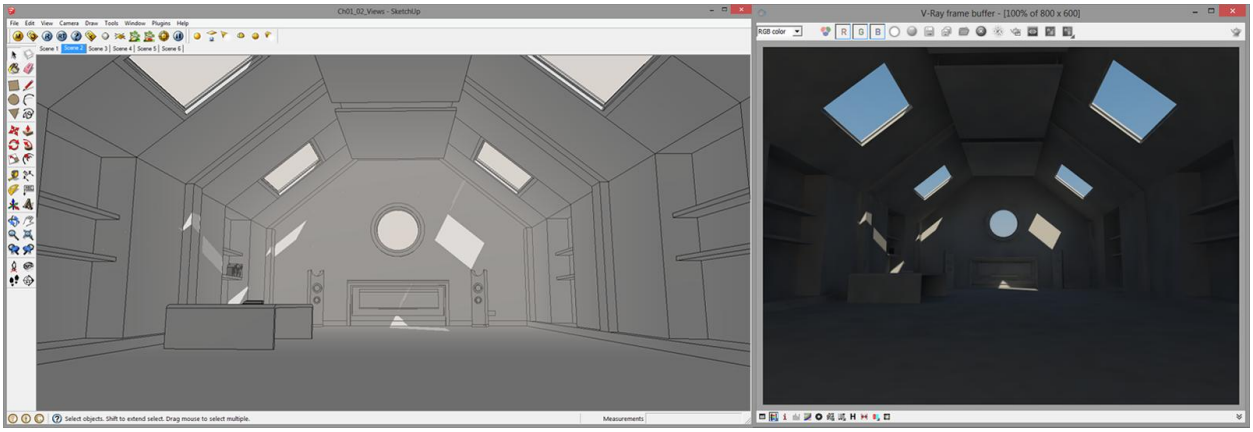

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 Scene 2 Scene 3 Scene 4 Scene 5 Scene 6
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

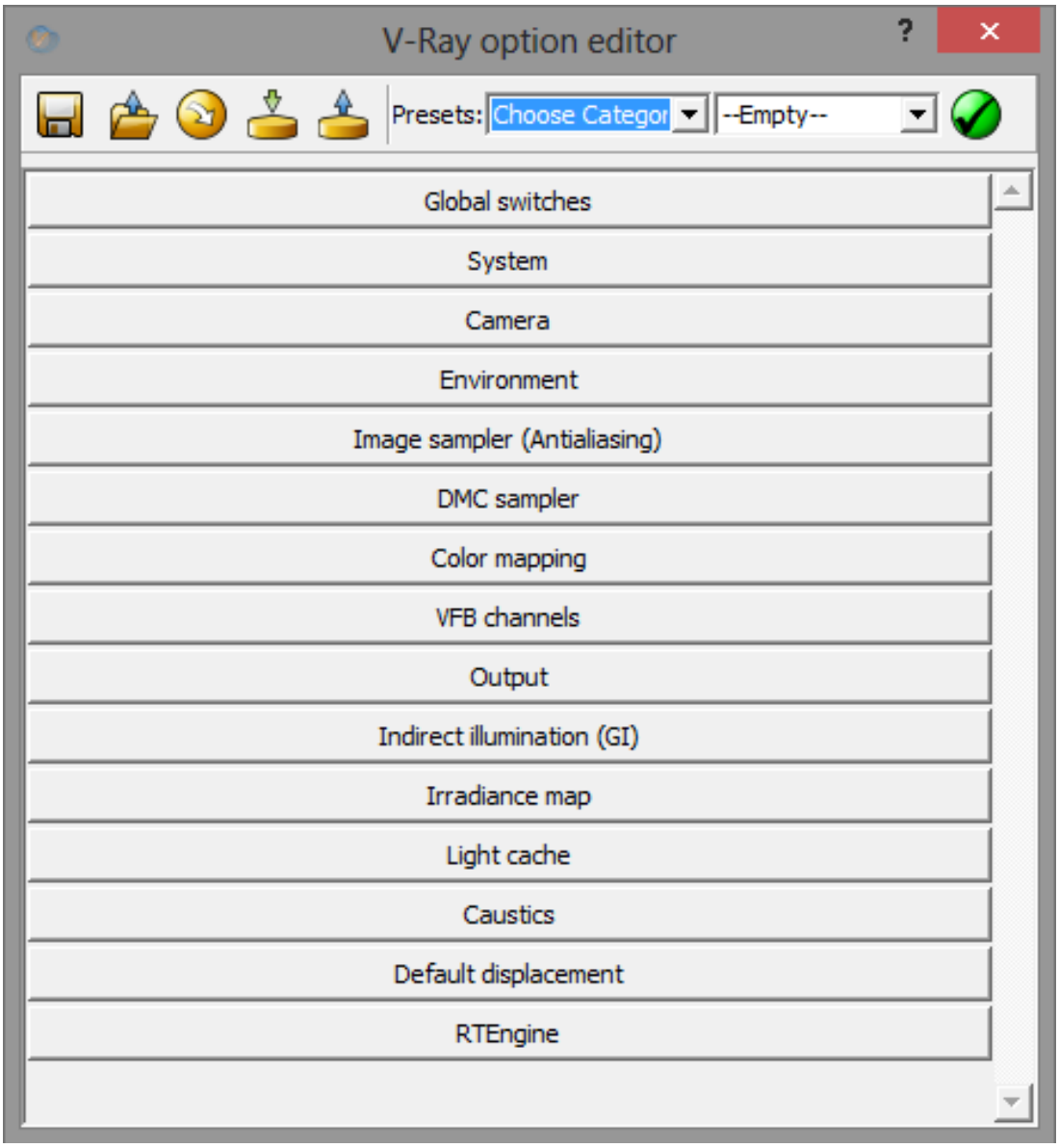

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 | Scene 2 | Scene 3 | Scene 4 | Scene 5 | Scene 6 |
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

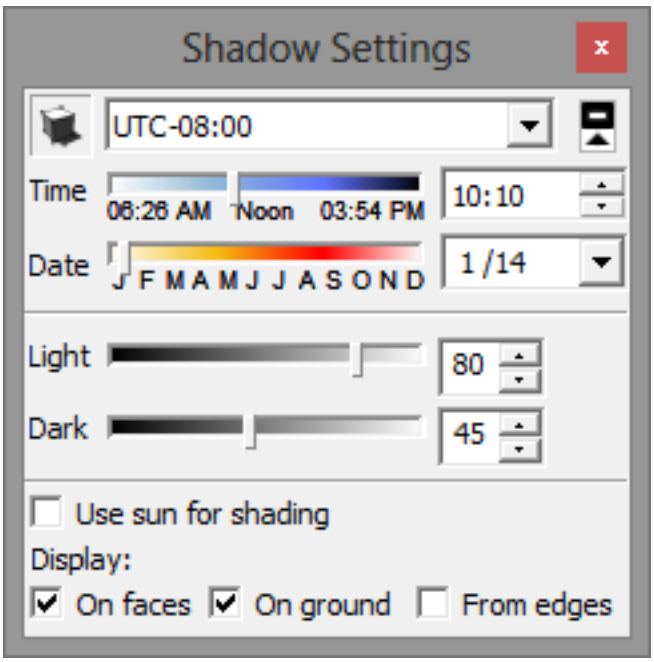

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 | Scene 2 | Scene 3 | Scene 4 | Scene 5 | Scene 6 |
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

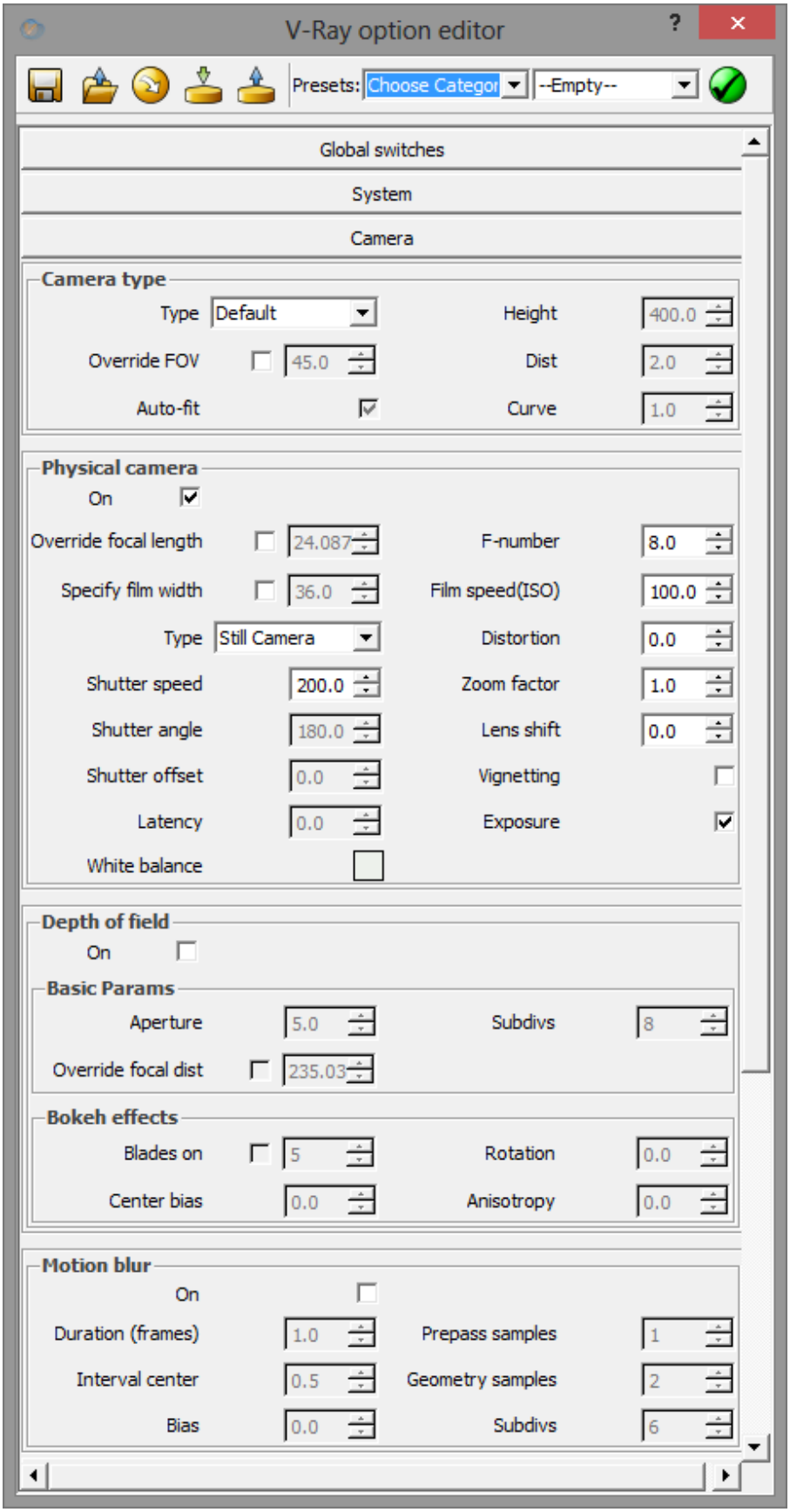

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 | Scene 2 | Scene 3 | Scene 4 | Scene 5 | Scene 6 |
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

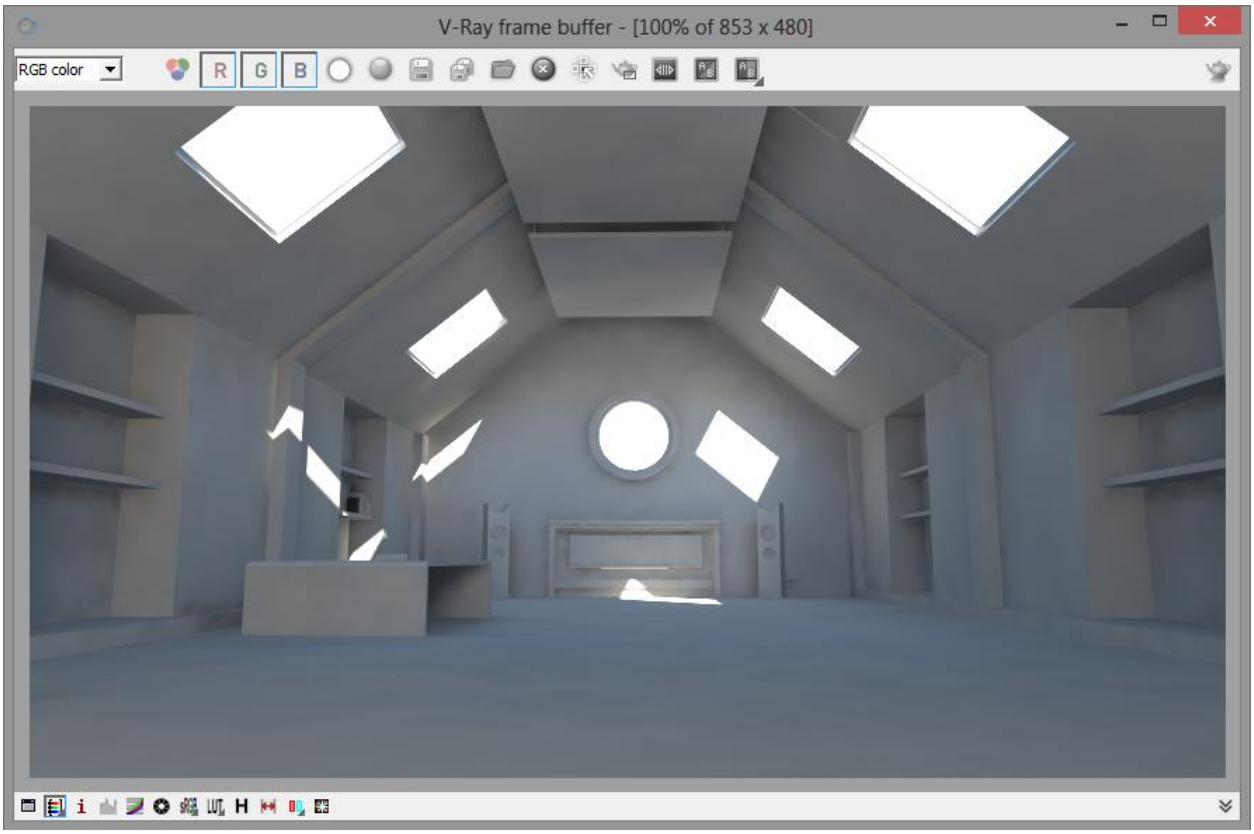

Ch01_02_Views - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Scene 1 | Scene 2 | Scene 3 | Scene 4 | Scene 5 | Scene 6 |
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

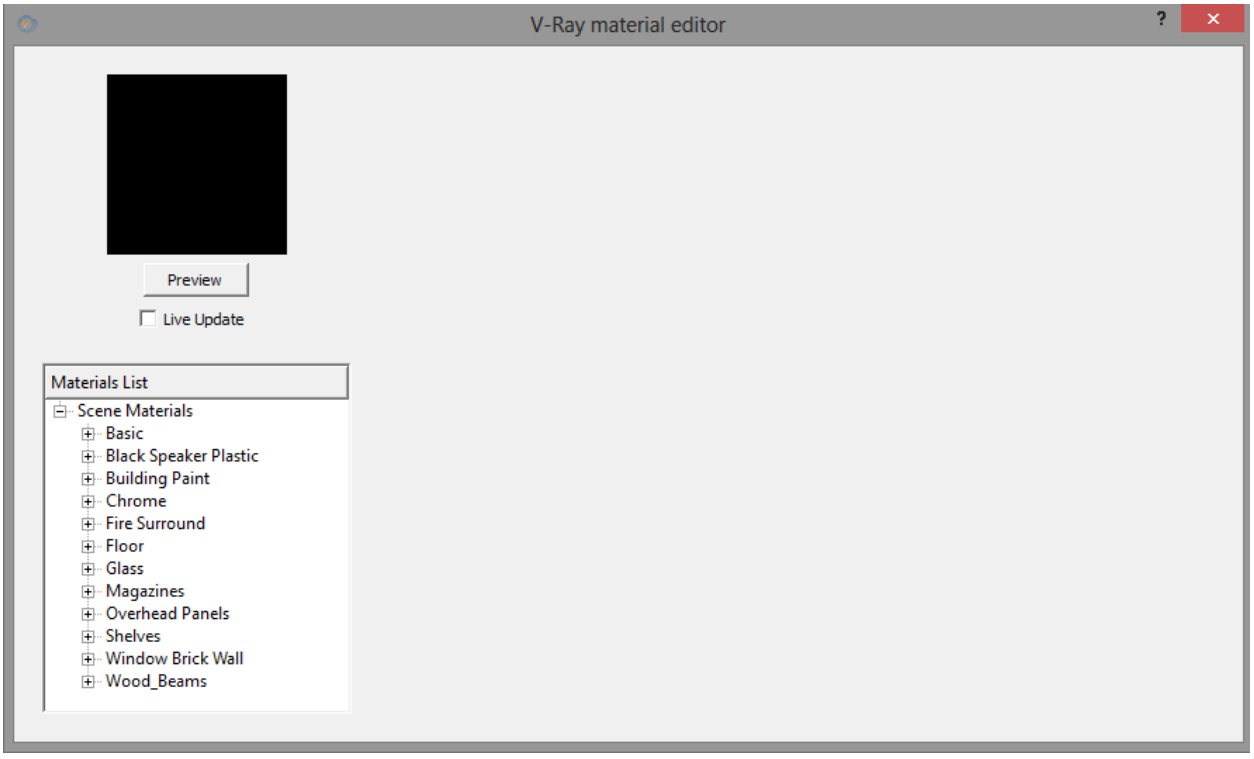


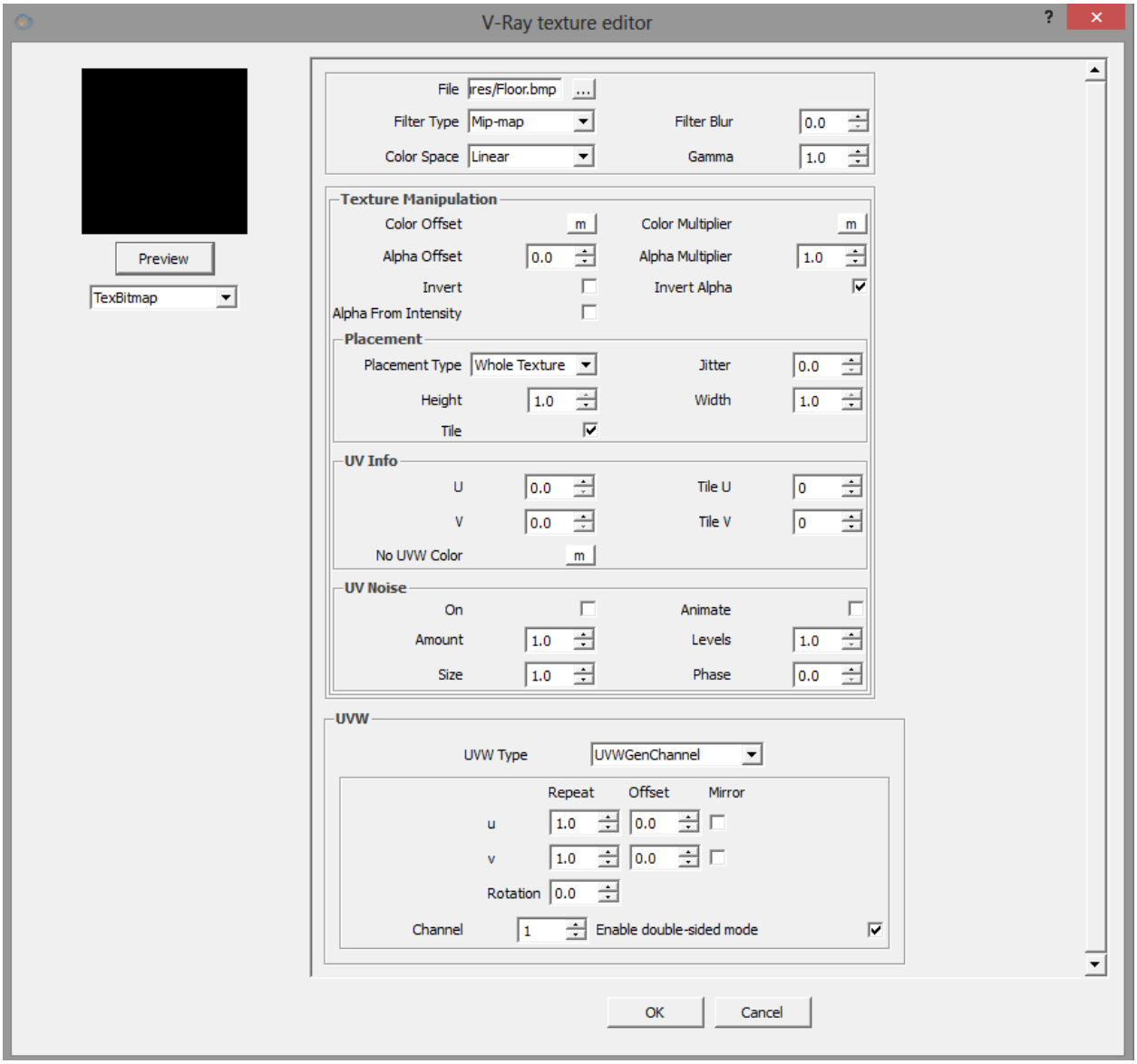

V-Ray option editor
Presets:
Choose Categor
--Empty--
Global switches
System
Camera
Environment
Image sampler (Antialiasing)
DMC sampler
Color mapping
VFB channels
Output
Indirect illumination (GI)
Irradiance map
Light cache
Caustics
Default displacement
RTEngine

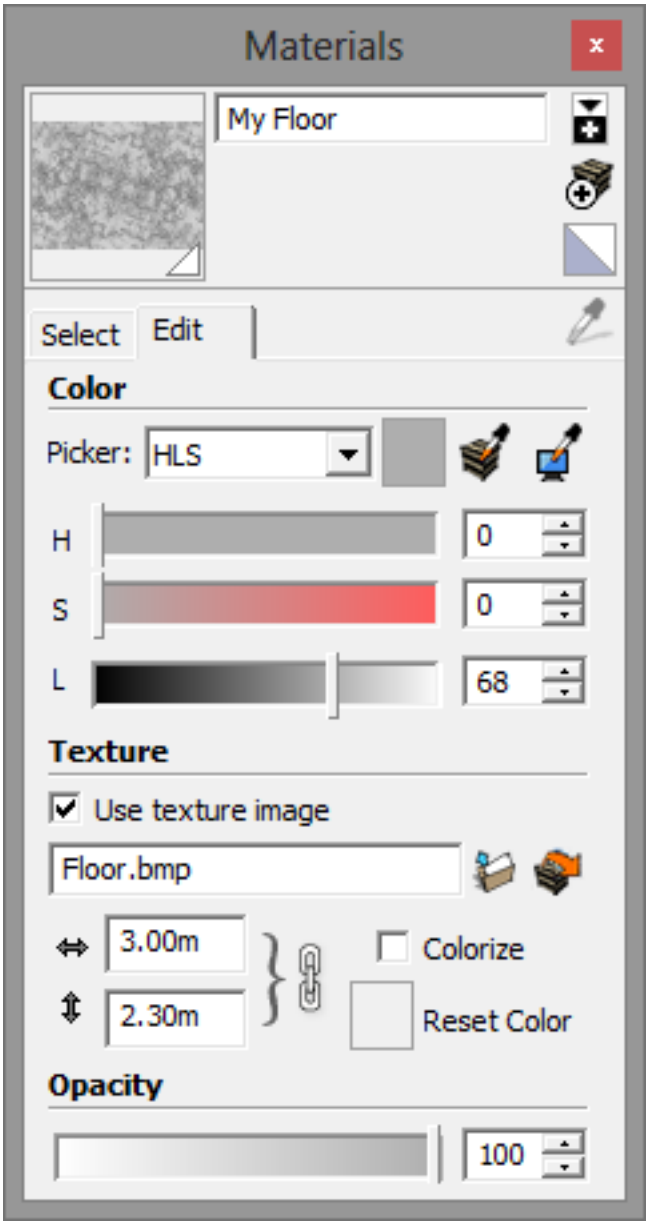

Shadow Settings
UTC-08:00
Time
08:26 AM
Noon
03:54 PM
10:10
Date
J F M A M J J A S O N D
1 /14
Light
80
Dark
45
Use sun for shading
Display:
On faces
On ground
From edges

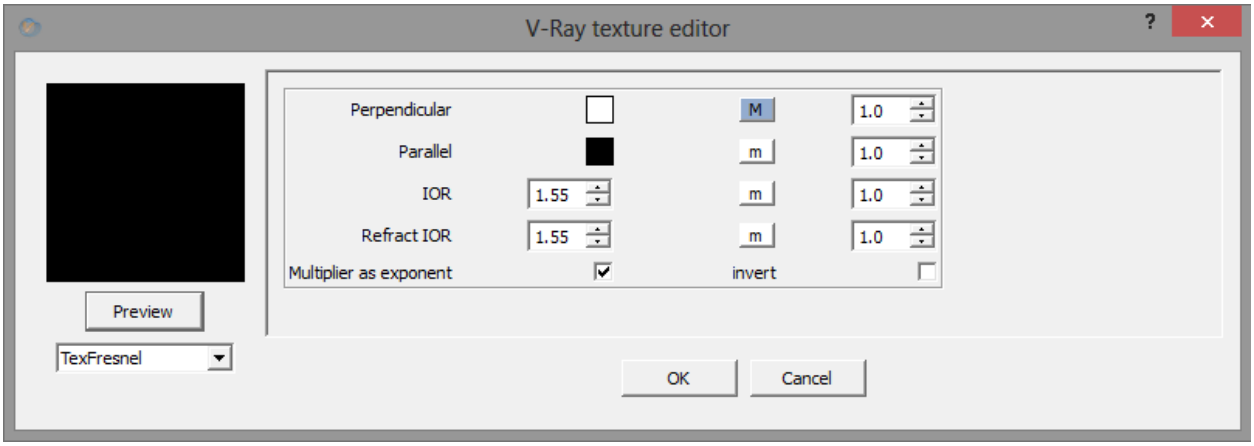

V-Ray option editor
Presets:
Choose Categor
--Empty--
Global switches
System
Camera
Camera type
Type
Default
Height
400.0
Override FOV
45.0
Dist
2.0
Auto-fit
Curve
1.0
Physical camera
On
Override focal length
24.087
F-number
8.0
Specify film width
36.0
Film speed(ISO)
100.0
Type
Still Camera
Distortion
0.0
Shutter speed
200.0
Zoom factor
1.0
Shutter angle
180.0
Lens shift
0.0
Shutter offset
0.0
Vignetting
Latency
0.0
Exposure
White balance
Depth of field
On
Basic Params
Aperture
5.0
Subdivs
8
Override focal dist
235.03
Bokeh effects
Blades on
5
Rotation
0.0
Center bias
0.0
Anisotropy
0.0
Motion blur
On
Duration (frames)
1.0
Prepass samples
1
Interval center
0.5
Geometry samples
2
Bias
0.0
Subdivs
6

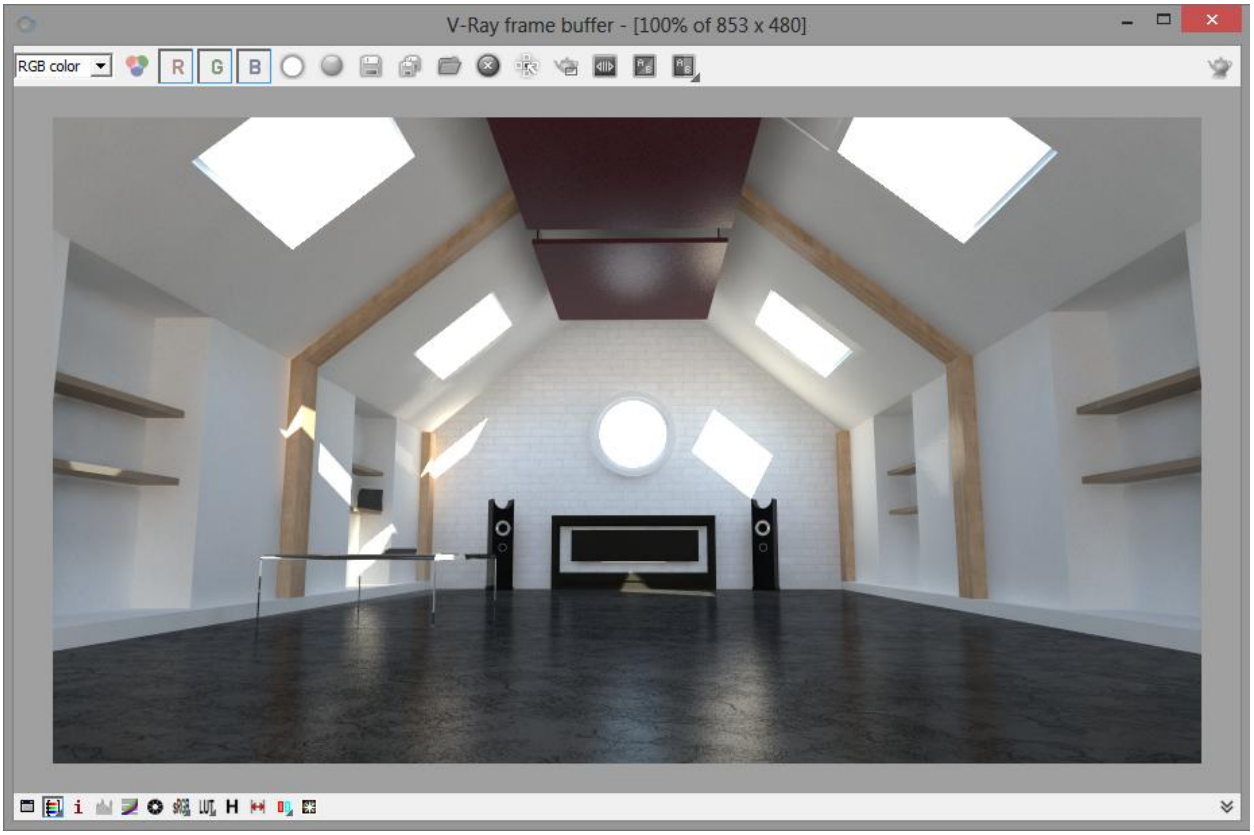

V-Ray frame buffer - [100% of 853 x 480]
RGB color
R
G
B


V-Ray material editor
Preview
Live Update
Materials List
Scene Materials
Basic
Black Speaker Plastic
Building Paint
Chrome
Fire Surround
Floor
Glass
Magazines
Overhead Panels
Shelves
Window Brick Wall
Wood_Beams

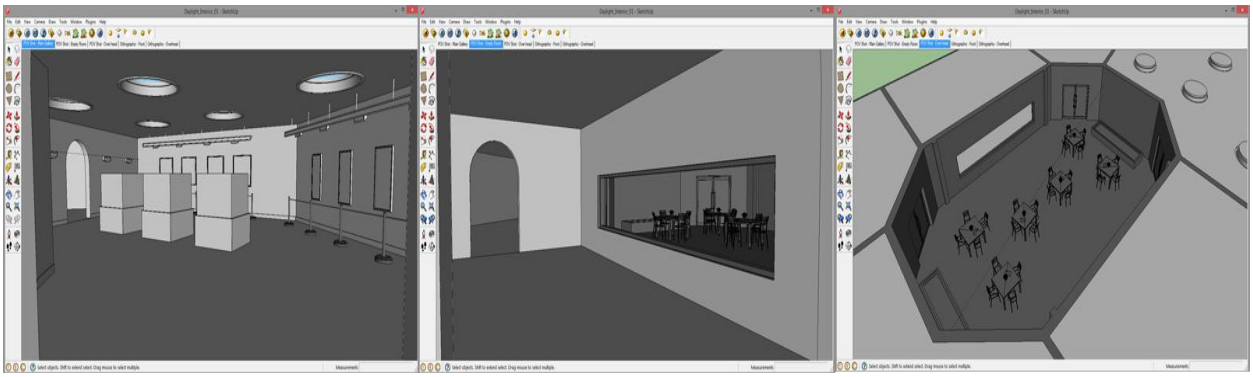

V-Ray texture editor
Preview
TexBitmap
File
res/Floor.bmp
Filter Type
Mip-map
Filter Blur
0.0
Color Space
Linear
Gamma
1.0
Texture Manipulation
Color Offset
m
Color Multiplier
m
Alpha Offset
0.0
Alpha Multiplier
1.0
Invert
Invert Alpha
Alpha From Intensity
Placement
Placement Type
Whole Texture
Jitter
0.0
Height
1.0
Width
1.0
Tile
UV Info
U
0.0
Tile U
0
V
0.0
Tile V
0
No UVW Color
m
UV Noise
On
Animate
Amount
1.0
Levels
1.0
Size
1.0
Phase
0.0
UVW
UVW Type
UVWGenChannel
Repeat
Offset
Mirror
u
1.0
0.0
v
1.0
0.0
Rotation
0.0
Channel
1
Enable double-sided mode
OK
Cancel

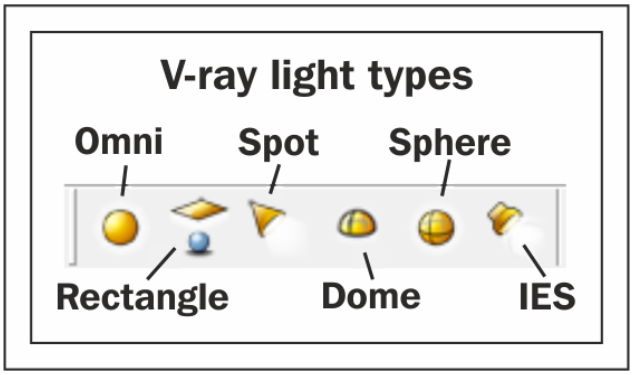

Materials
My Floor
Select
Edit
Color
Picker:
HLS
H
0
S
0
L
68
Texture
Use texture image
Floor.bmp
3.00m
2.30m
Colorize
Reset Color
Opacity
100

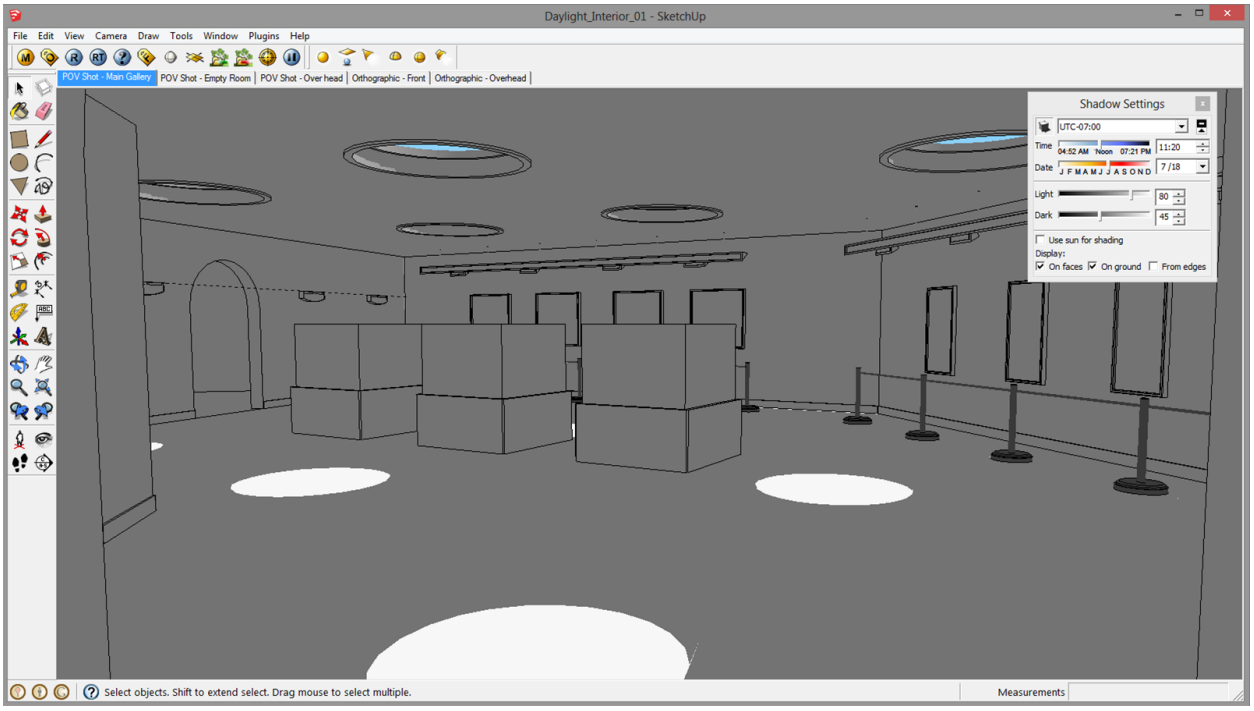

V-Ray texture editor
Perpendicular
M
1.0
Parallel
m
1.0
IOR
1.55
m
1.0
Refract IOR
1.55
m
1.0
Multiplier as exponent
invert
Preview
TexFresnel
OK
Cancel

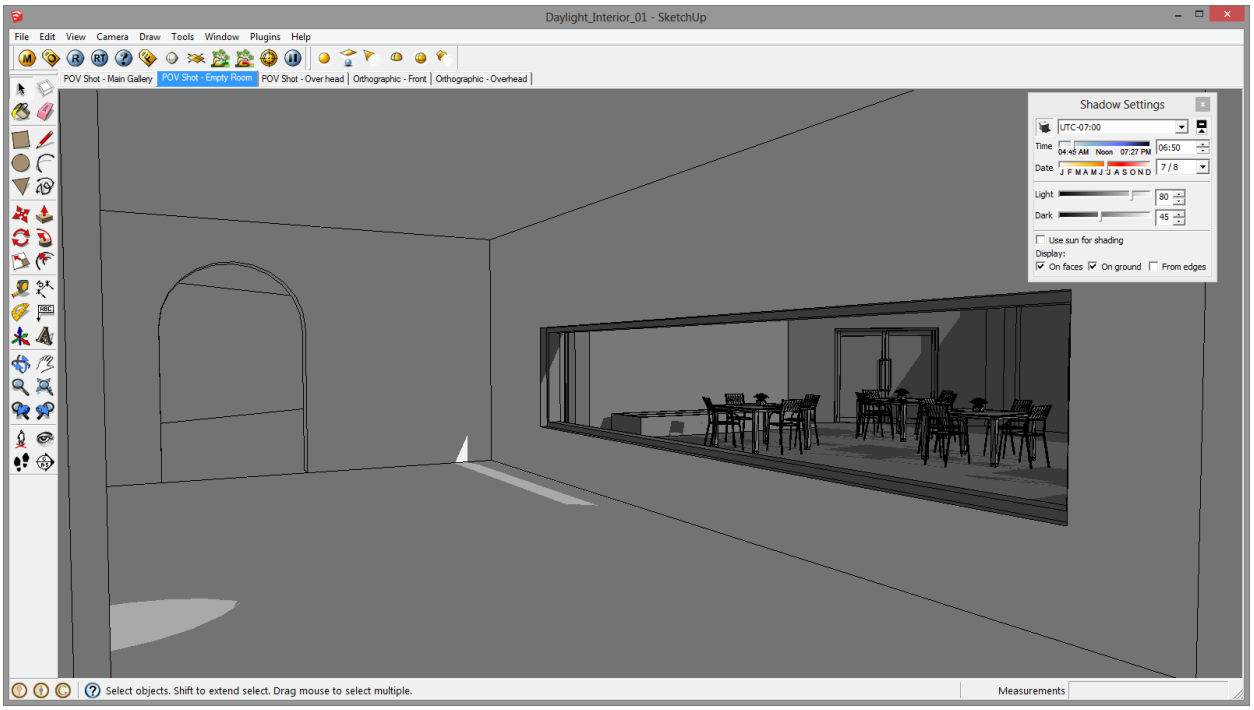

V-Ray frame buffer - [100% of 853 x 480]
RGB color
R
G
B

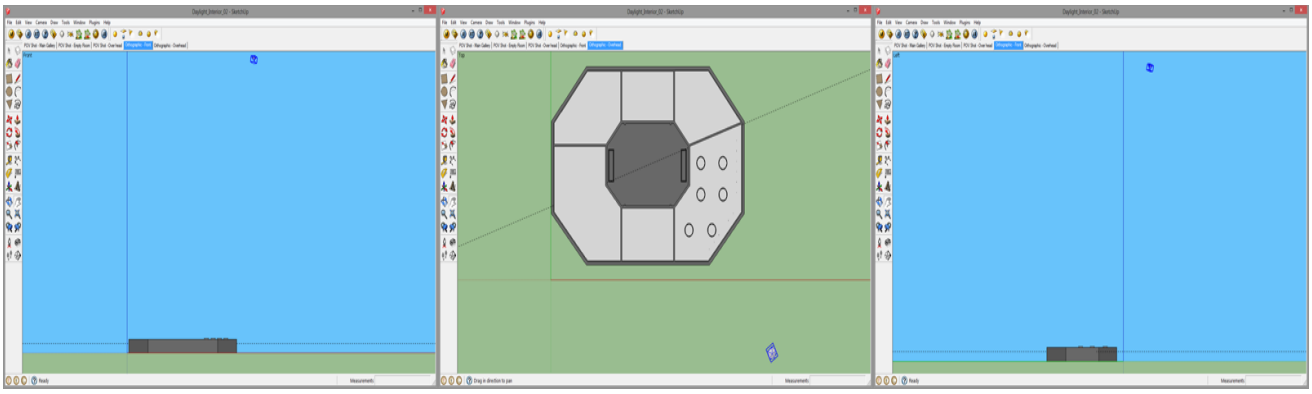
Chapter 2, Lighting an Interior Daytime Scene

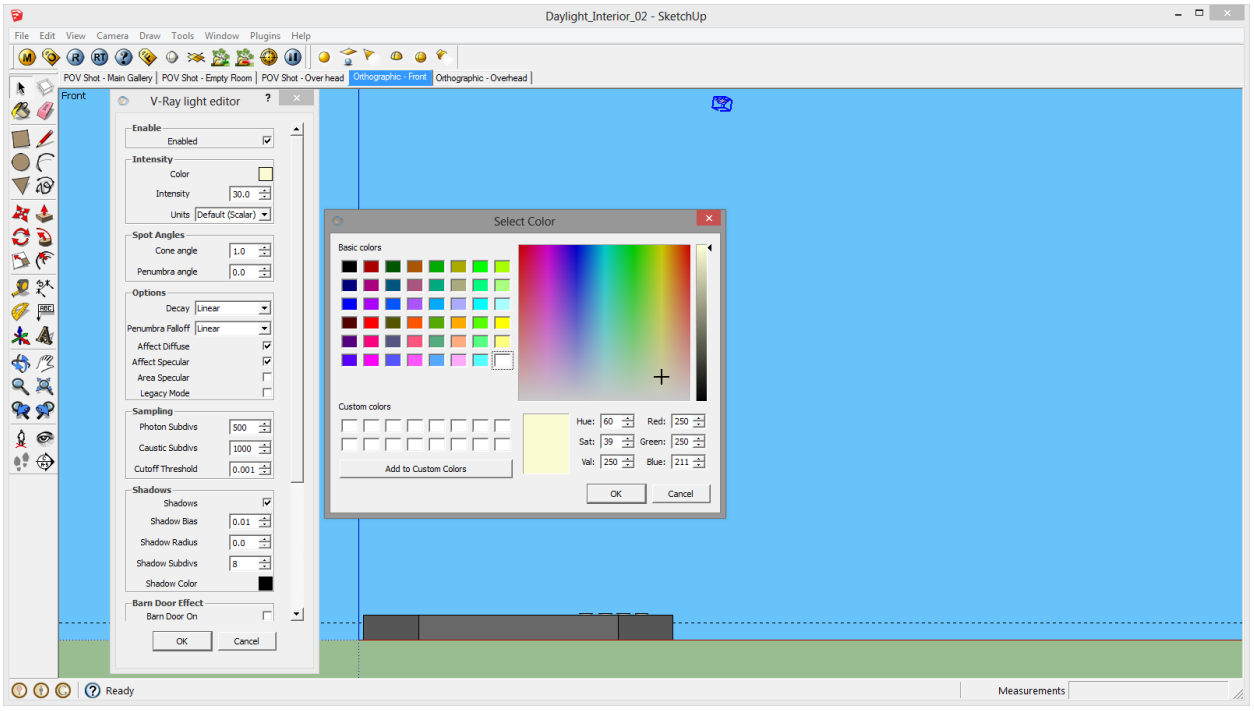


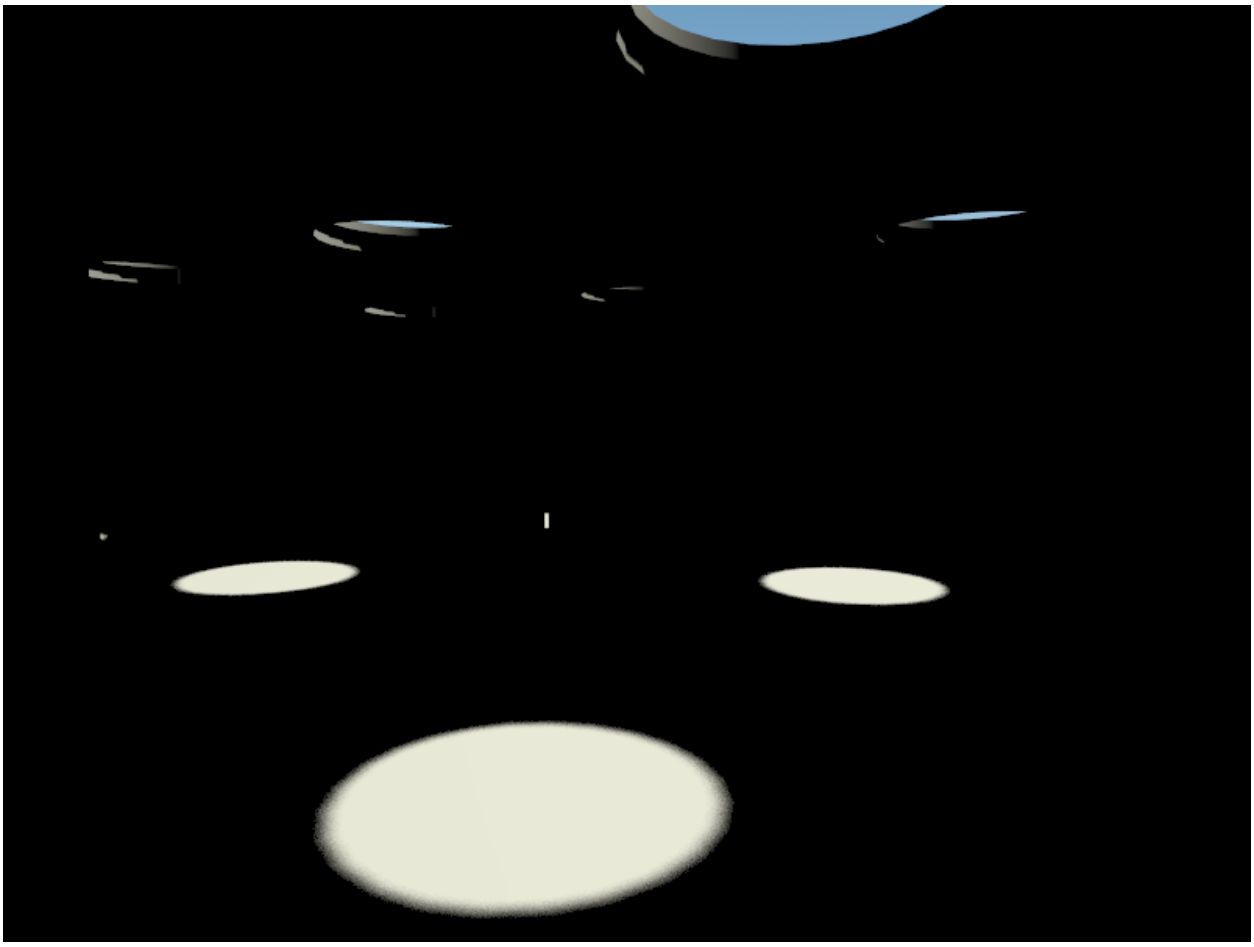


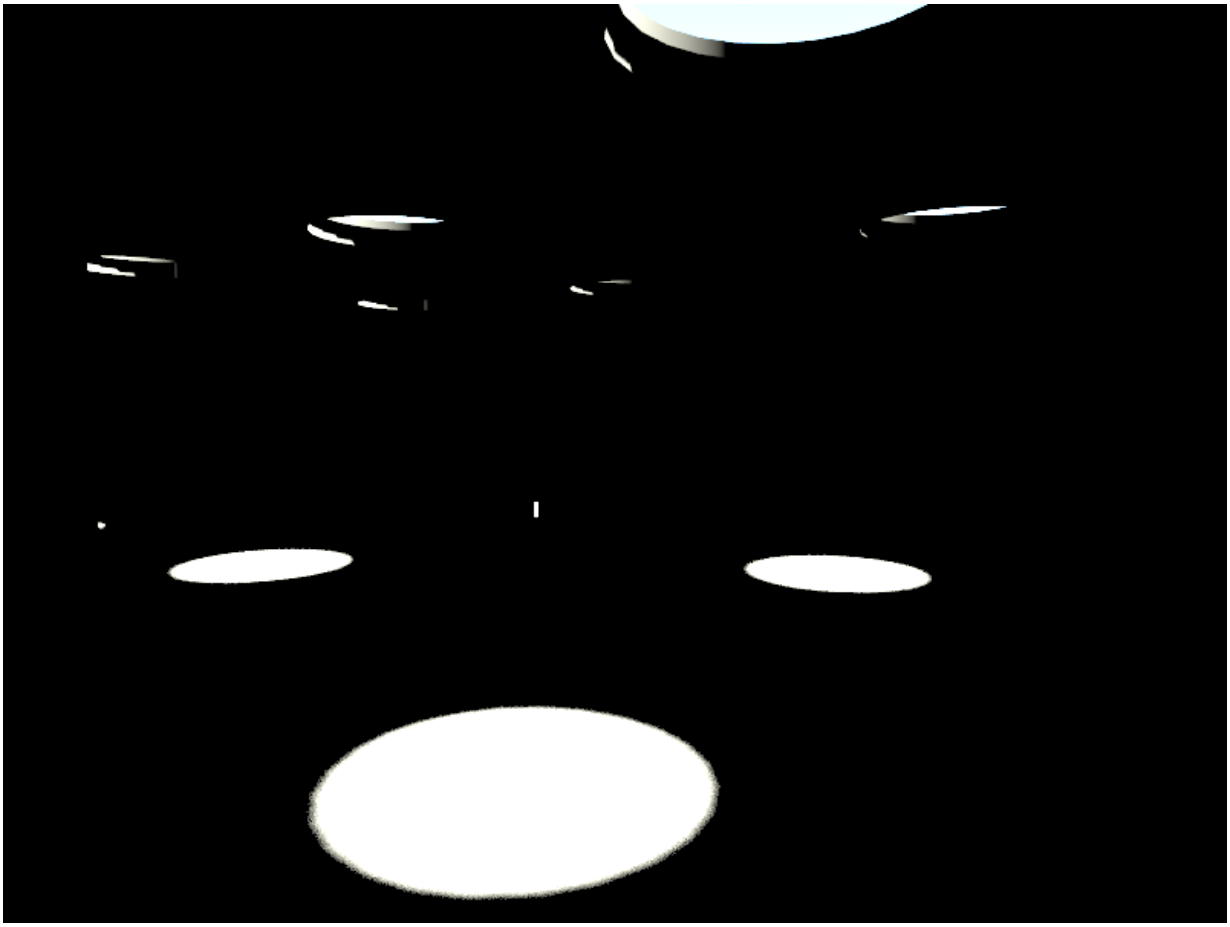

Daylight_Interior_01 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | POV Shot - Over head | Orthographic - Front | Orthographic - Overhead
Shadow Settings
UTC-07:00
Time 04:52 AM Noon 07:21 PM 11:20
Date J F M A M J J A S O N D 7/18
Light 80
Dark 45
Use sun for shading
Display:
On faces On ground From edges
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

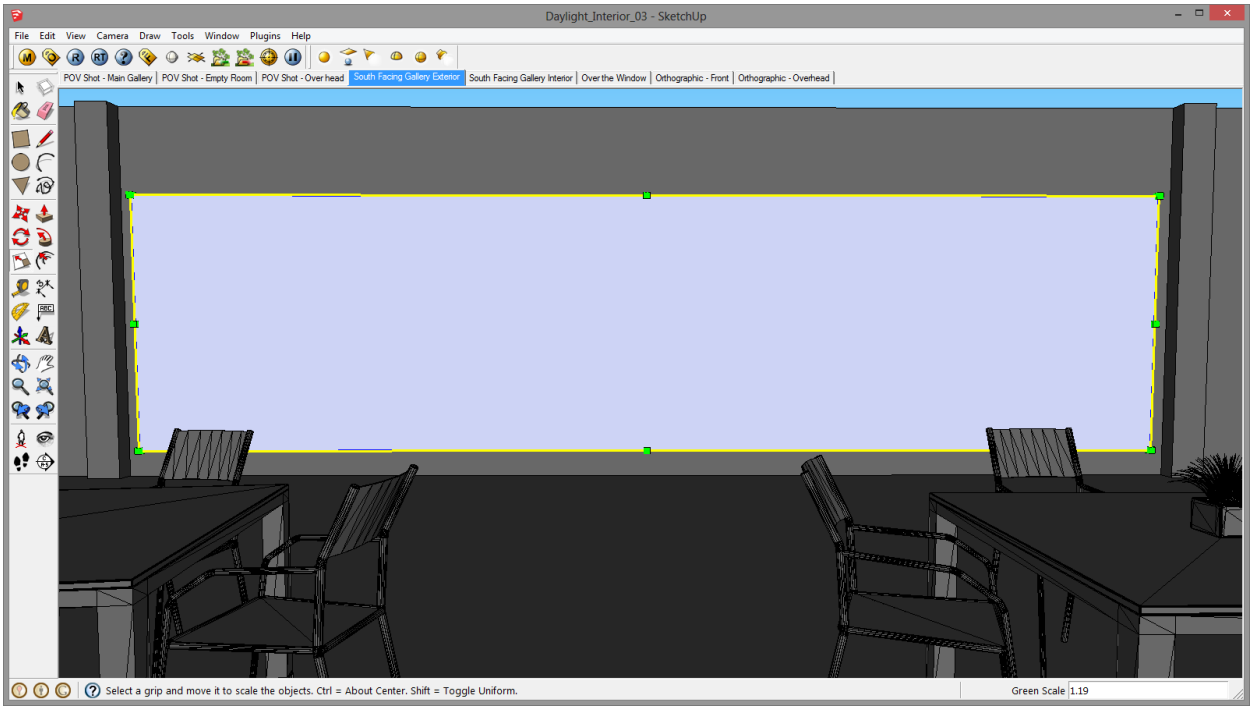

Daylight_Interior_01 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | POV Shot - Over head | Orthographic - Front | Orthographic - Overhead
Shadow Settings
UTC-07:00
Time 04:45 AM Noon 07:27 PM 06:50
Date J F M A M J J A S O N D 7/8
Light 80
Dark 45
Use sun for shading
Display:
On faces On ground From edges
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

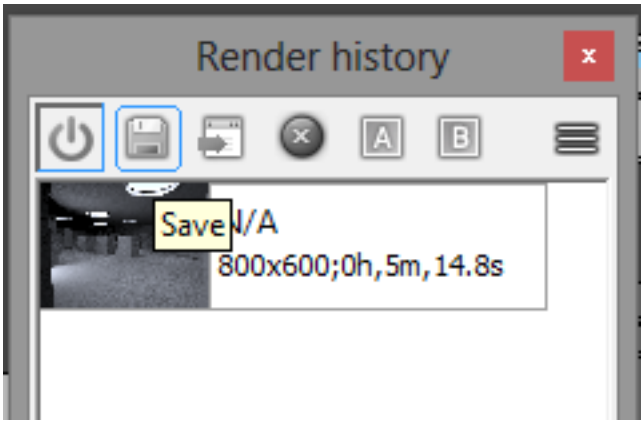


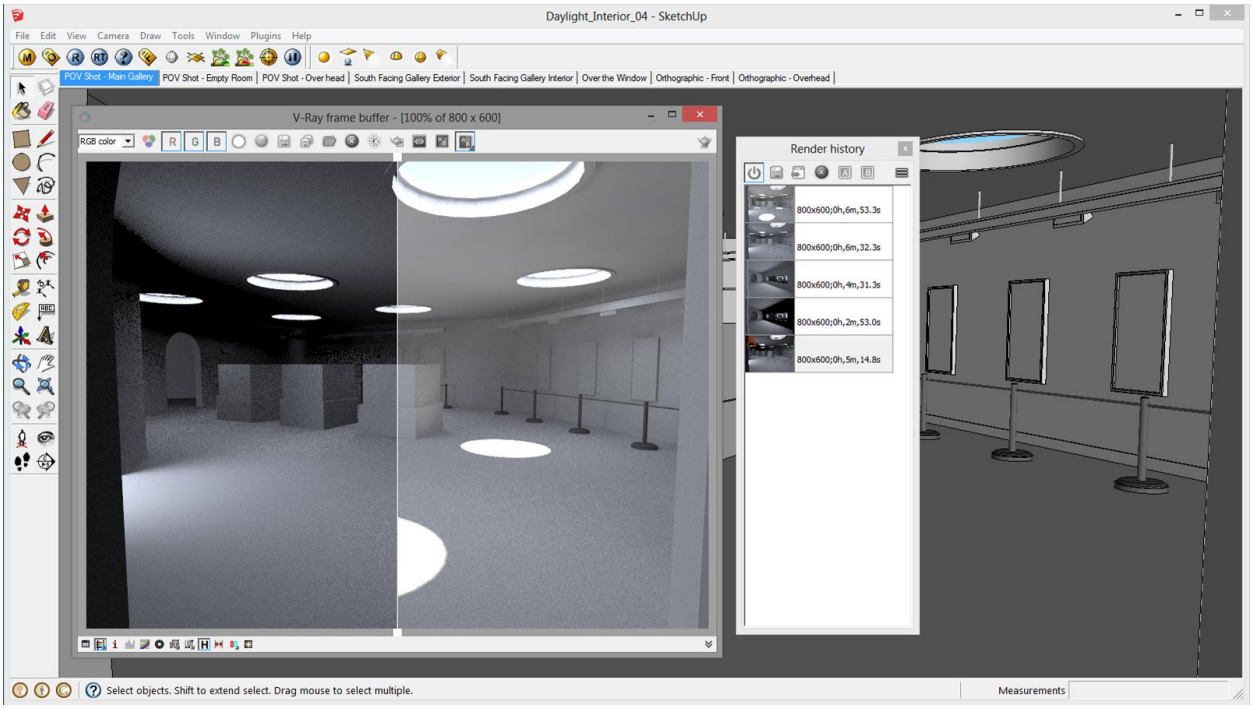

Daylight_Interior_02 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery
POV Shot - Empty Room
POV Shot - Over head
Orthographic - Front
Orthographic - Overhead
Front
V-Ray light editor
Enable
Enabled
Intensity
Color
Intensity 30.0
Units Default (Scalar)
Spot Angles
Cone angle 1.0
Penumbra angle 0.0
Options
Decay Linear
Penumbra Falloff Linear
Affect Diffuse
Affect Specular
Area Specular
Legacy Mode
Sampling
Photon Subdivs 500
Caustic Subdivs 1000
Cutoff Threshold 0.001
Shadows
Shadows
Shadow Bias 0.01
Shadow Radius 0.0
Shadow Subdivs 8
Shadow Color
Barn Door Effect
Barn Door On
OK
Cancel
Select Color
Basic colors
Custom colors
Add to Custom Colors
Hue: 60
Sat: 39
Val: 250
Red: 250
Green: 250
Blue: 211
OK
Cancel
Ready
Measurements

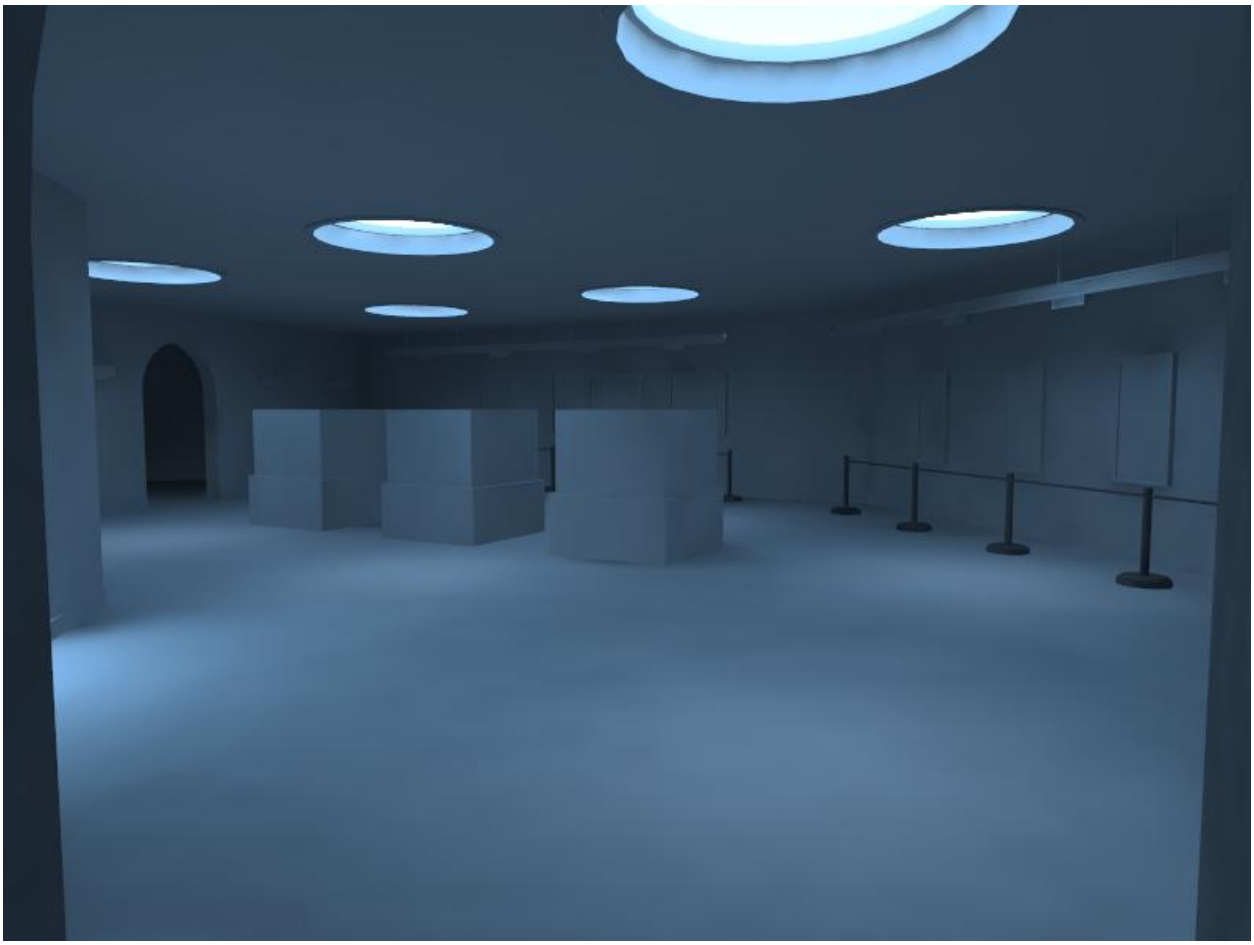


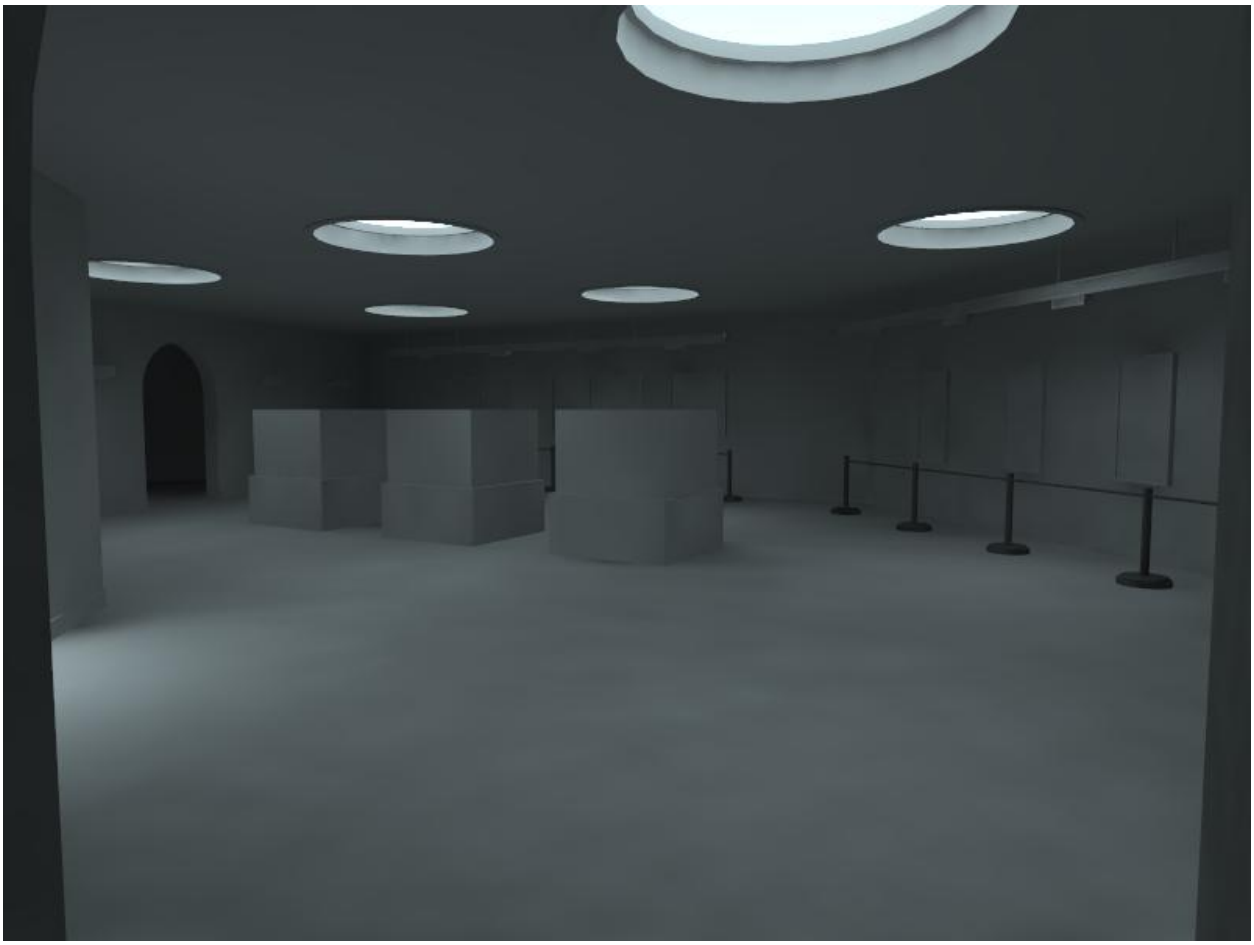


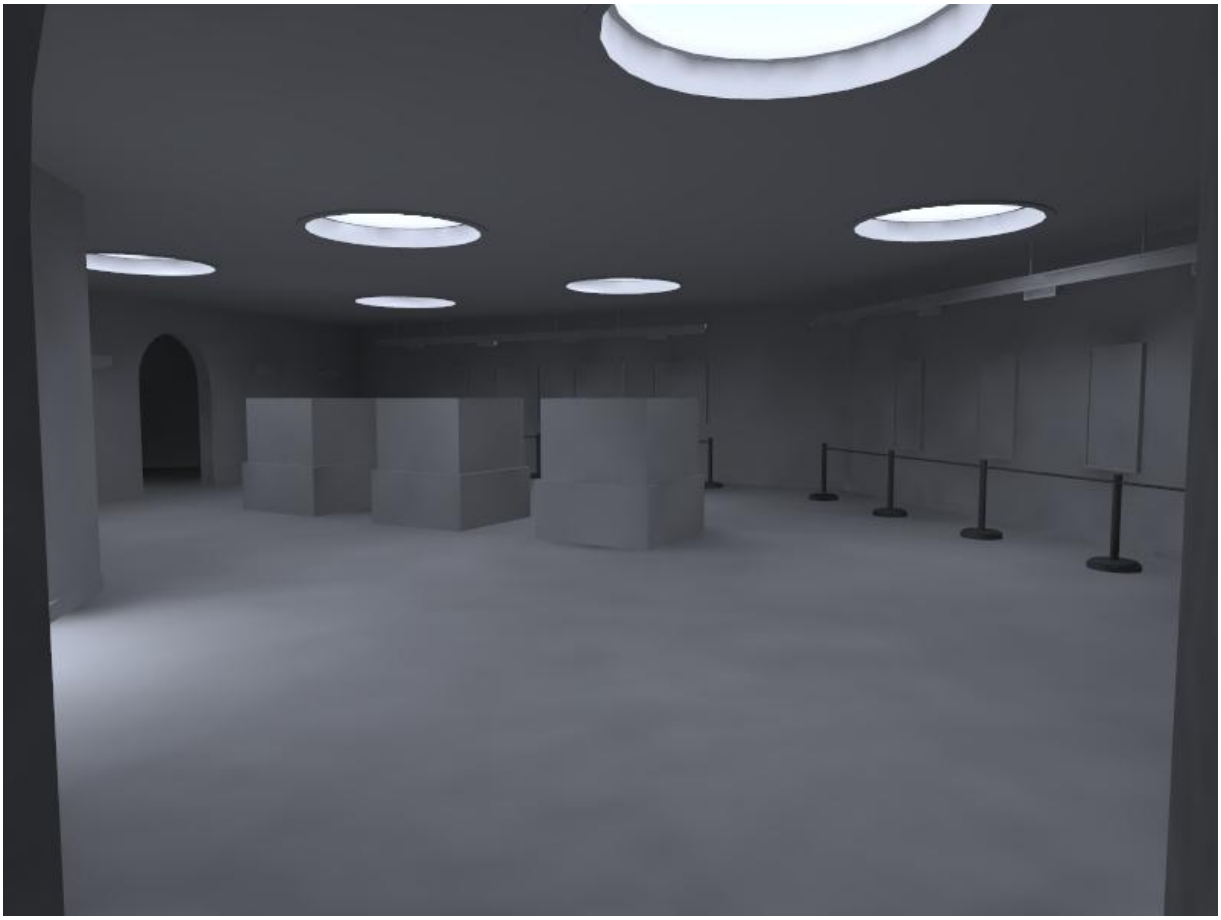

Daylight_Interior_03 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | POV Shot - Over head | South Facing Gallery Exterior | South Facing Gallery Interior | Over the Window | Orthographic - Front | Orthographic - Overhead
Select a grip and move it to scale the objects. Ctrl = About Center. Shift = Toggle Uniform.
Green Scale 1.19

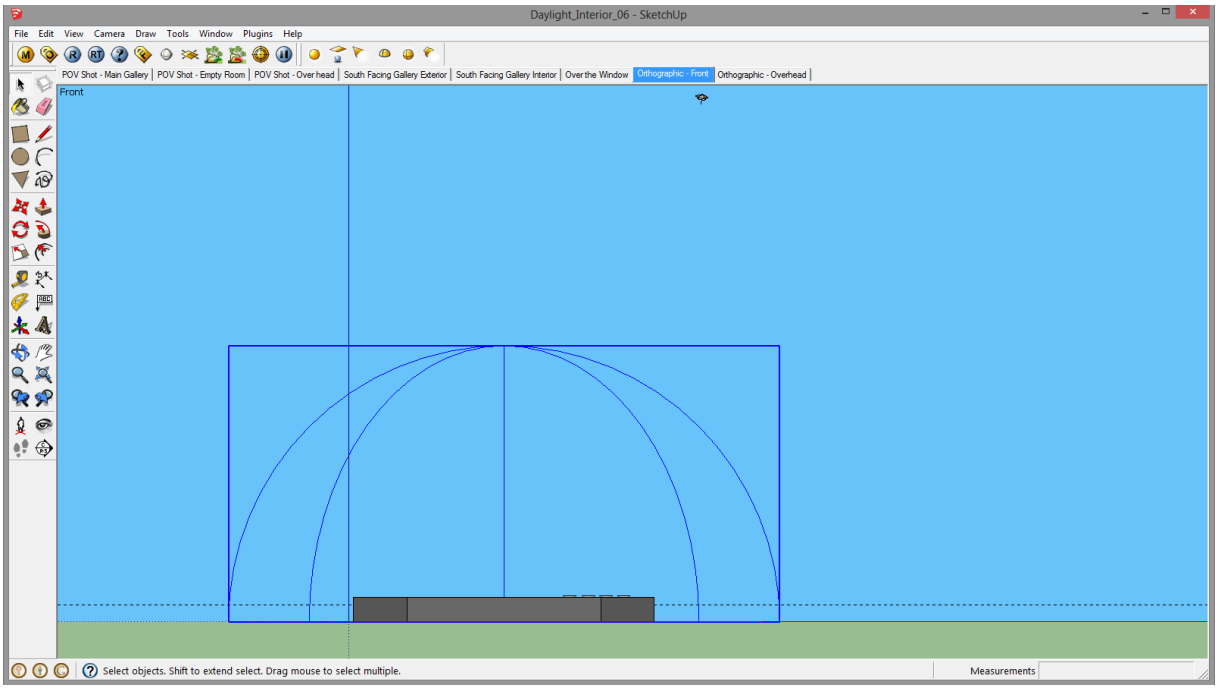

Render history
A
B
Save
N/A
800x600;0h,5m,14.8s

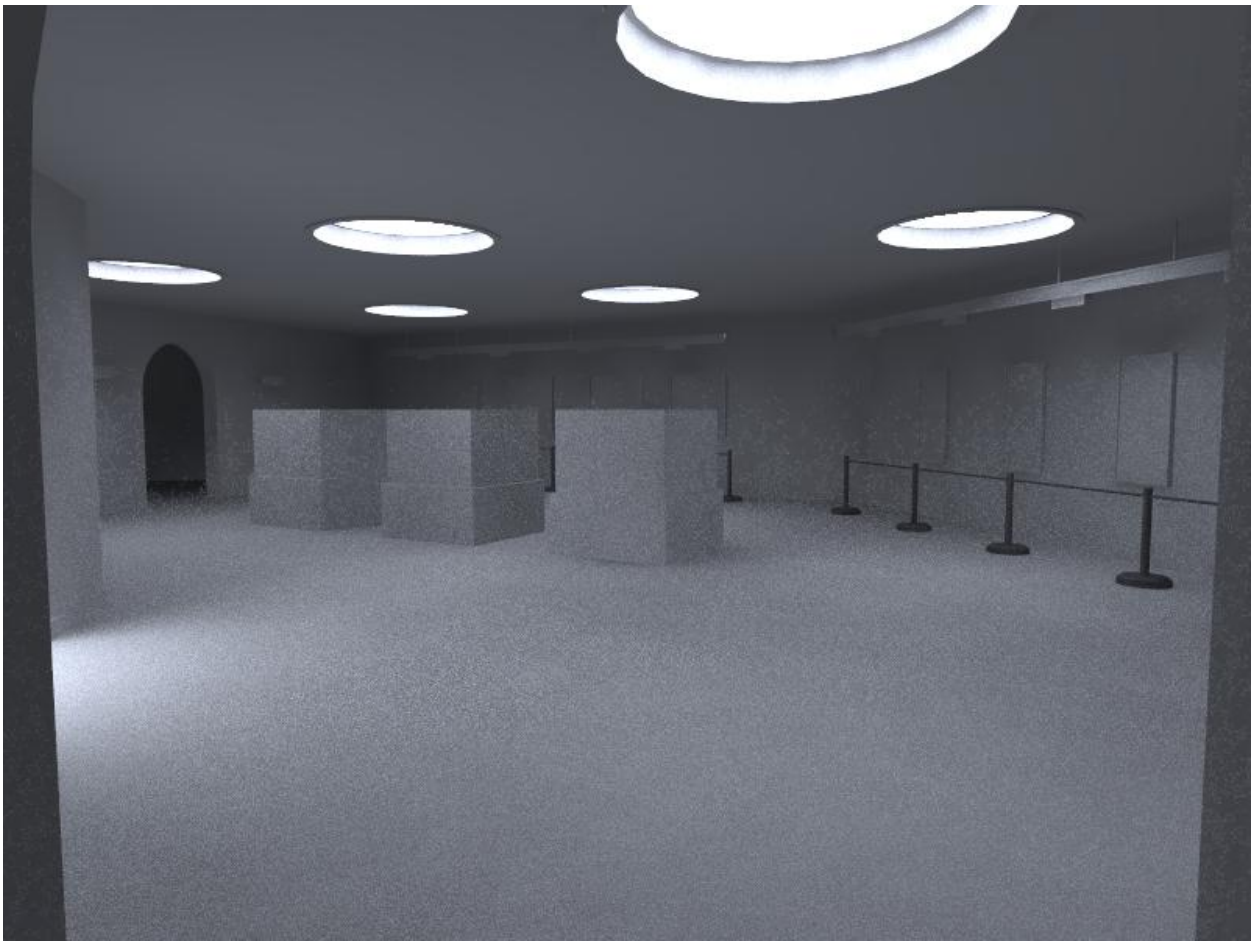

Daylight_Interior_04 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery
POV Shot - Empty Room
POV Shot - Over head
South Facing Gallery Exterior
South Facing Gallery Interior
Over the Window
Orthographic - Front
Orthographic - Overhead
V-Ray frame buffer - [100% of 800 x 600]
RGB color
Render history
800x600;0h,6m,53.3s
800x600;0h,6m,32.3s
800x600;0h,4m,31.3s
800x600;0h,2m,53.0s
800x600;0h,5m,14.8s
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

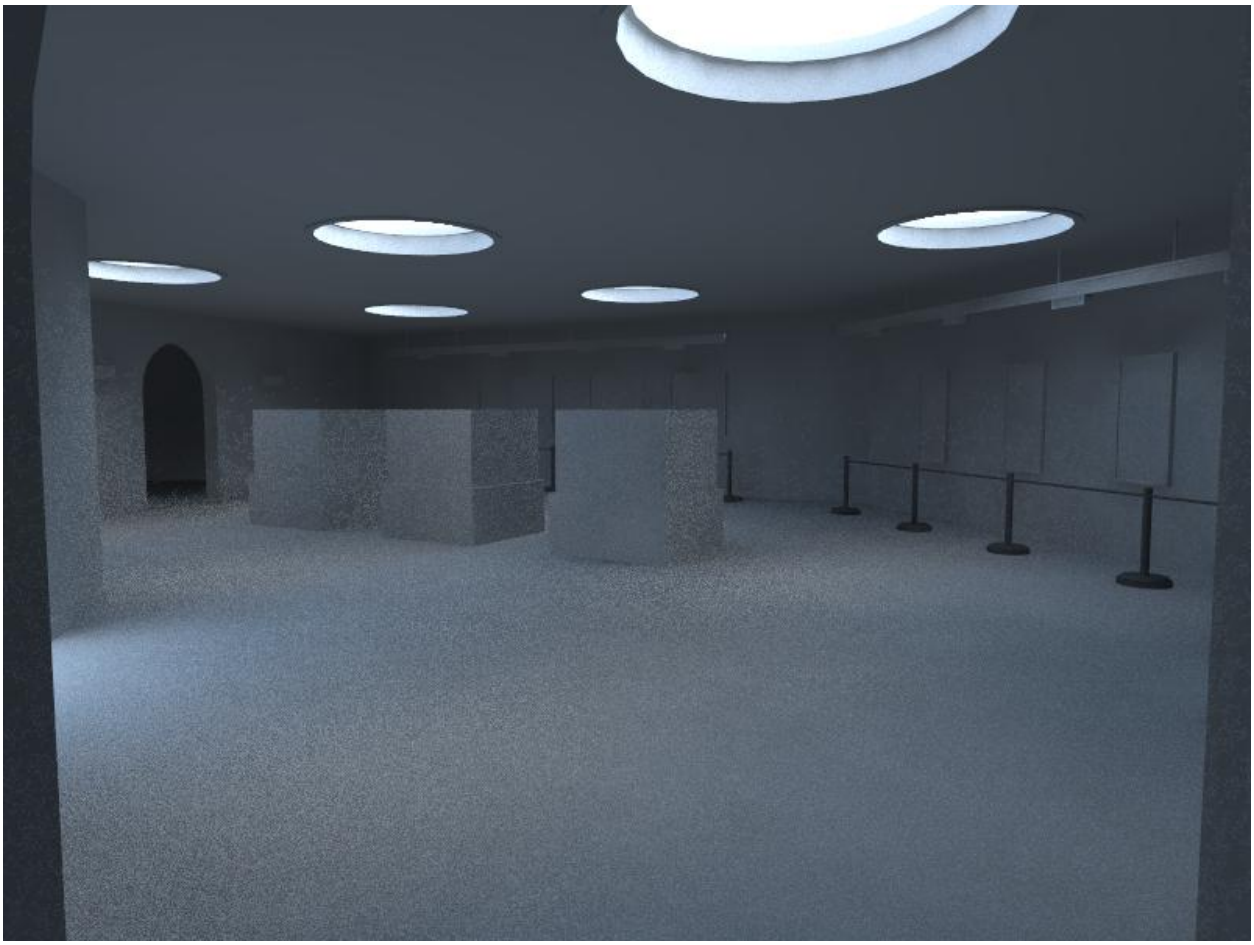




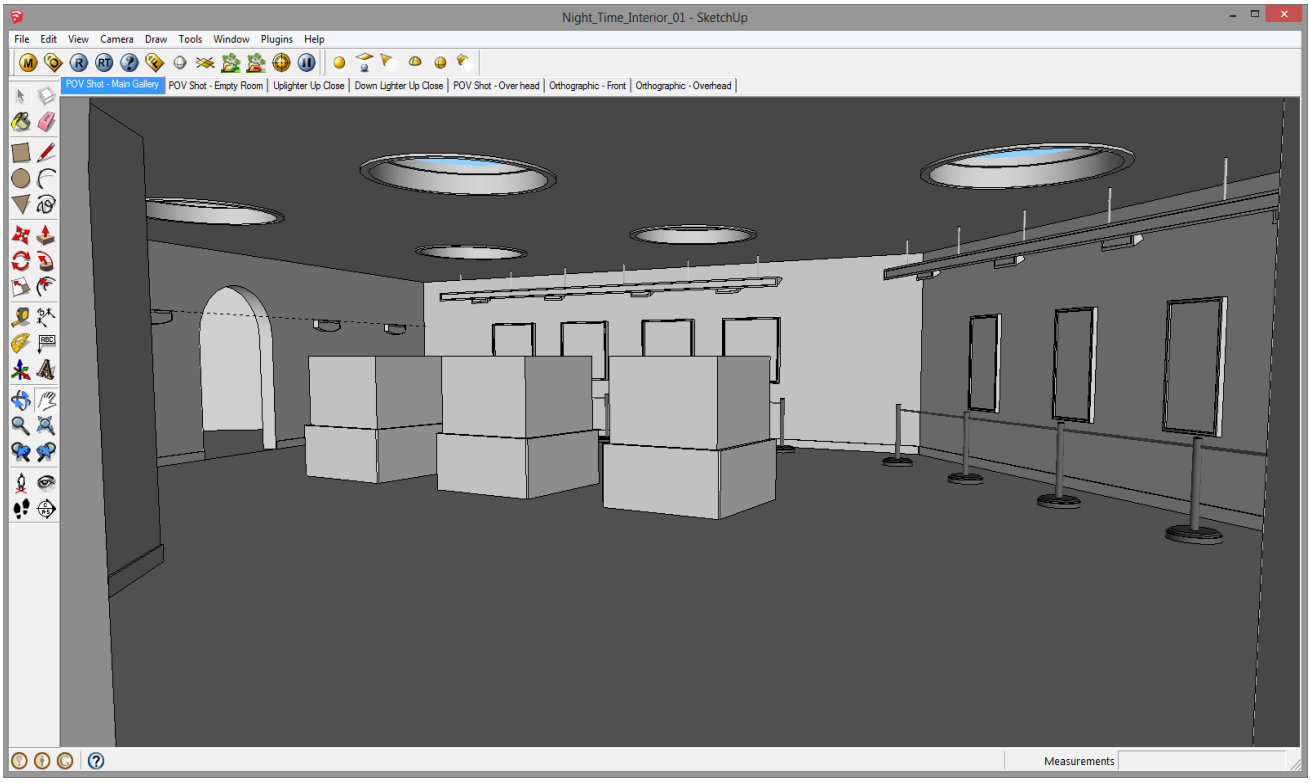


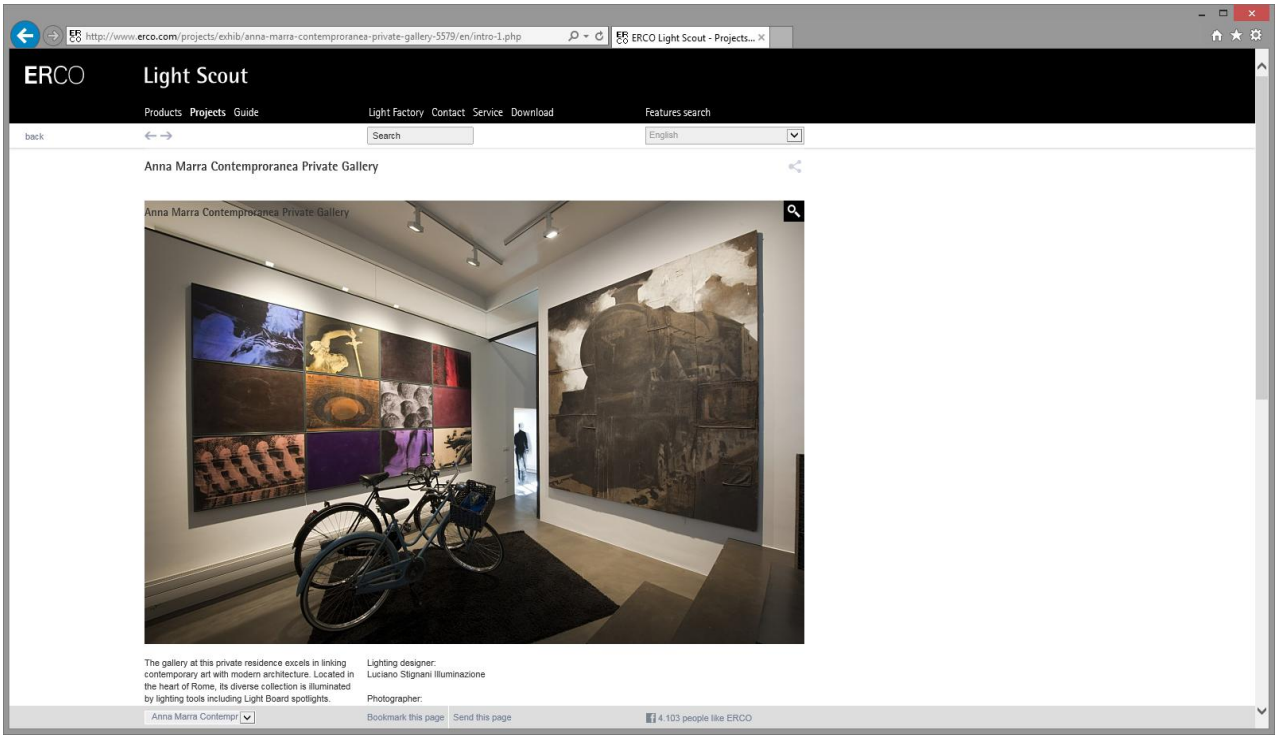

Daylight_Interior_06 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | POV Shot - Over head | South Facing Gallery Exterior | South Facing Gallery Interior | Over the Window | Orthographic - Front | Orthographic - Overhead |
Front
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

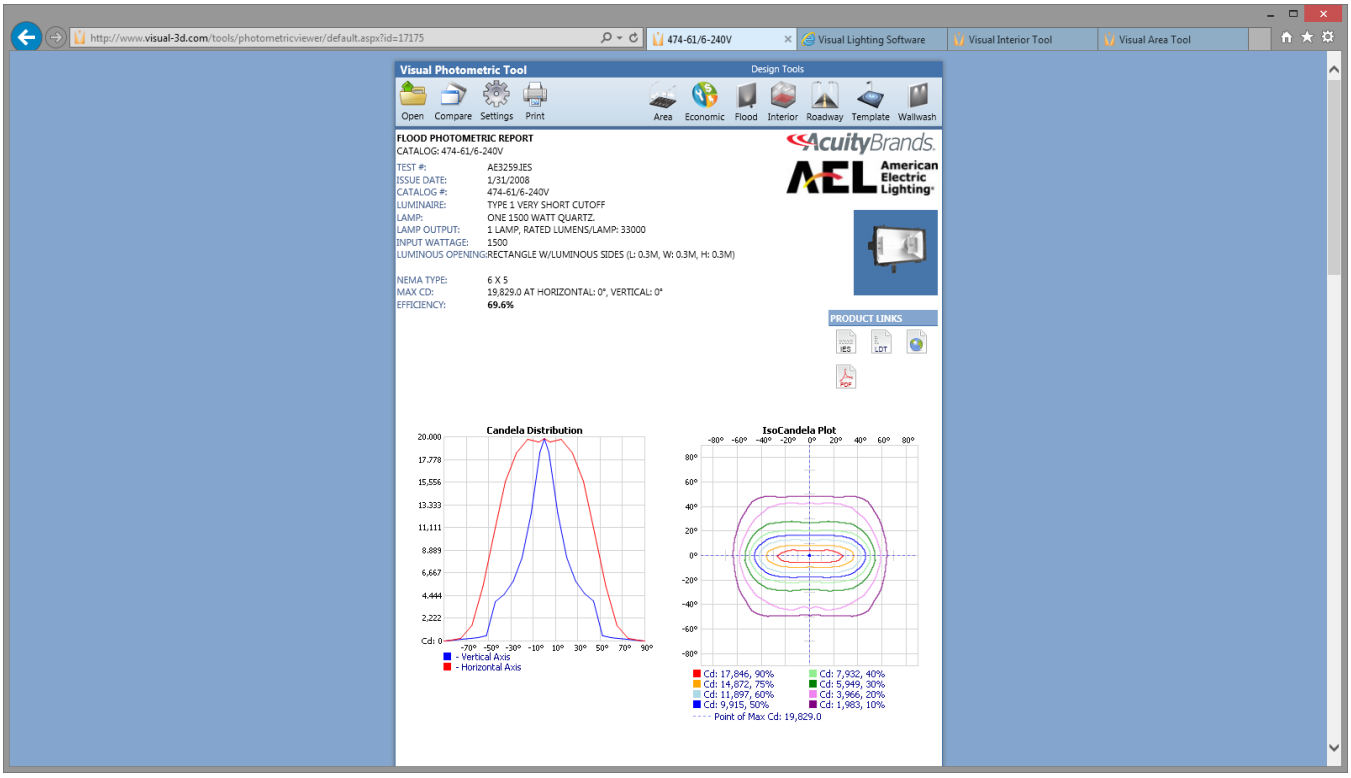


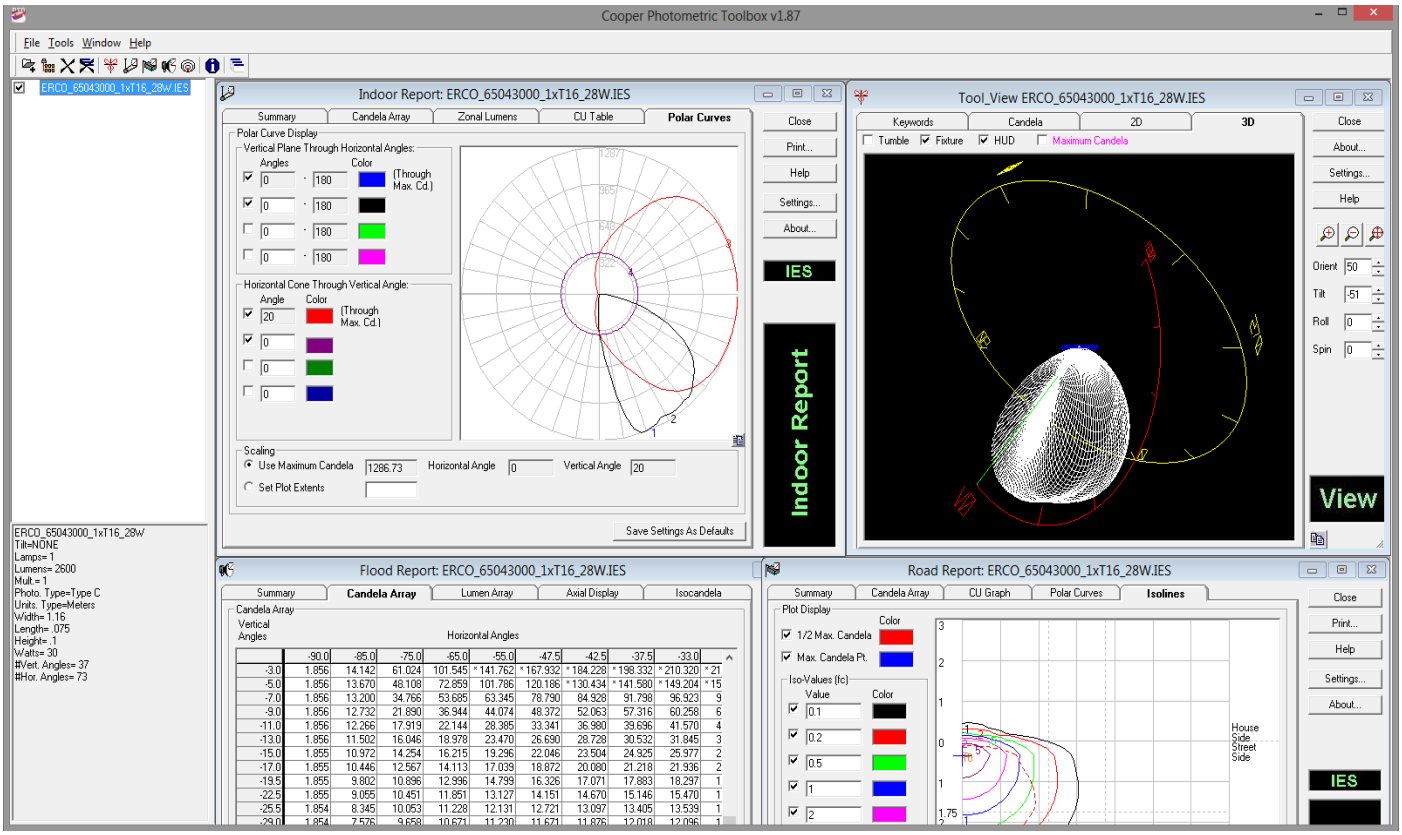


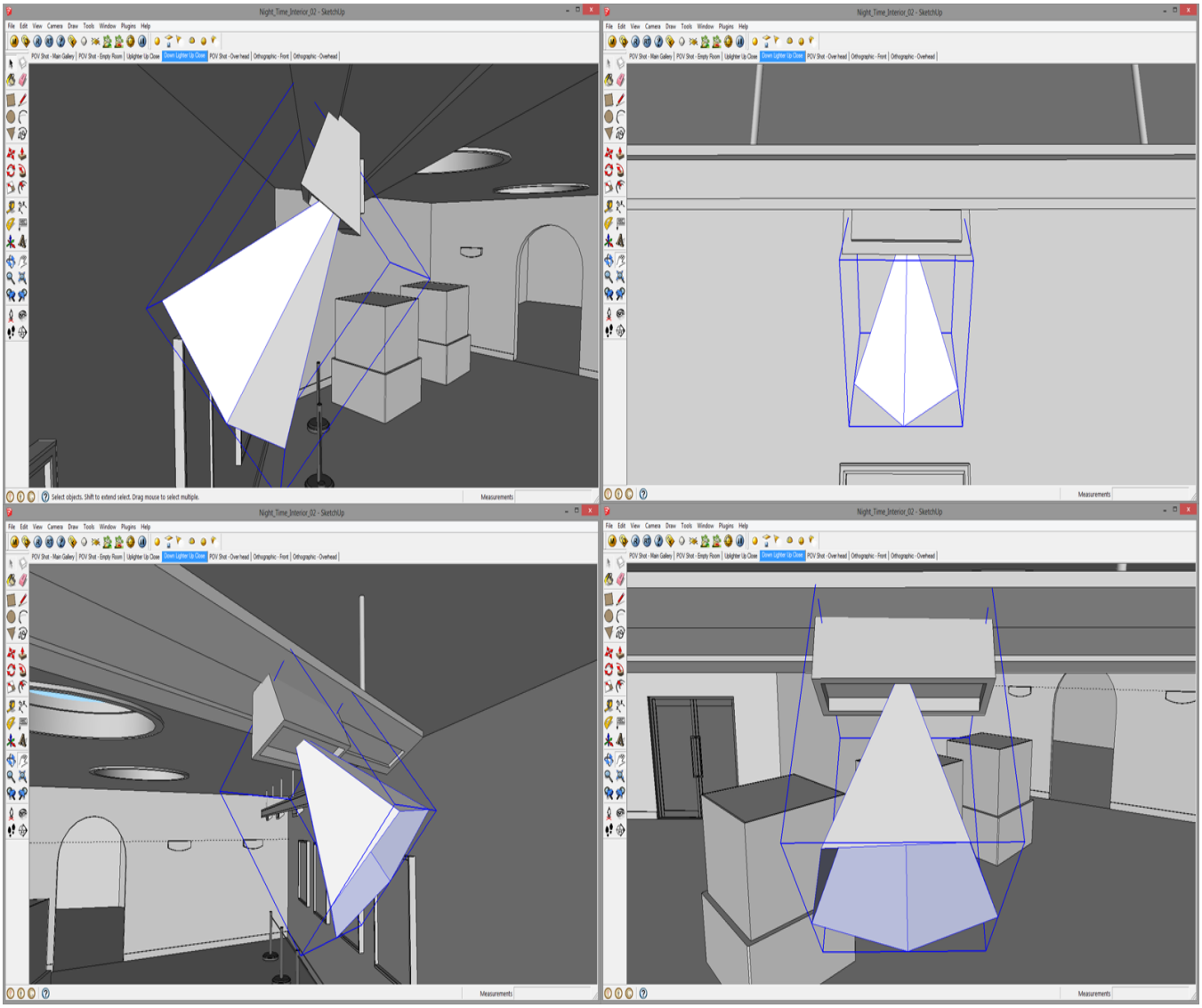
Chapter 3, Lighting an Interior Nighttime Scene Using IES Lights

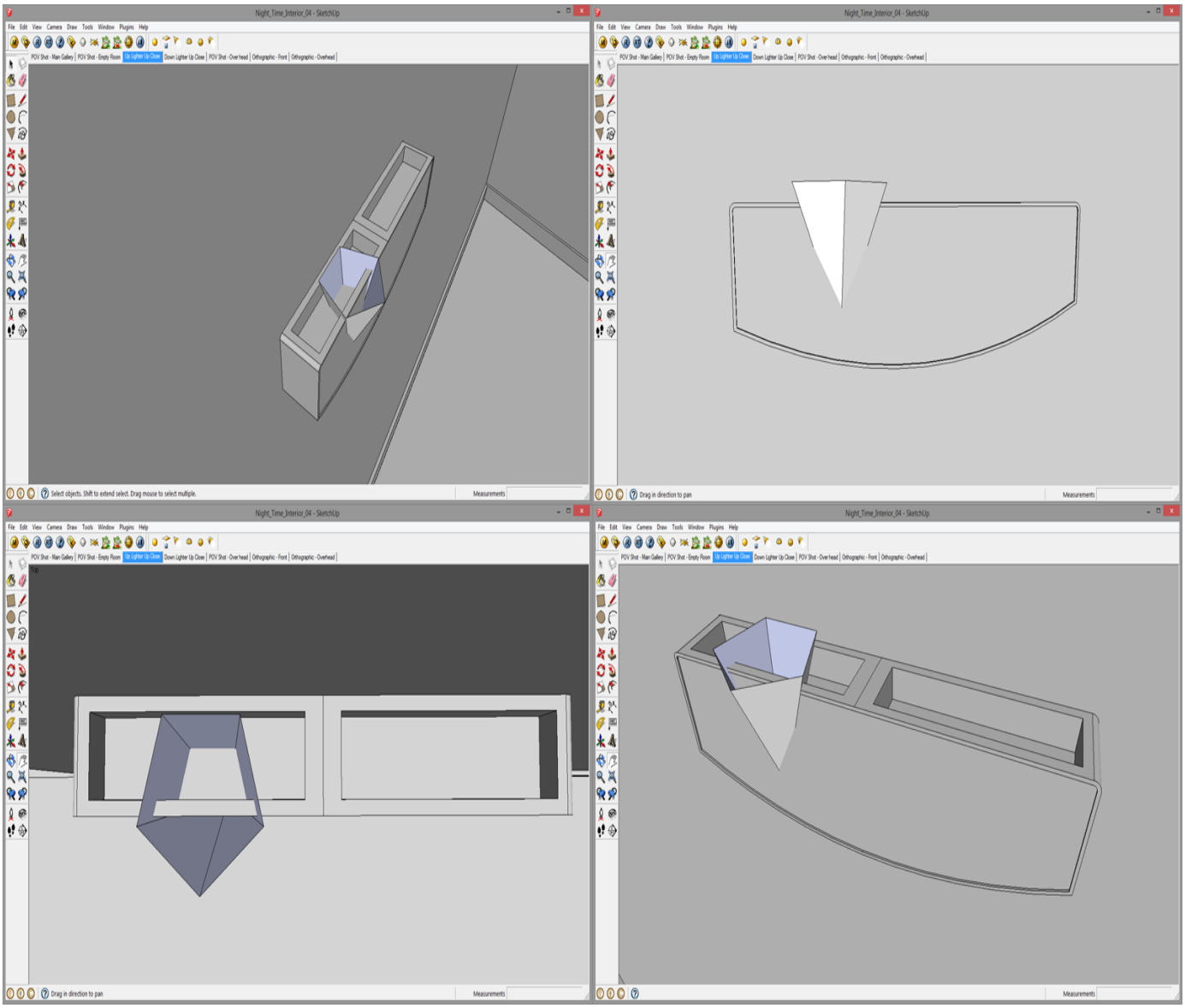


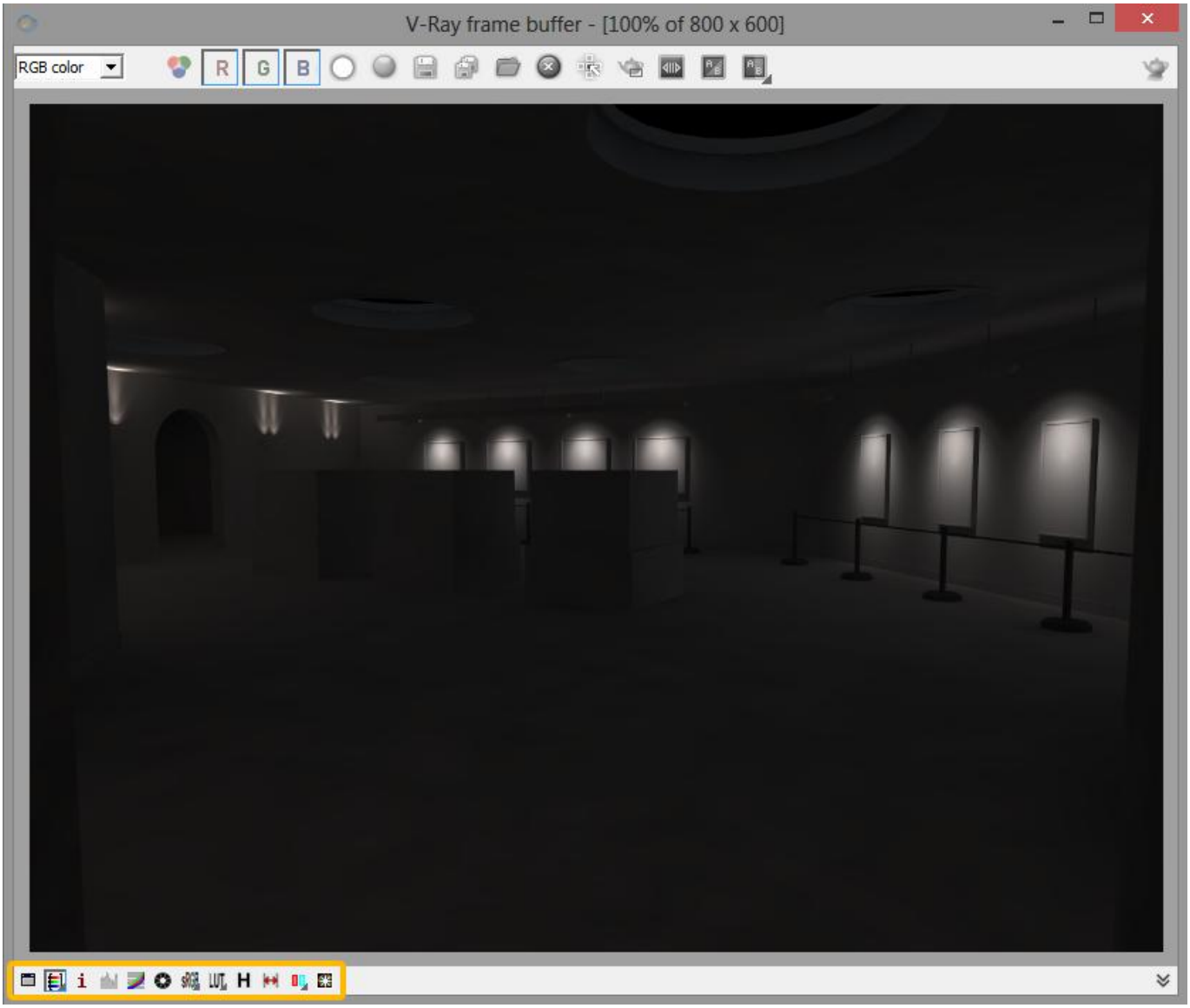

http://www.erco.com/projects/exhib/anna-marra-contemproranea-private-gallery-5579/en/intro-1.php
ERCO Light Scout - Projects...
ERCO
Light Scout
Products Projects Guide
Light Factory Contact Service Download
Features search
back
Search
English
Anna Marra Contemproranea Private Gallery
Anna Marra Contemproranea Private Gallery
The gallery at this private residence excels in linking contemporary art with modern architecture. Located in the heart of Rome, its diverse collection is illuminated by lighting tools including Light Board spotlights.
Lighting designer:
Luciano Stignani Illuminazione
Photographer:
Anna Marra Contempr
Bookmark this page
Send this page
4.103 people like ERCO

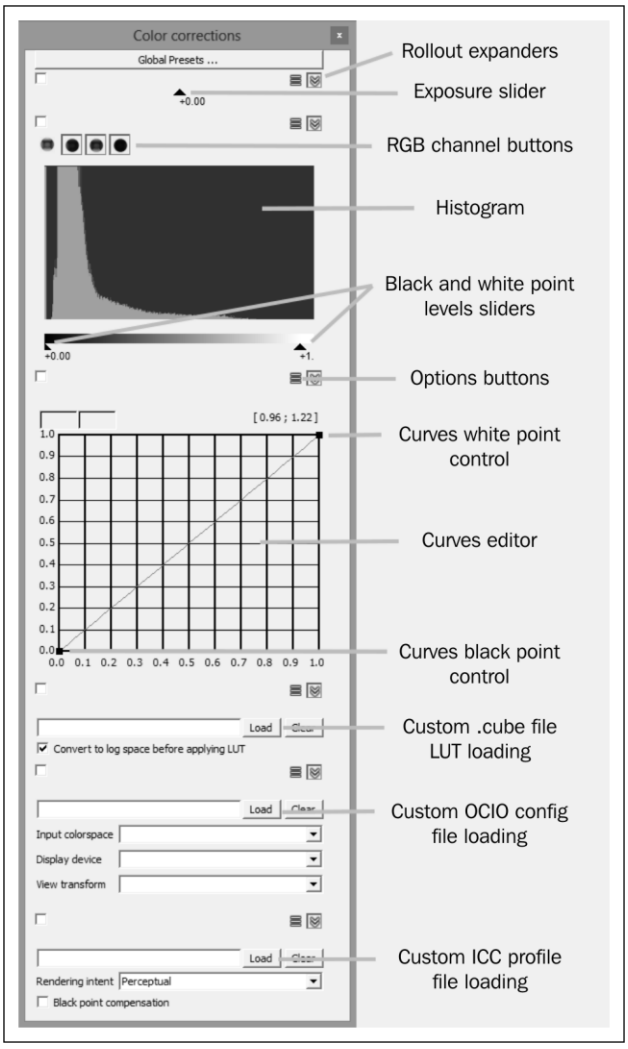

http://www.visual-3d.com/tools/photometricviewer/default.aspx?id=17175
474-61/6-240V
Visual Lighting Software
Visual Interior Tool
Visual Area Tool
Visual Photometric Tool
Design Tools
Open
Compare
Settings
Print
Area
Economic
Flood
Interior
Roadway
Template
Wallwash
FLOOD PHOTOMETRIC REPORT
CATALOG: 474-61/6-240V
TEST #: AE3259.IES
ISSUE DATE: 1/31/2008
CATALOG #: 474-61/6-240V
LUMINAIRE: TYPE 1 VERY SHORT CUTOFF
LAMP: ONE 1500 WATT QUARTZ.
LAMP OUTPUT: 1 LAMP, RATED LUMENS/LAMP: 33000
INPUT WATTAGE: 1500
LUMINOUS OPENING: RECTANGLE W/LUMINOUS SIDES (L: 0.3M, W: 0.3M, H: 0.3M)
NEMA TYPE: 6 X 5
MAX CD: 19,829.0 AT HORIZONTAL: 0°, VERTICAL: 0°
EFFICIENCY: 69.6%
AcuityBrands.
American Electric Lighting
PRODUCT LINKS
Candela Distribution
20,000
17,778
15,556
13,333
11,111
8,889
6,667
4,444
2,222
Cd: 0
-70° -50° -30° -10° 10° 30° 50° 70° 90°
- Vertical Axis
- Horizontal Axis
IsoCandela Plot
-80° -60° -40° -20° 0° 20° 40° 60° 80°
80°
60°
40°
20°
0°
-20°
-40°
-60°
-80°
Cd: 17,846, 90%
Cd: 14,872, 75%
Cd: 11,897, 60%
Cd: 9,915, 50%
Cd: 7,932, 40%
Cd: 5,949, 30%
Cd: 3,966, 20%
Cd: 1,983, 10%
Point of Max Cd: 19,829.0

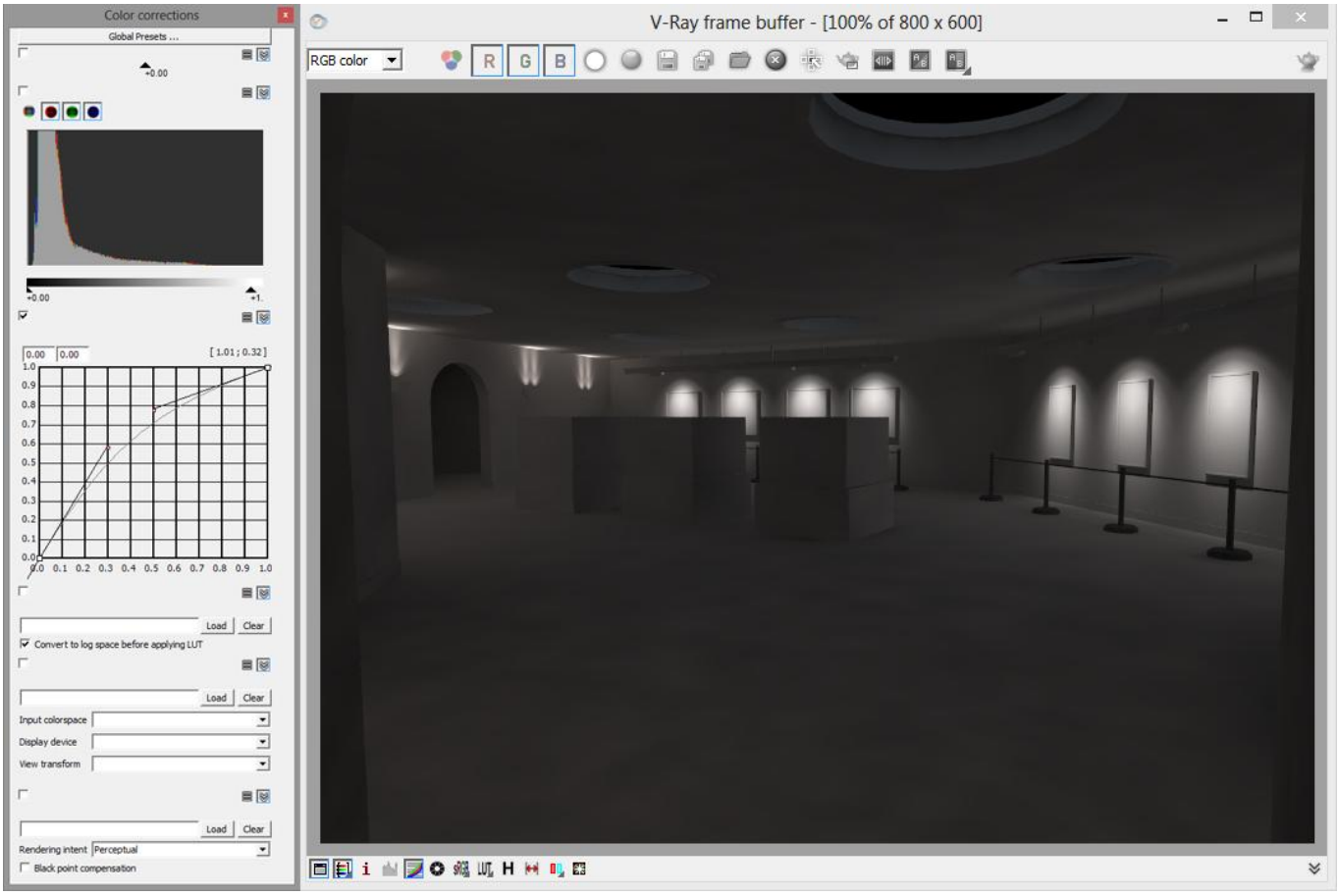

Cooper Photometric Toolbox v1.87
File Tools Window Help
ERCO_65043000_1xT16_28W.IES
Indoor Report: ERCO_65043000_1xT16_28W.IES
Summary
Candela Array
Zonal Lumens
CU Table
Polar Curves
Polar Curve Display
Vertical Plane Through Horizontal Angles:
Angles
Color
(Through Max. Cd.)
Horizontal Cone Through Vertical Angle:
Angle
Color
(Through Max. Cd.)
Scaling
Use Maximum Candela
1286.73
Horizontal Angle
Vertical Angle
Set Plot Extents
Save Settings As Defaults
Close
Print...
Help
Settings...
About...
IES
Indoor Report
Tool_View ERCO_65043000_1xT16_28W.IES
Keywords
Candela
2D
3D
Tumble
Fixture
HUD
Maximum Candela
Orient
Tilt
Roll
Spin
View
ERCO_65043000_1xT16_28W
Tilt=NONE
Lamps= 1
Lumens= 2600
Mult.= 1
Photo. Type=Type C
Units. Type=Meters
Width= 1.16
Length= .075
Height= .1
Watts= 30
#Vert. Angles= 37
#Hor. Angles= 73
Flood Report: ERCO_65043000_1xT16_28W.IES
Summary
Candela Array
Lumen Array
Axial Display
Isocandela
Candela Array
Vertical Angles
Horizontal Angles
-90.0 -85.0 -75.0 -65.0 -55.0 -47.5 -42.5 -37.5 -33.0
-3.0 1.856 14.142 61.024 101.545 * 141.762 * 167.932 * 184.228 * 198.332 * 210.320 * 21
-5.0 1.856 13.670 48.108 72.859 101.786 120.186 * 130.434 * 141.580 * 149.204 * 15
-7.0 1.856 13.200 34.766 53.685 63.345 78.790 84.928 91.798 96.923 9
-9.0 1.856 12.732 21.890 36.944 44.074 48.372 52.063 57.316 60.258 6
-11.0 1.856 12.266 17.919 22.144 28.385 33.341 36.980 39.696 41.570 4
-13.0 1.856 11.502 16.046 18.978 23.470 26.690 28.728 30.532 31.845 3
-15.0 1.855 10.972 14.254 16.215 19.296 22.046 23.504 24.925 25.977 2
-17.0 1.855 10.446 12.567 14.113 17.039 18.872 20.080 21.218 21.936 2
-19.5 1.855 9.802 10.896 12.996 14.799 16.326 17.071 17.883 18.297 1
-22.5 1.855 9.055 10.451 11.851 13.127 14.151 14.670 15.146 15.470 1
-25.5 1.854 8.345 10.053 11.228 12.131 12.721 13.097 13.405 13.539 1
Road Report: ERCO_65043000_1xT16_28W.IES
Summary
Candela Array
CU Graph
Polar Curves
Isolines
Plot Display
Color
1/2 Max. Candela
Max. Candela Pt.
Iso-Values (fc)
Value
Color
0.1
0.2
0.5
1
2
House Side
Street Side
IES


Night_Time_Interior_02 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

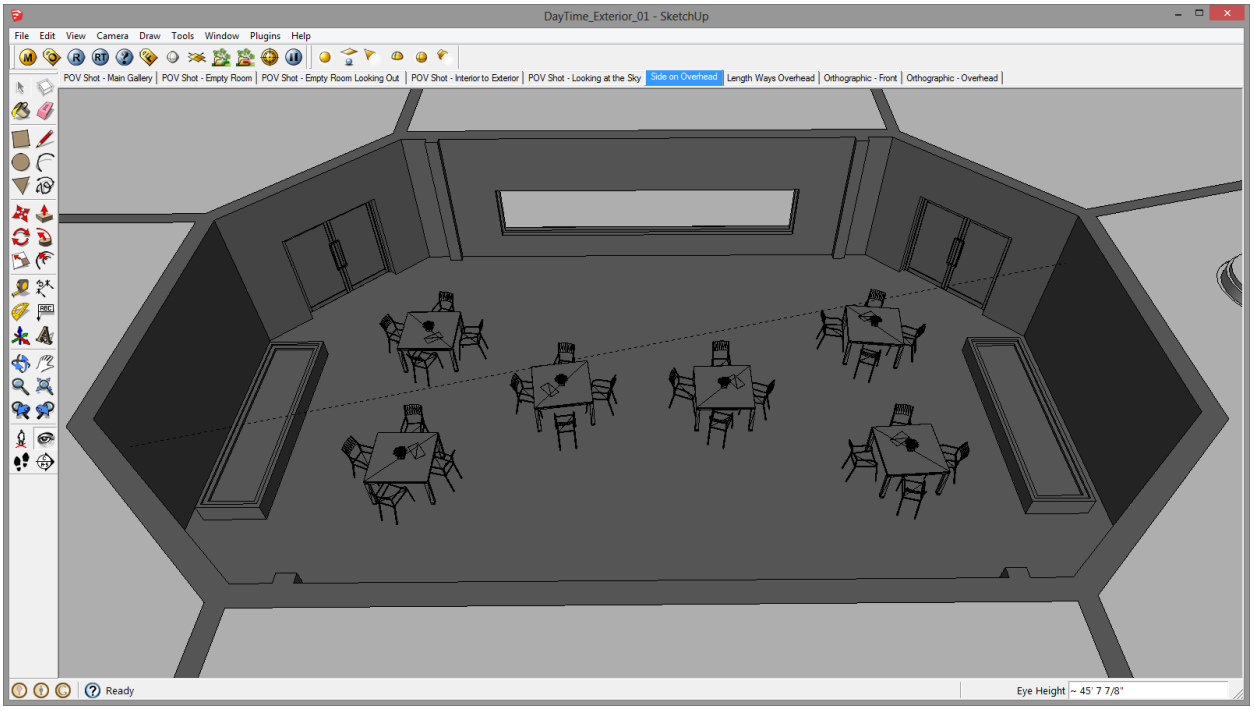

Night_Time_Interior_04 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | Up Lighter Up Close | Down Lighter Up Close | POV Shot - Overhead | Orthographic - Front | Orthographic - Overhead
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements
Night_Time_Interior_04 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | Up Lighter Up Close | Down Lighter Up Close | POV Shot - Overhead | Orthographic - Front | Orthographic - Overhead
Drag in direction to pan
Measurements
Night_Time_Interior_04 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | Up Lighter Up Close | Down Lighter Up Close | POV Shot - Overhead | Orthographic - Front | Orthographic - Overhead
Top
Drag in direction to pan
Measurements
Night_Time_Interior_04 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | Up Lighter Up Close | Down Lighter Up Close | POV Shot - Overhead | Orthographic - Front | Orthographic - Overhead
Measurements

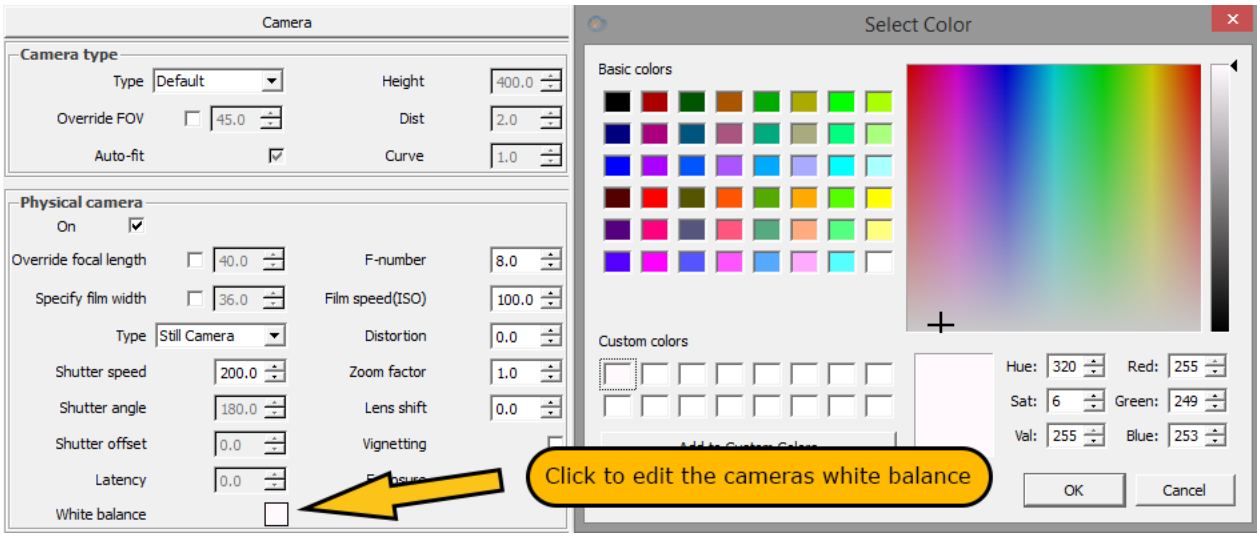

V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

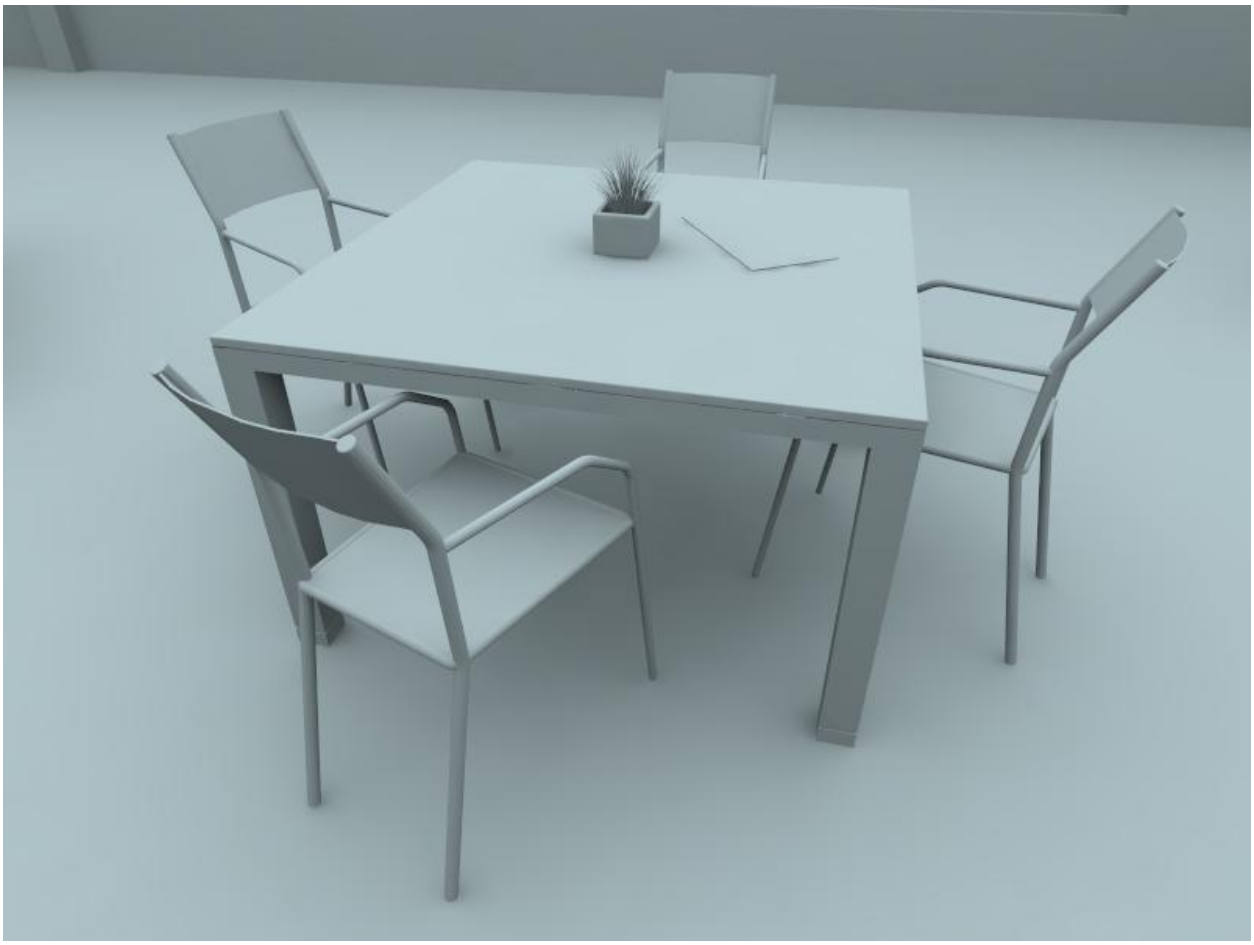

Color corrections
Global Presets ...
+0.00
+0.00
+1
[0.96 ; 1.22]
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0.0
0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
Load
Clear
Convert to log space before applying LUT
Load
Clear
Input colorspace
Display device
View transform
Load
Clear
Rendering intent
Perceptual
Black point compensation
Rollout expanders
Exposure slider
RGB channel buttons
Histogram
Black and white point levels sliders
Options buttons
Curves white point control
Curves editor
Curves black point control
Custom .cube file LUT loading
Custom OCIO config file loading
Custom ICC profile file loading

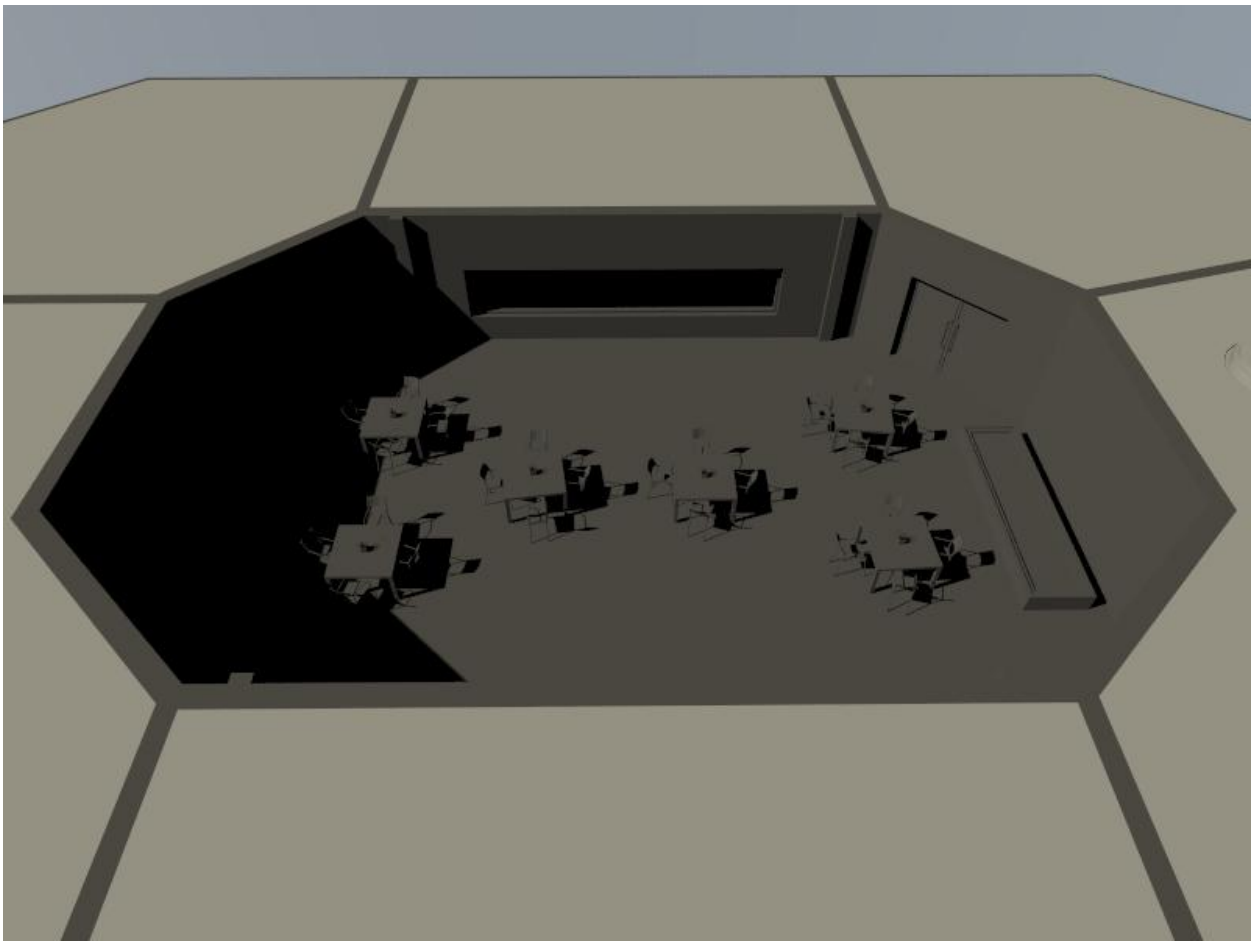

Color corrections
Global Presets ...
+0.00
+0.00
+1.
0.00
0.00
[1.01 ; 0.32]
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0.0
0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
Load
Clear
Convert to log space before applying LUT
Load
Clear
Input colorspace
Display device
View transform
Load
Clear
Rendering intent
Perceptual
Black point compensation
V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

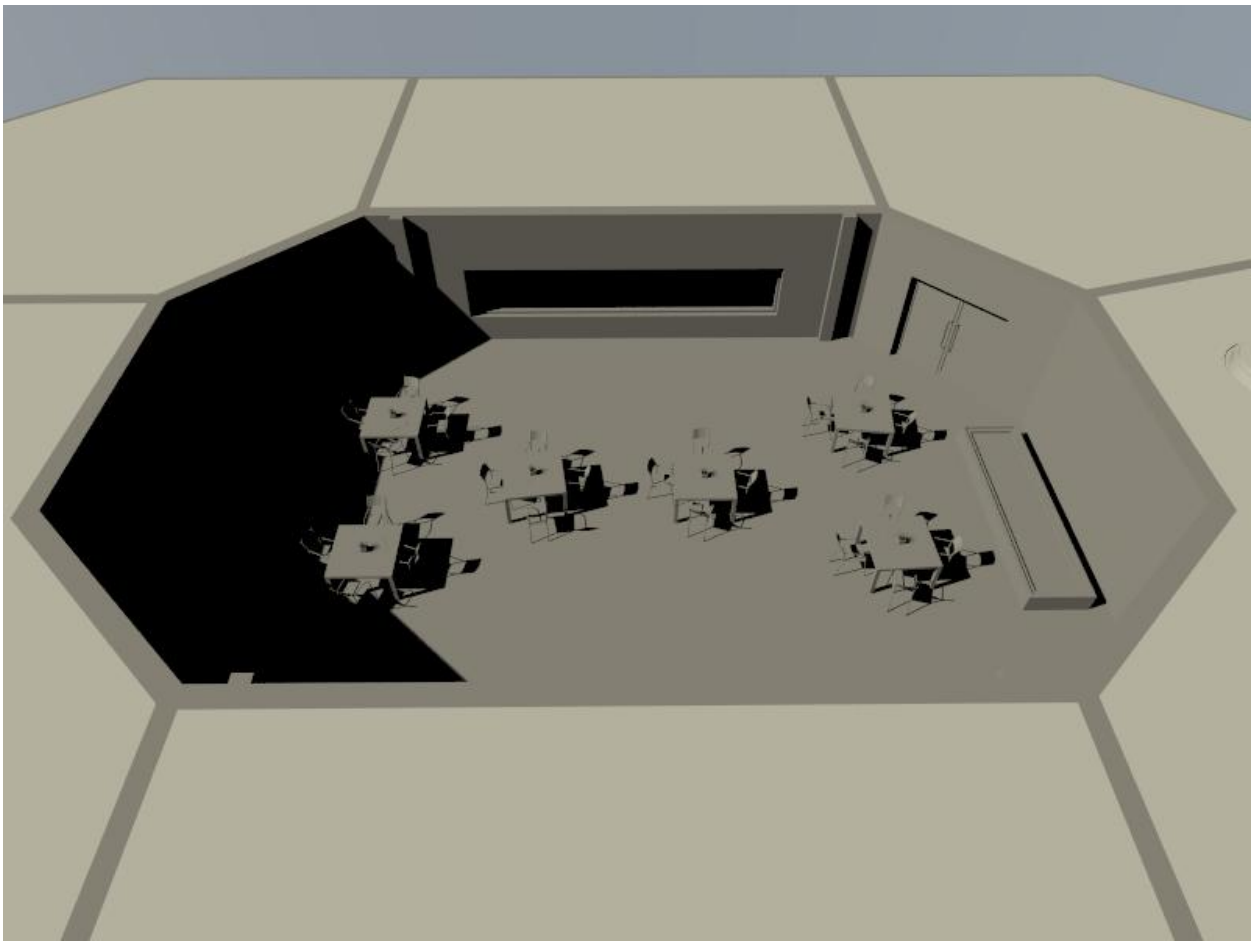
Chapter 4, Lighting an Exterior Daylight Scene




Camera
Camera type
Type
Default
Height
400.0
Override FOV
45.0
Dist
2.0
Auto-fit
Curve
1.0
Physical camera
On
Override focal length
40.0
F-number
8.0
Specify film width
36.0
Film speed(ISO)
100.0
Type
Still Camera
Distortion
0.0
Shutter speed
200.0
Zoom factor
1.0
Shutter angle
180.0
Lens shift
0.0
Shutter offset
0.0
Vignetting
Latency
0.0
White balance
Click to edit the cameras white balance
Select Color
Basic colors
Custom colors
Hue:
320
Red:
255
Sat:
6
Green:
249
Val:
255
Blue:
253
OK
Cancel

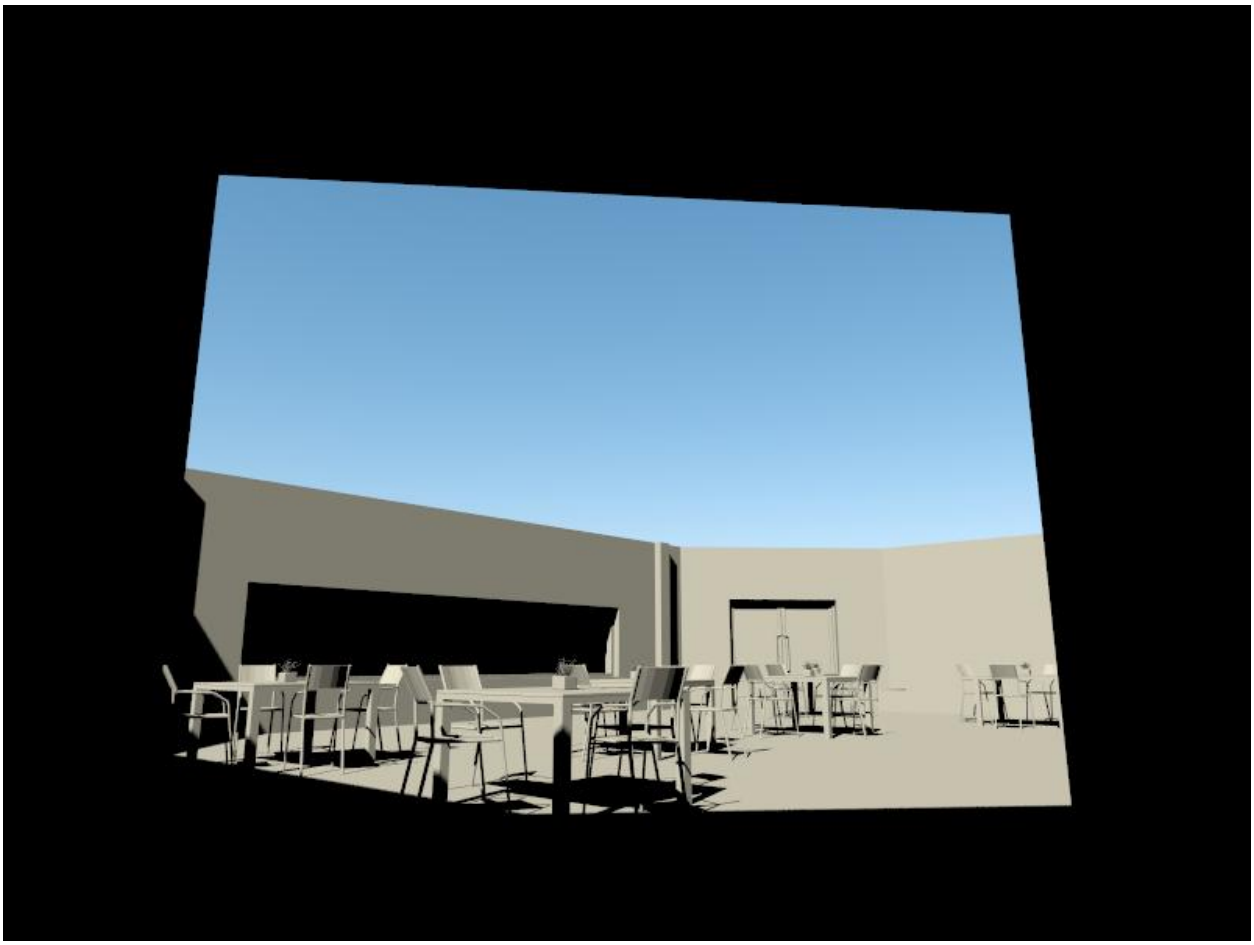


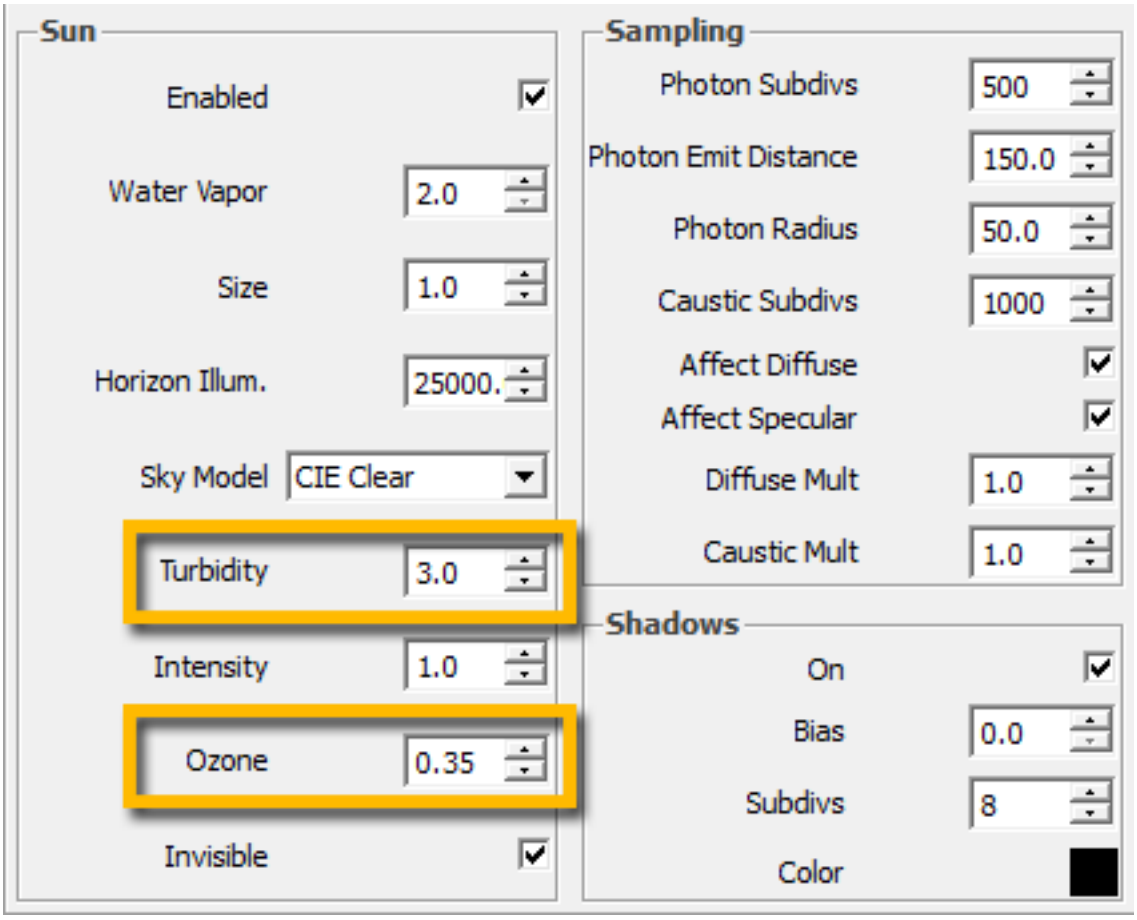


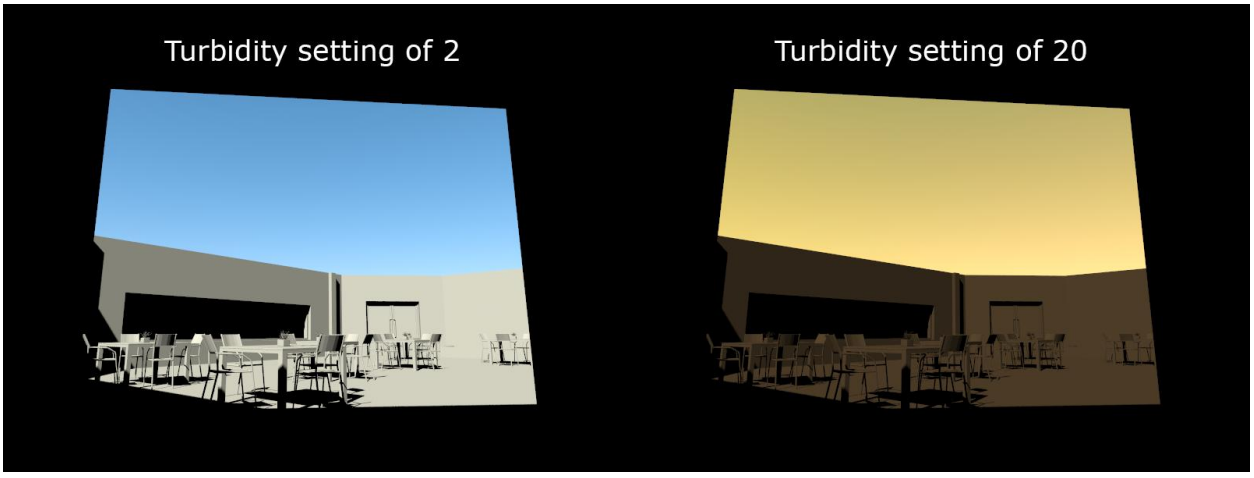


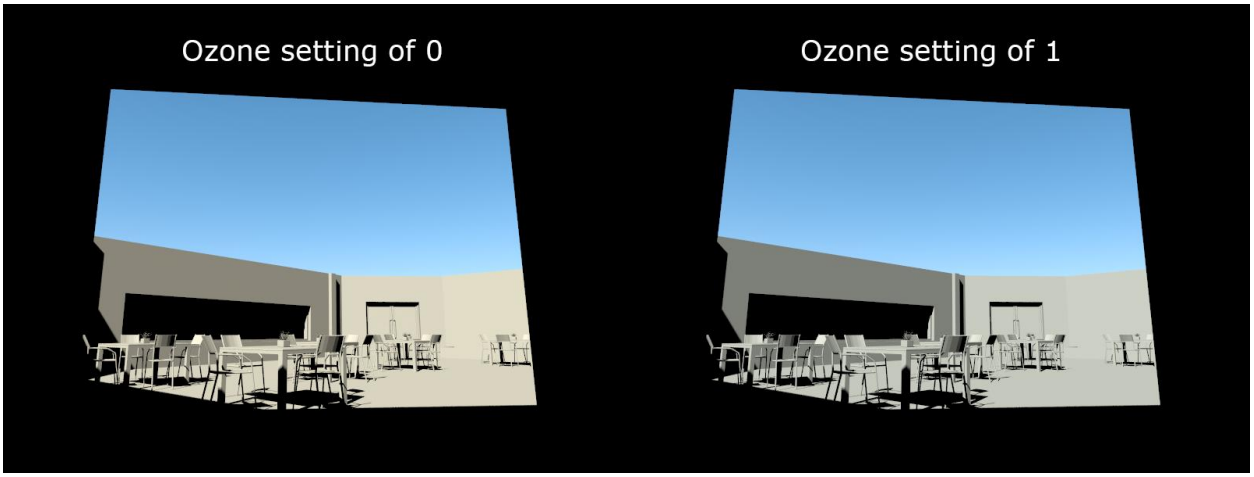
Color mapping

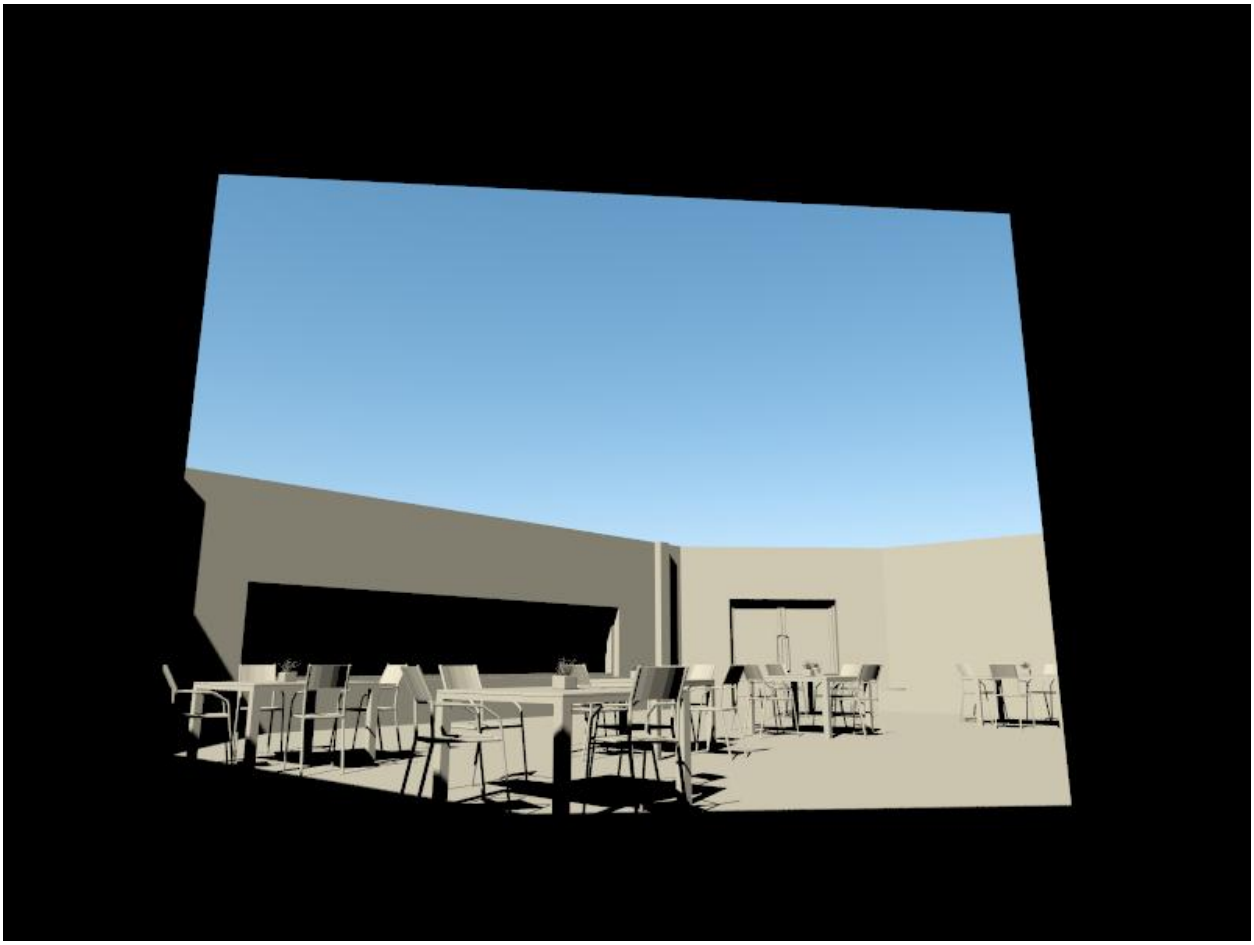
Type	Linear Multiply	Sub-pixel mapping	☐
Dark multiplier	1.0	Affect background	☑
Bright multiplier	1.0	Don't affect colors (adaptation only)	☐
Gamma	2.2	Linear workflow	☑
Input gamma	2.2	Correct LDR textures	☐
Clamp output	☐	Correct RGB colors	☐
Clamp level	1.0		

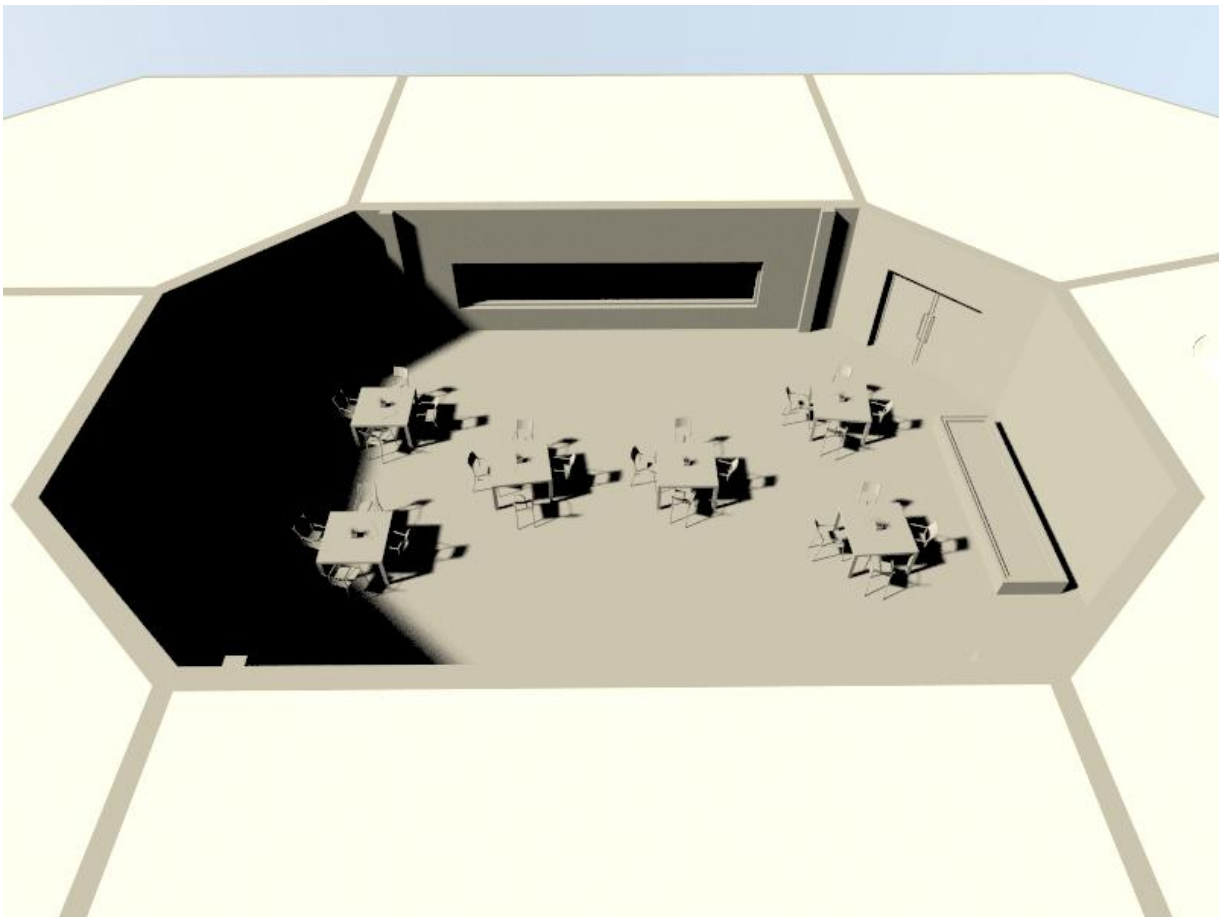


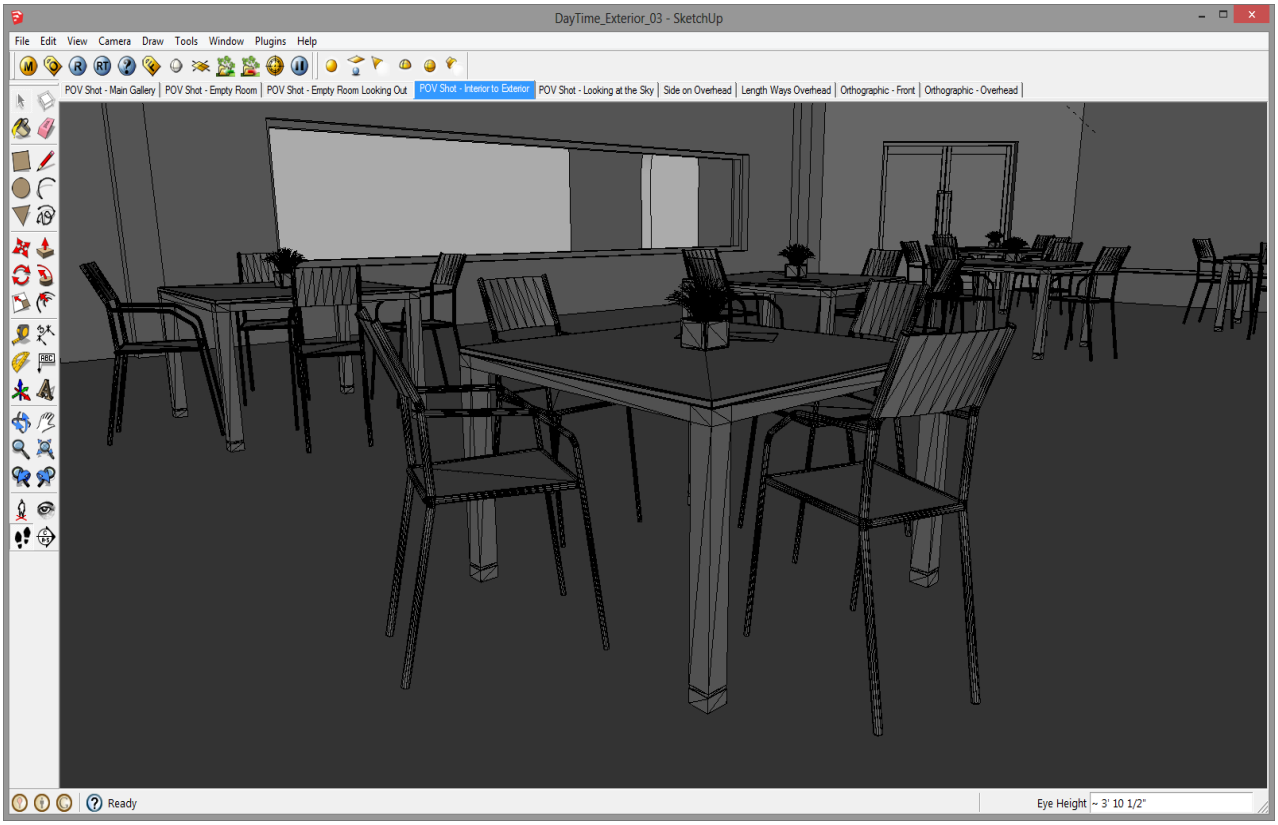

Sun
Enabled
Water Vapor
2.0
Size
1.0
Horizon Illum.
25000.
Sky Model
CIE Clear
Turbidity
3.0
Intensity
1.0
Ozone
0.35
Invisible
Sampling
Photon Subdivs
500
Photon Emit Distance
150.0
Photon Radius
50.0
Caustic Subdivs
1000
Affect Diffuse
Affect Specular
Diffuse Mult
1.0
Caustic Mult
1.0
Shadows
On
Bias
0.0
Subdivs
8
Color

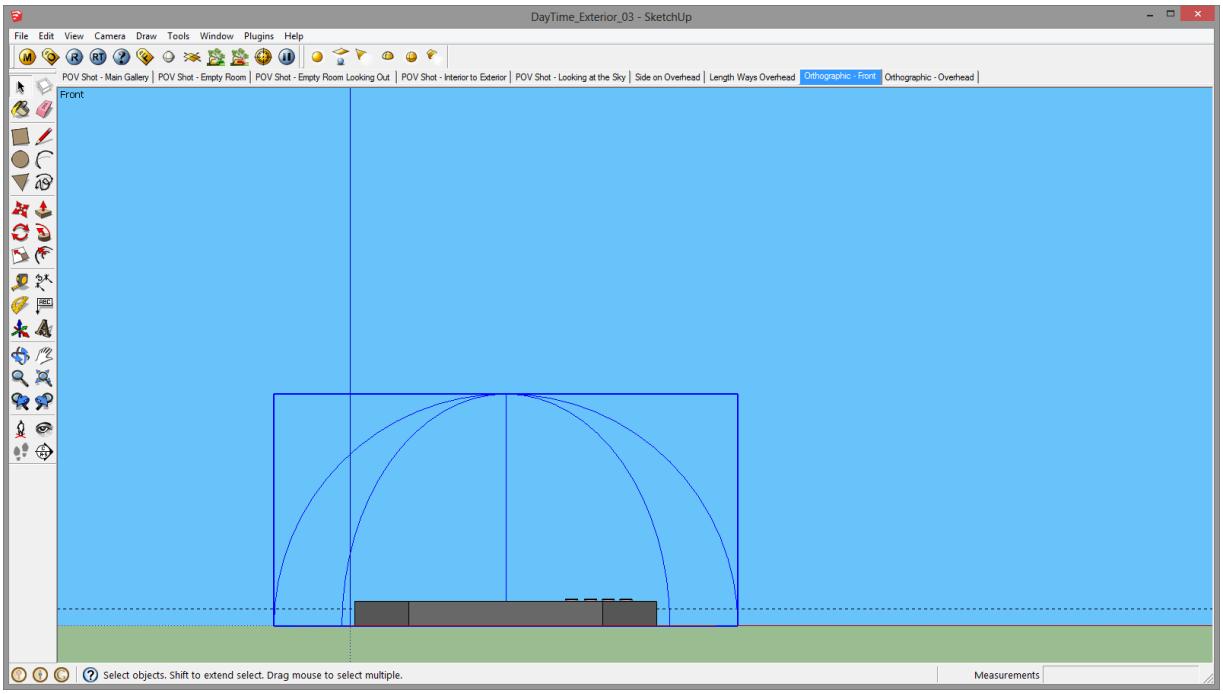

Turbidity setting of 2
Turbidity setting of 20

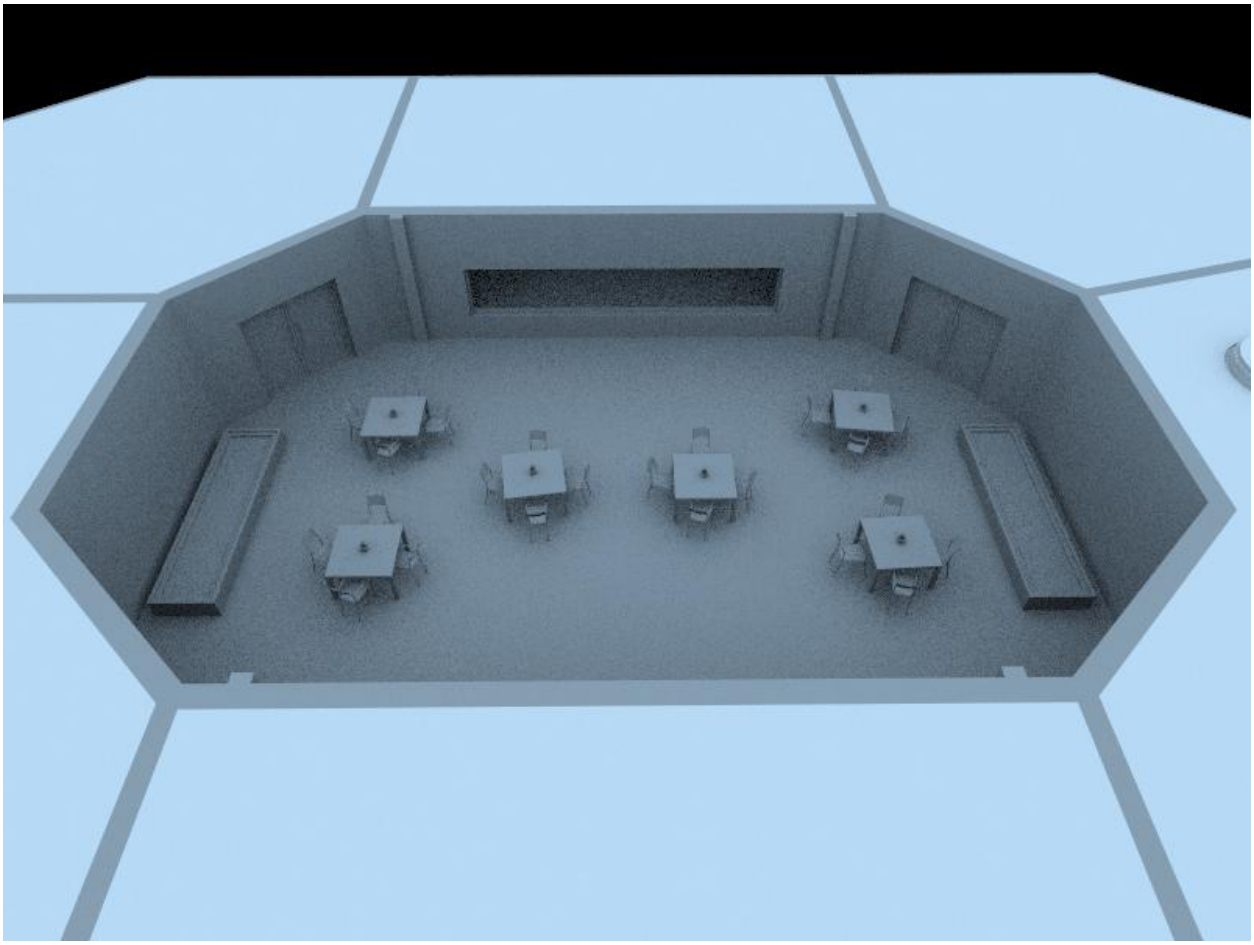

Ozone setting of 0
Ozone setting of 1

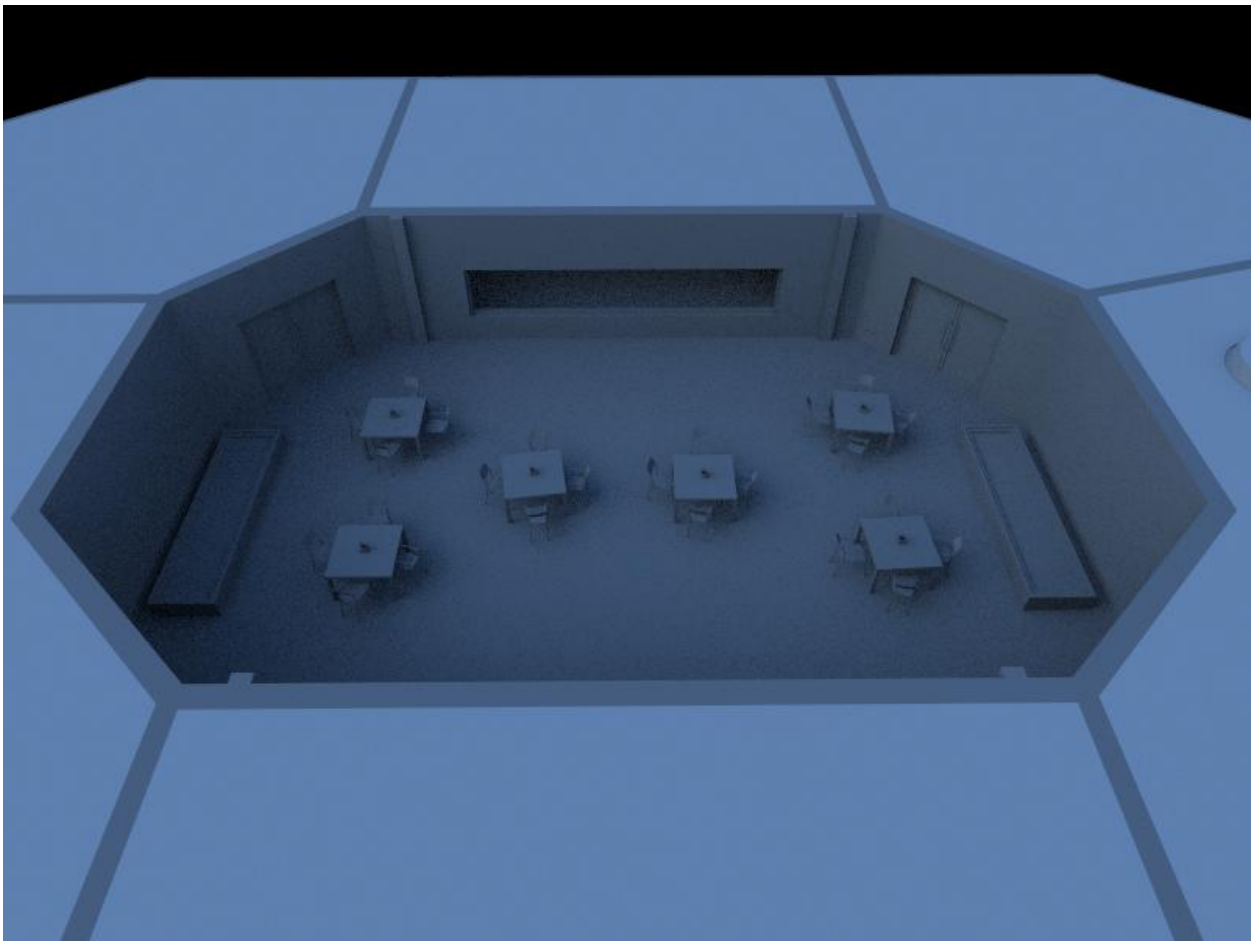


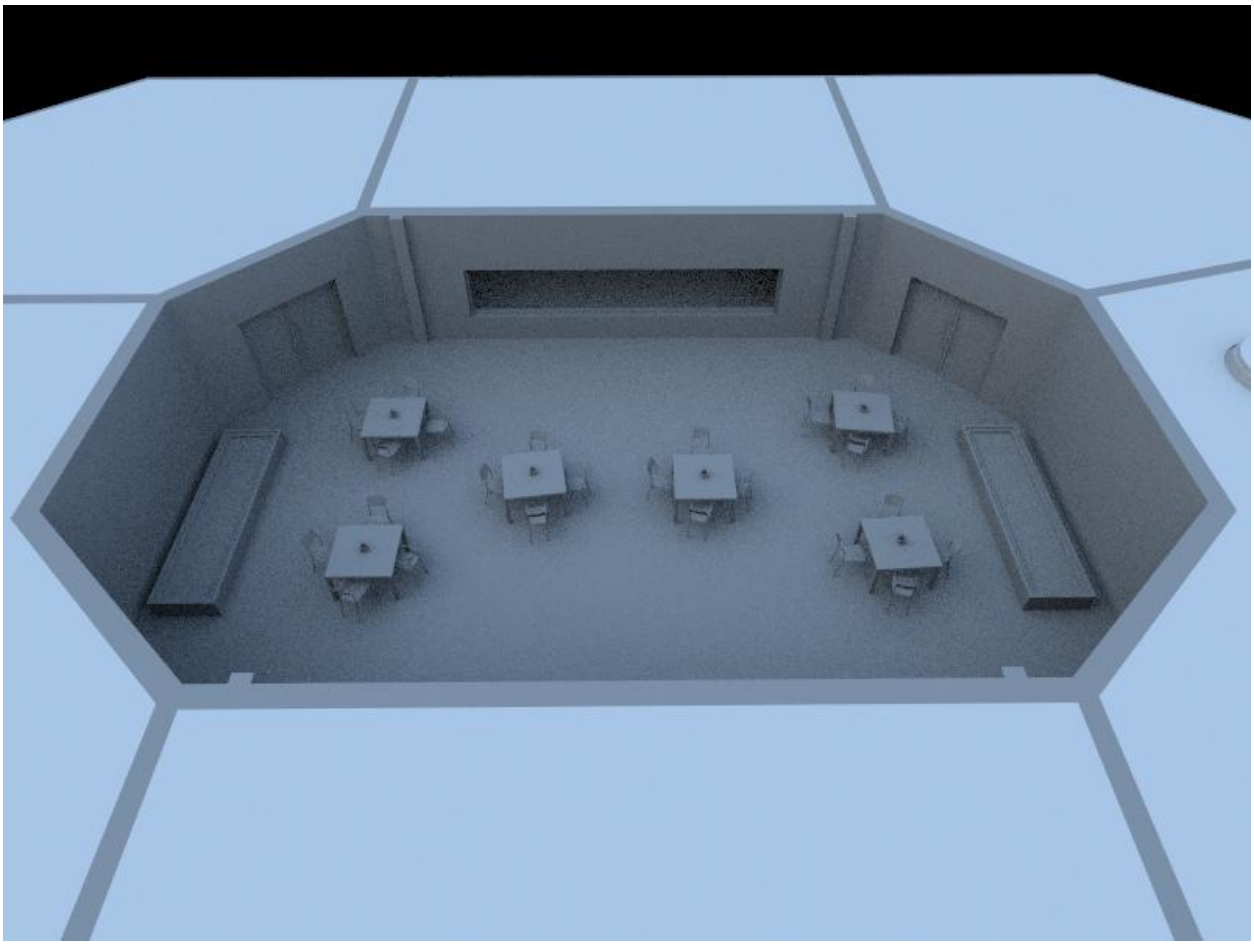


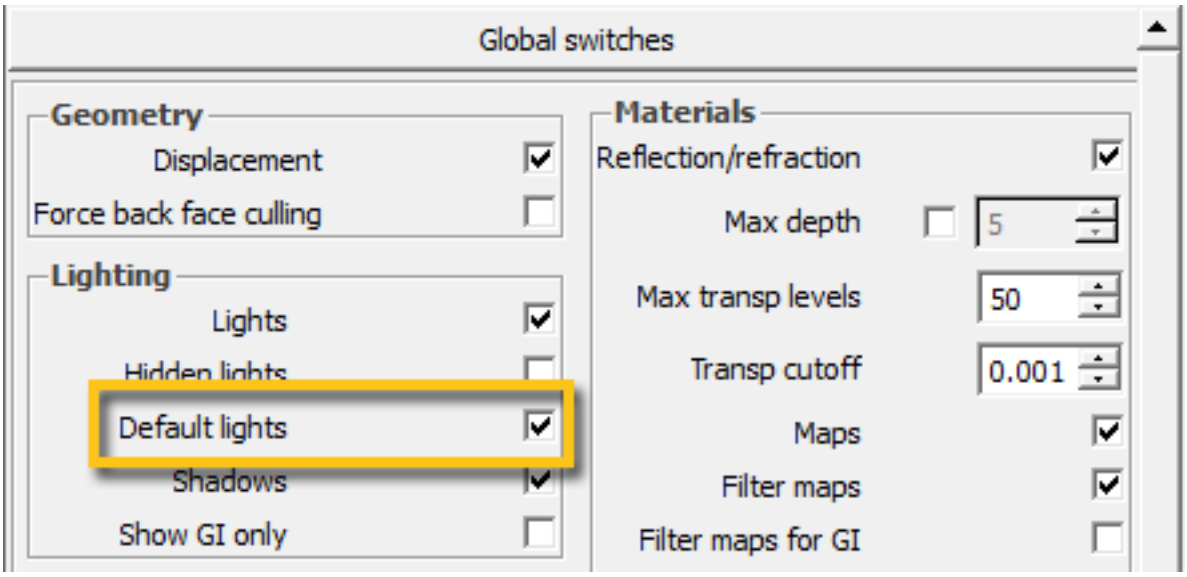

DayTime_Exterior_03 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery
POV Shot - Empty Room
POV Shot - Empty Room Looking Out
POV Shot - Interior to Exterior
POV Shot - Looking at the Sky
Side on Overhead
Length Ways Overhead
Orthographic - Front
Orthographic - Overhead
Ready
Eye Height ~ 3' 10 1/2"

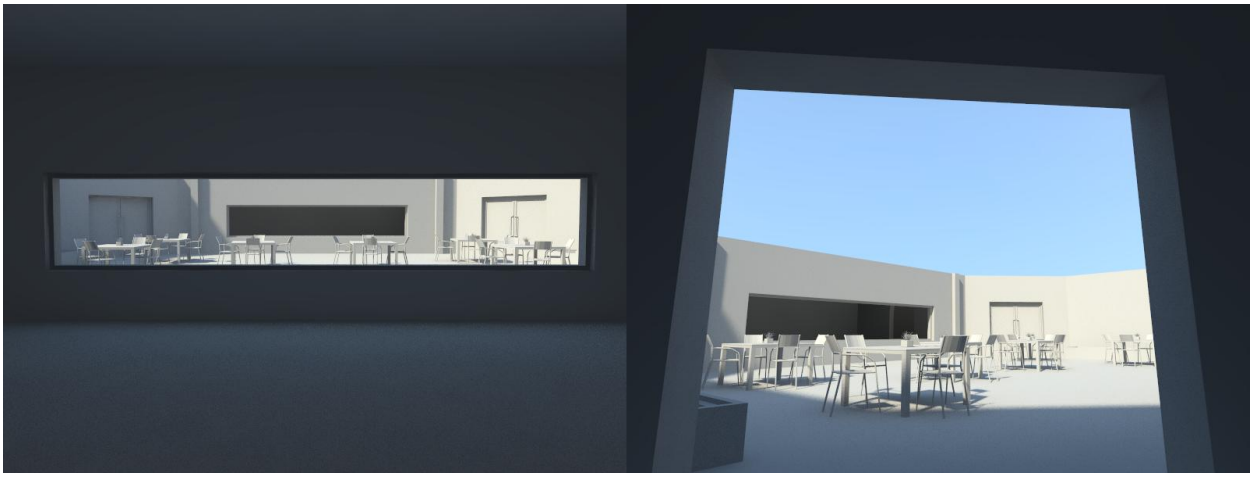

DayTime_Exterior_03 - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | POV Shot - Empty Room | POV Shot - Empty Room Looking Out | POV Shot - Interior to Exterior | POV Shot - Looking at the Sky | Side on Overhead | Length Ways Overhead | Orthographic - Front | Orthographic - Overhead |
Front
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

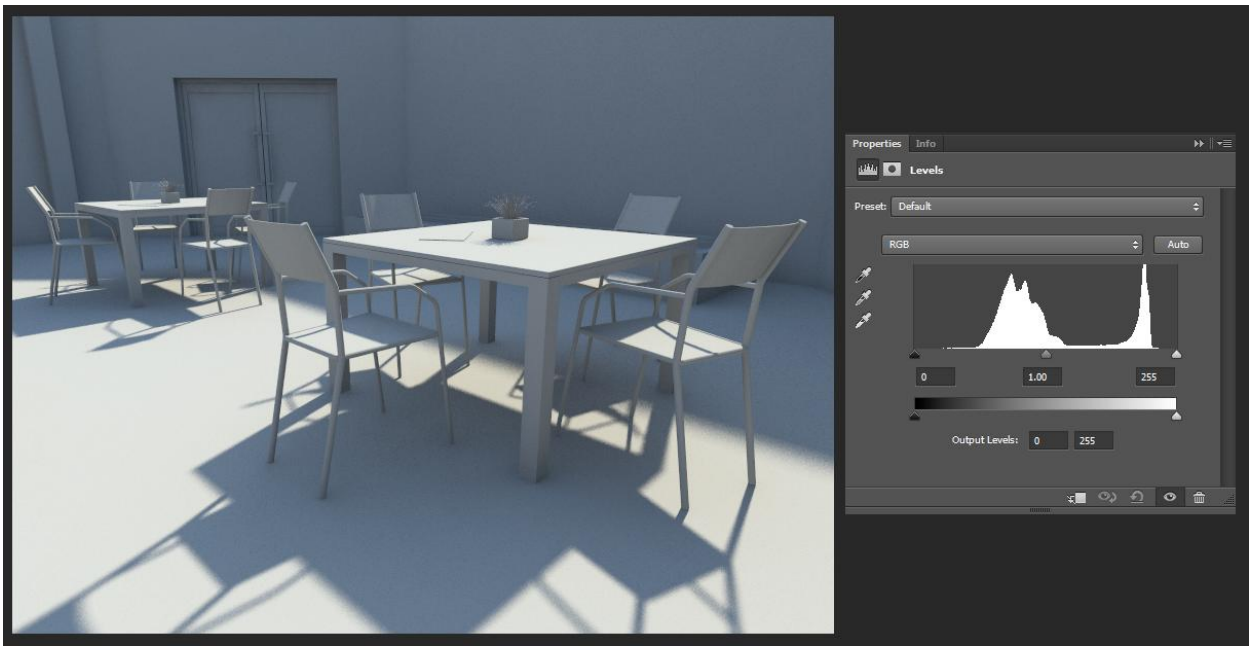


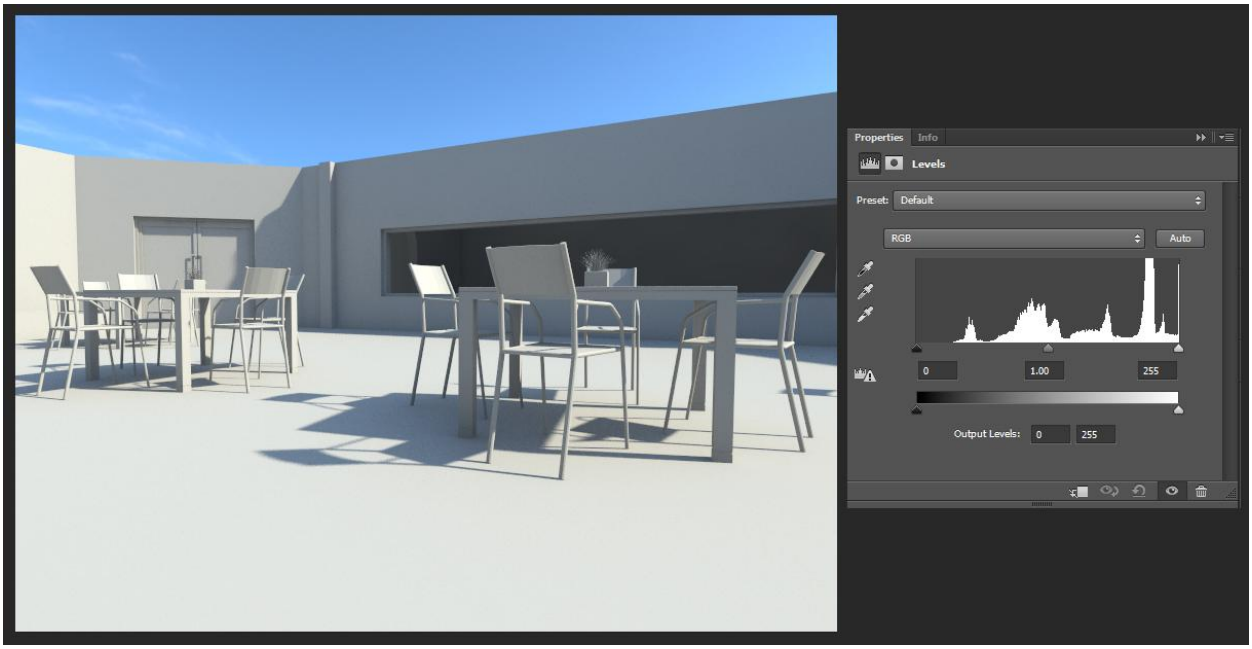


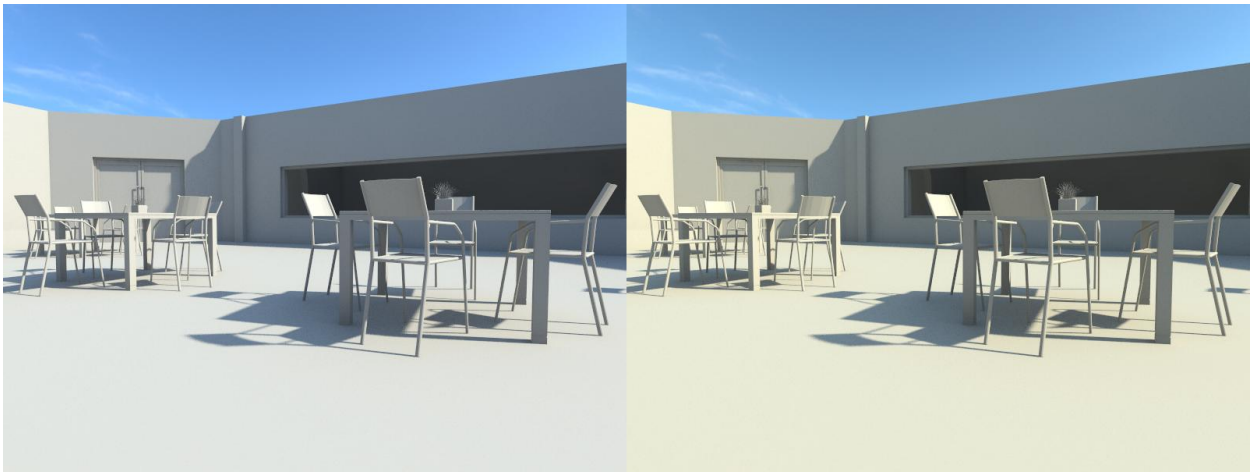



Global switches
Geometry
Displacement
Force back face culling
Lighting
Lights
Hidden lights
Default lights
Shadows
Show GI only
Materials
Reflection/refraction
Max depth
5
Max transp levels
50
Transp cutoff
0.001
Maps
Filter maps
Filter maps for GI

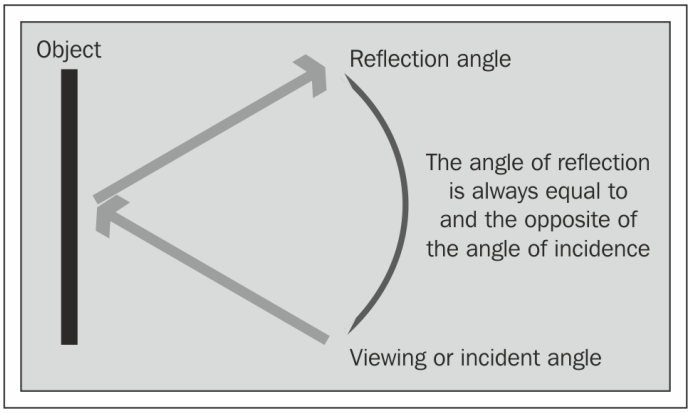


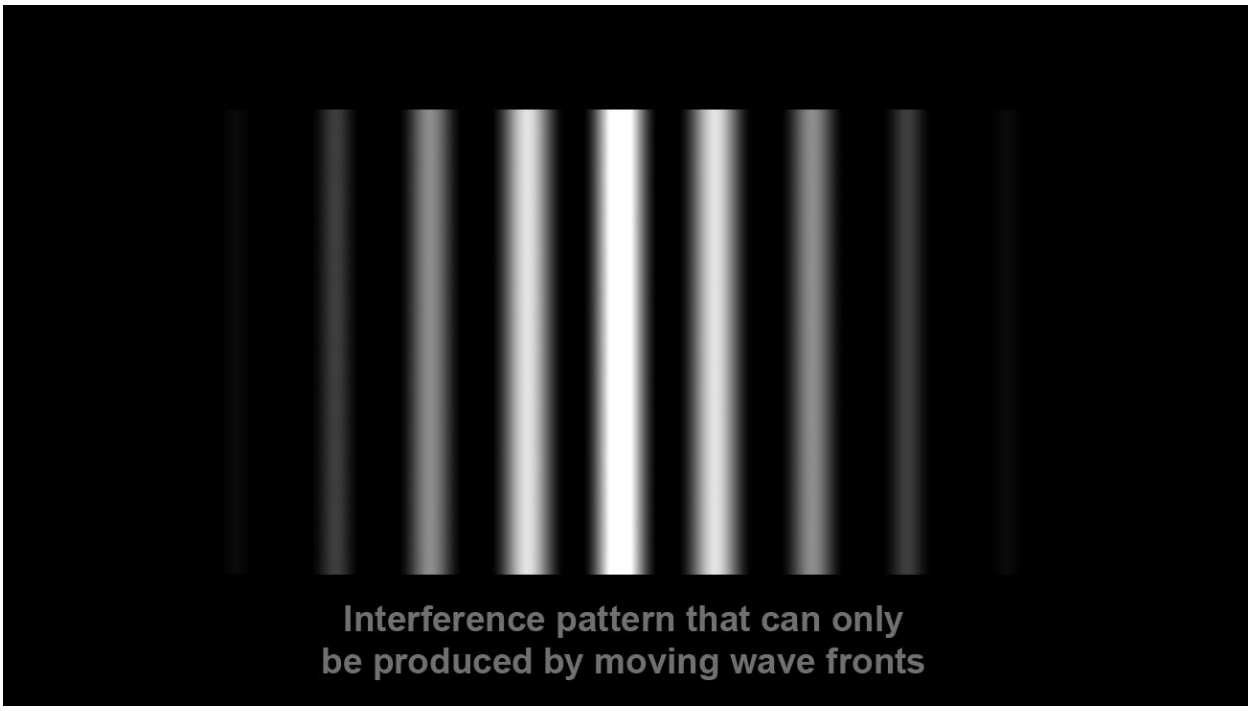

Properties
Info
Levels
Preset:
Default
RGB
Auto
0
1.00
255
Output Levels:
0
255

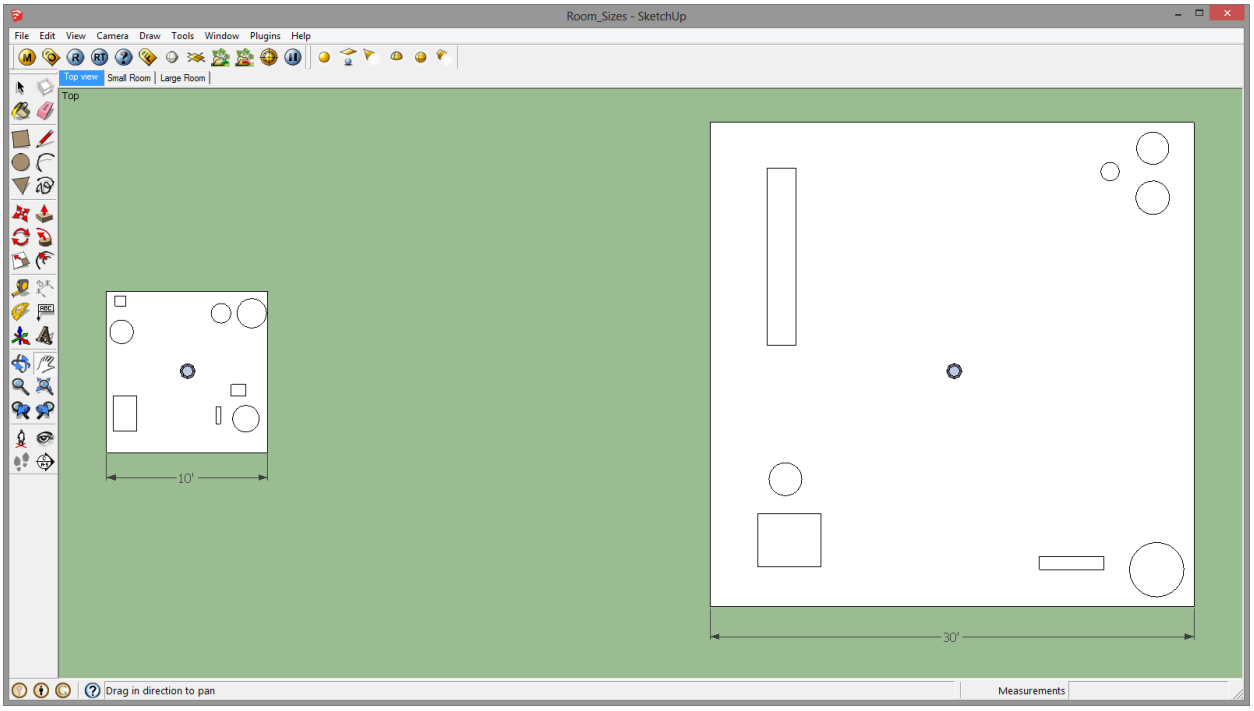

Properties
Info
Levels
Preset:
Default
RGB
Auto
0
1.00
255
Output Levels:
0
255

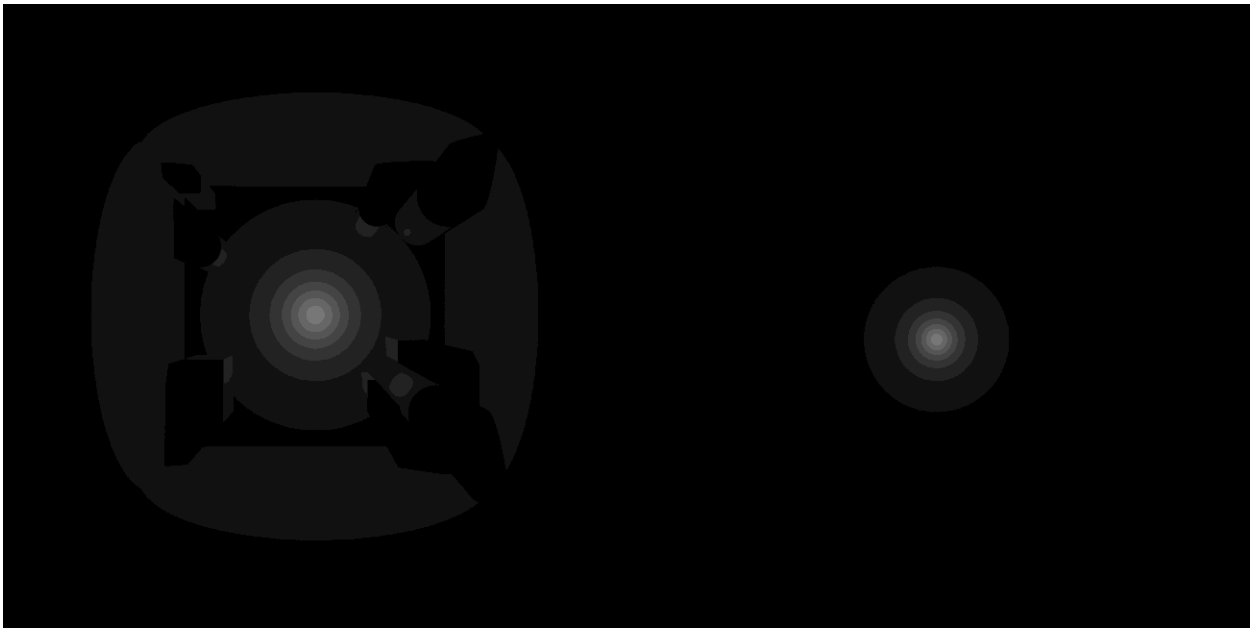


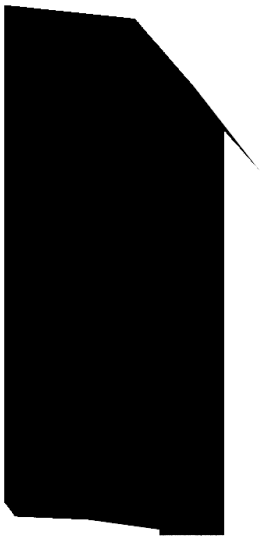
Chapter 5, Understanding the Principles of Light Behavior

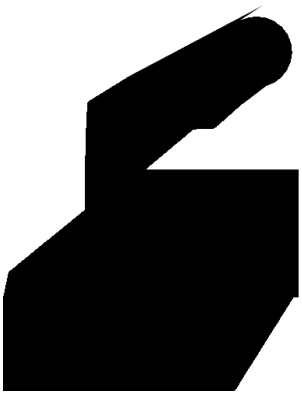


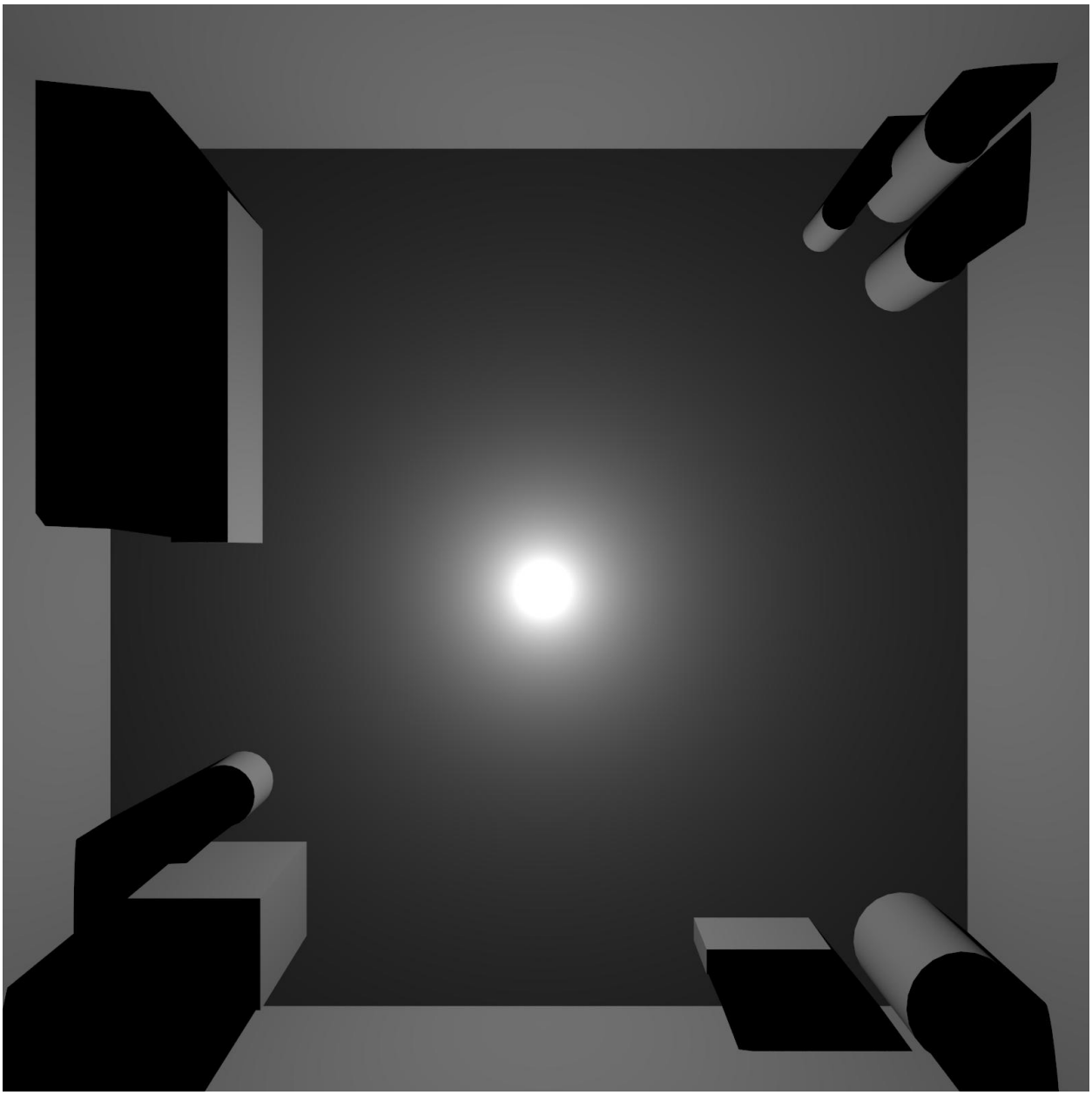


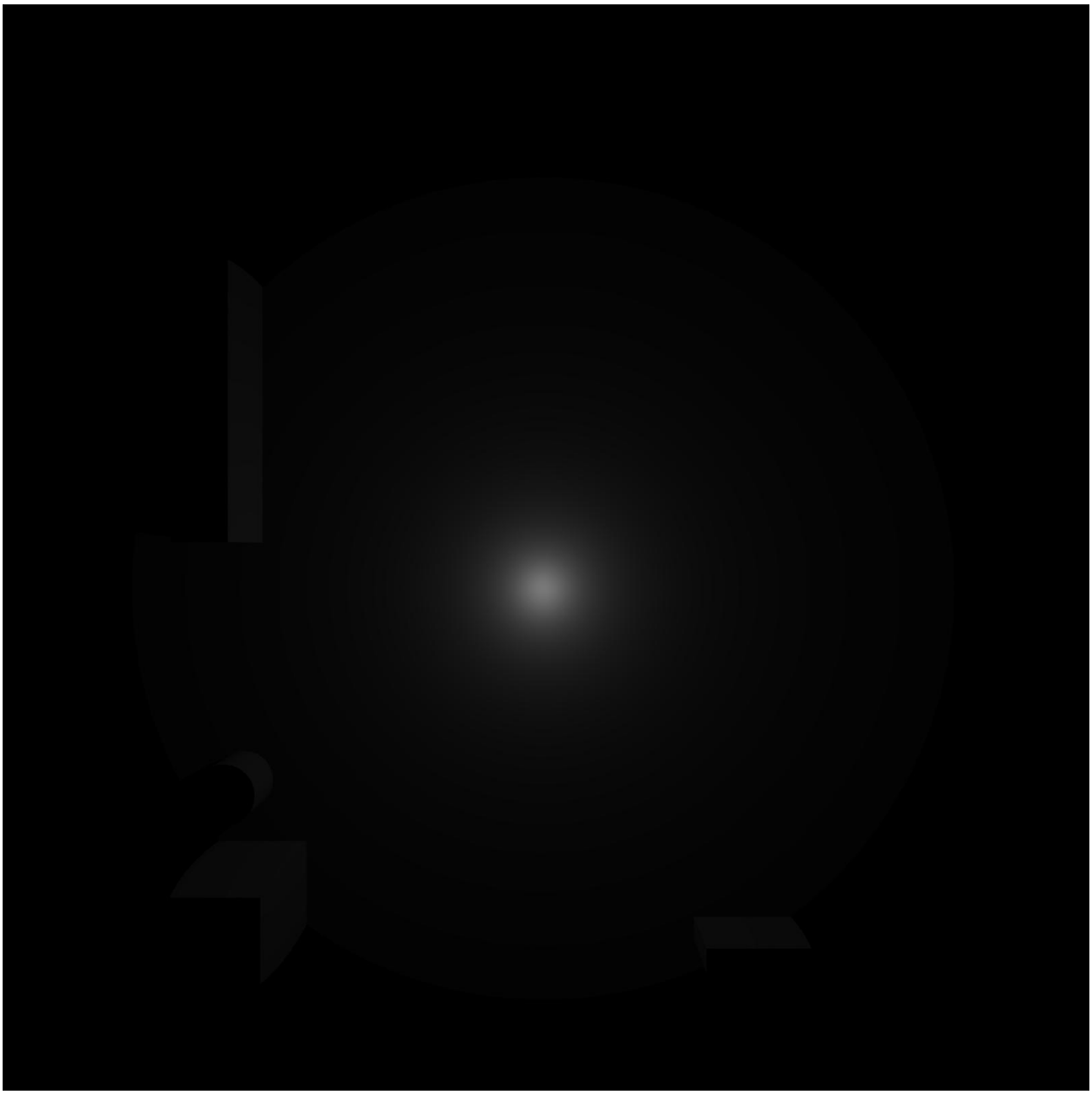

Room_Sizes - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Top view
Small Room
Large Room
Top
10'
30'
Drag in direction to pan
Measurements



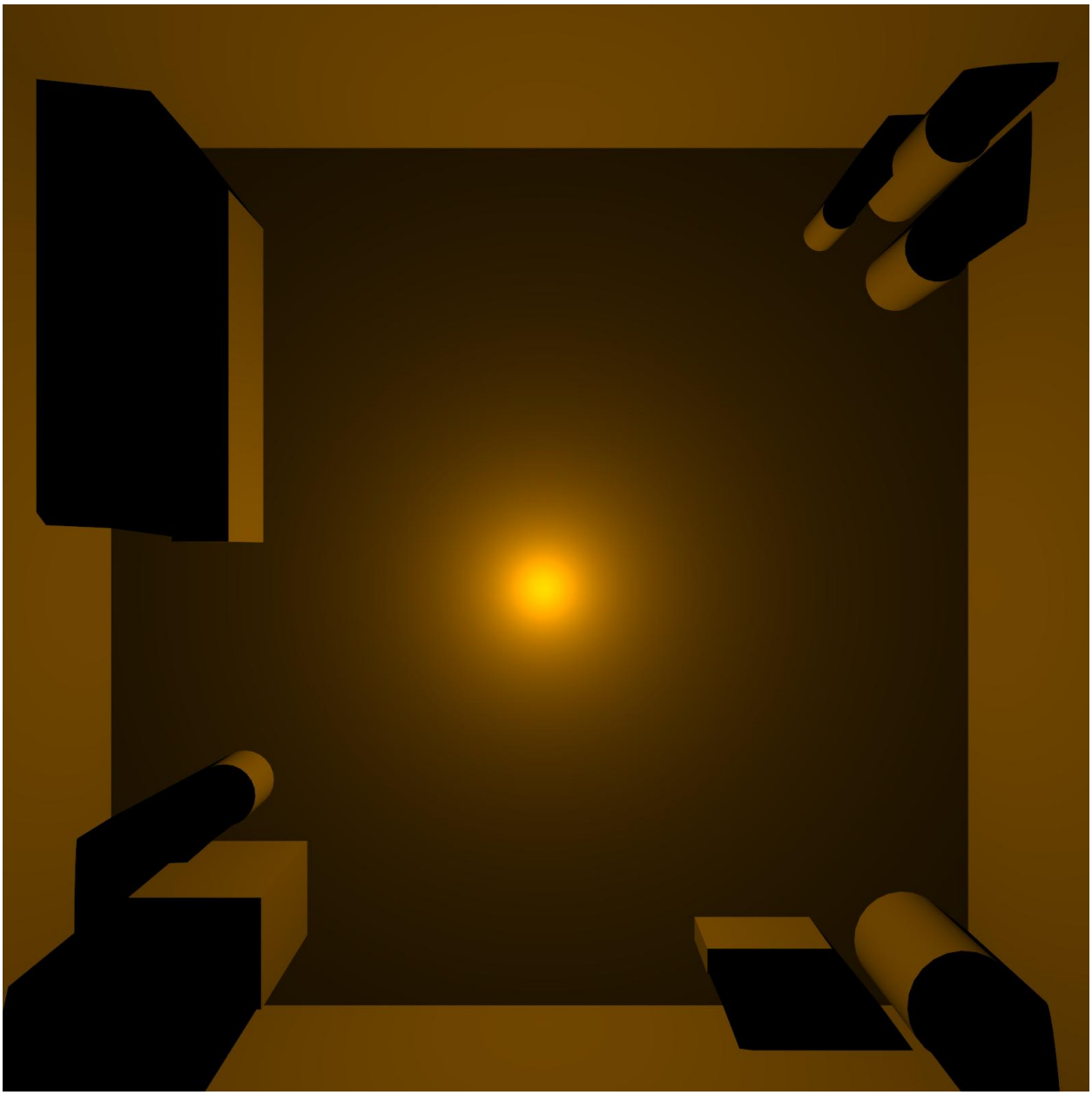


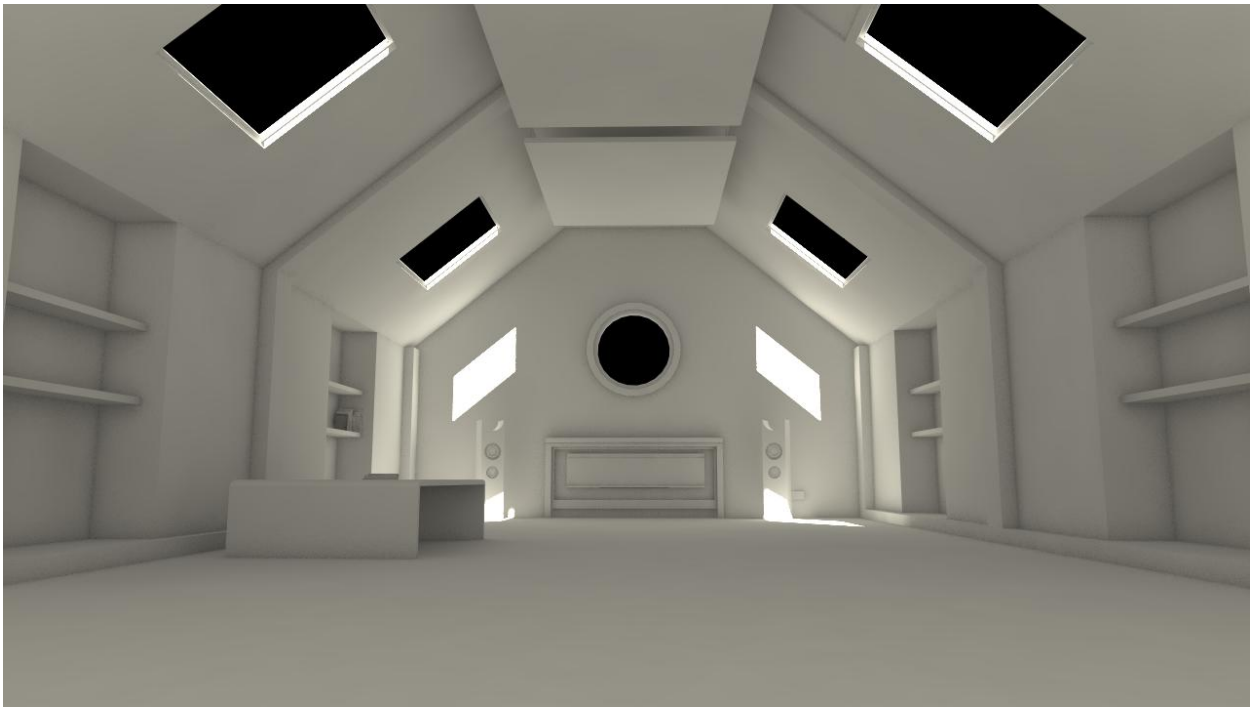


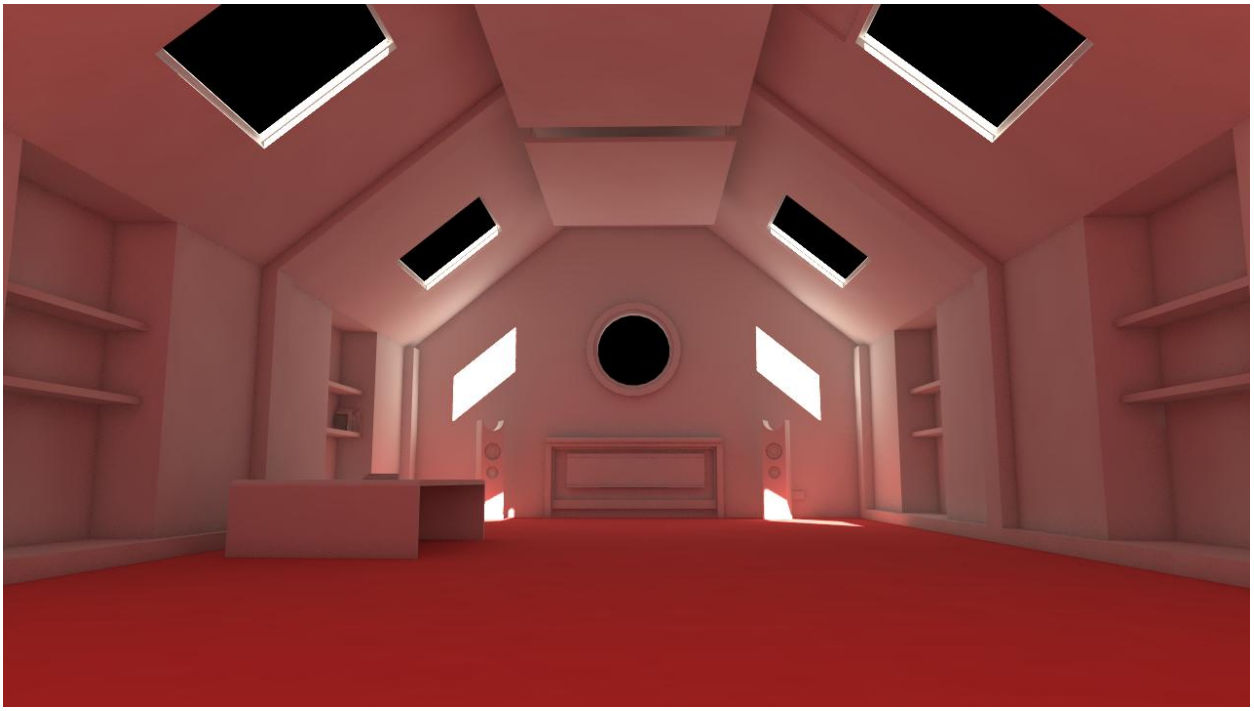


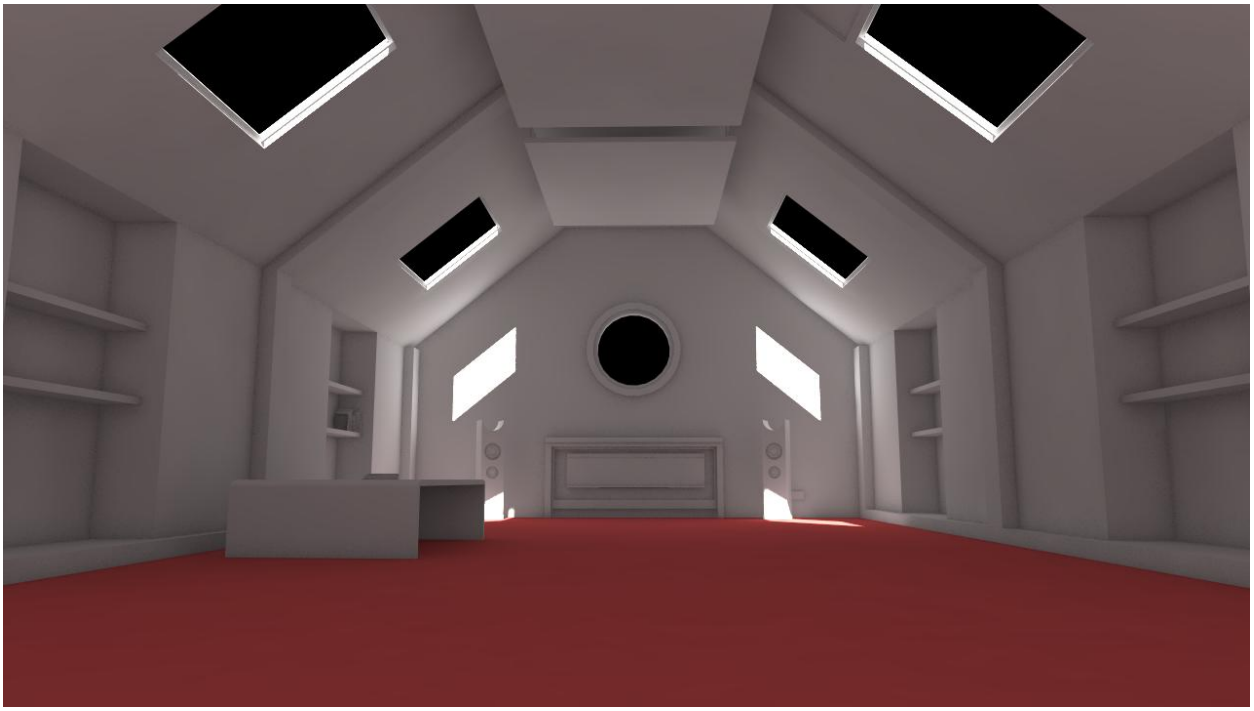


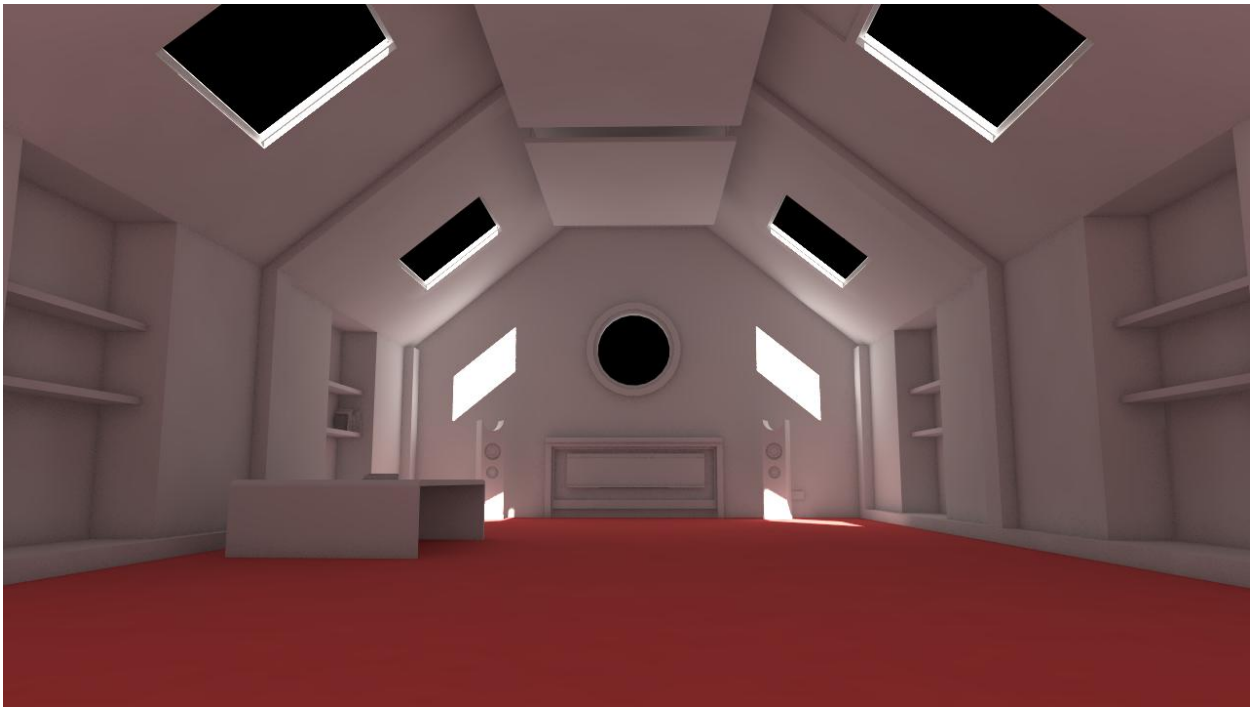
1700k	2500k	4500k	5500k	6500k	7500k	8500k	10,000k

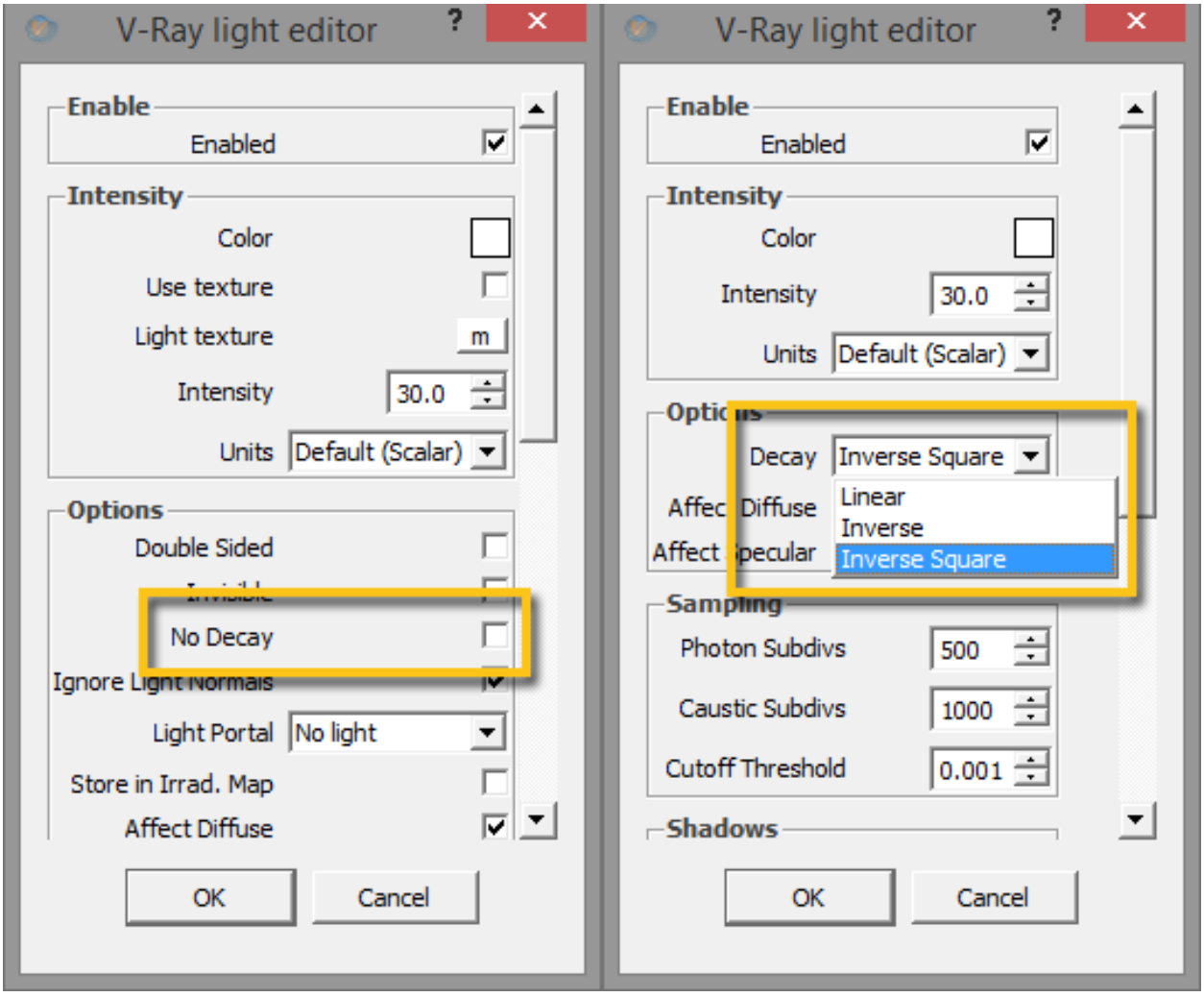




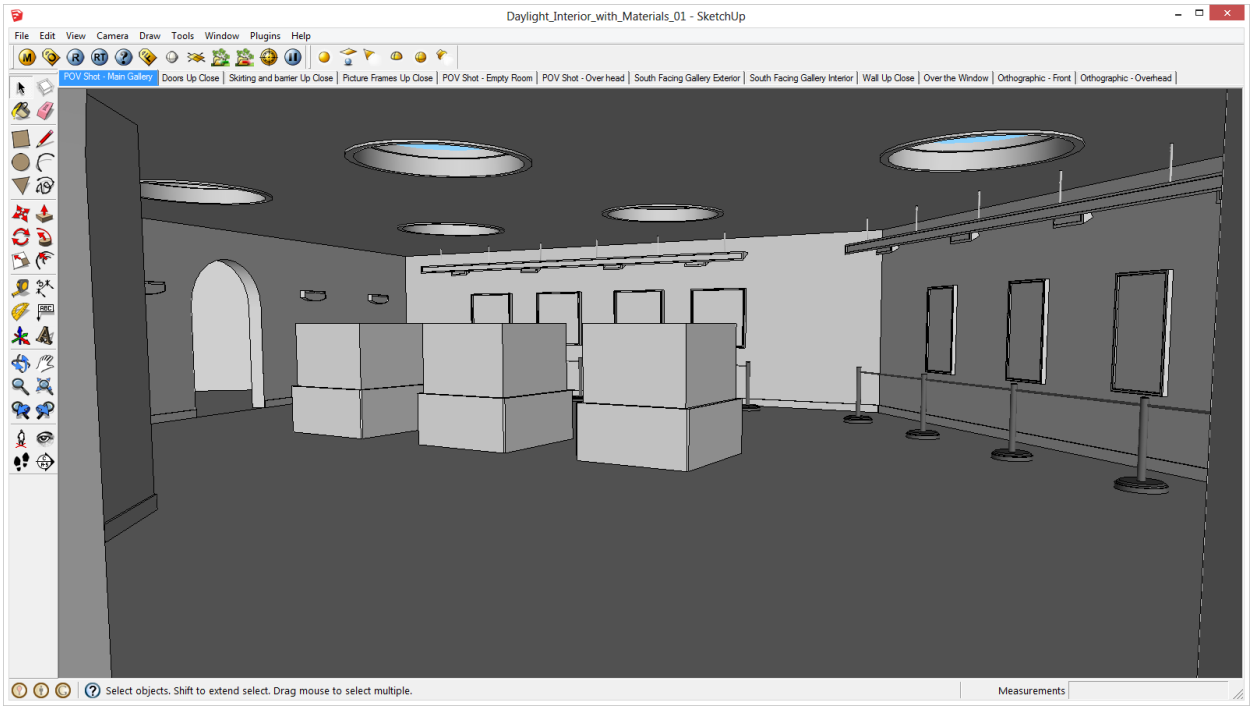


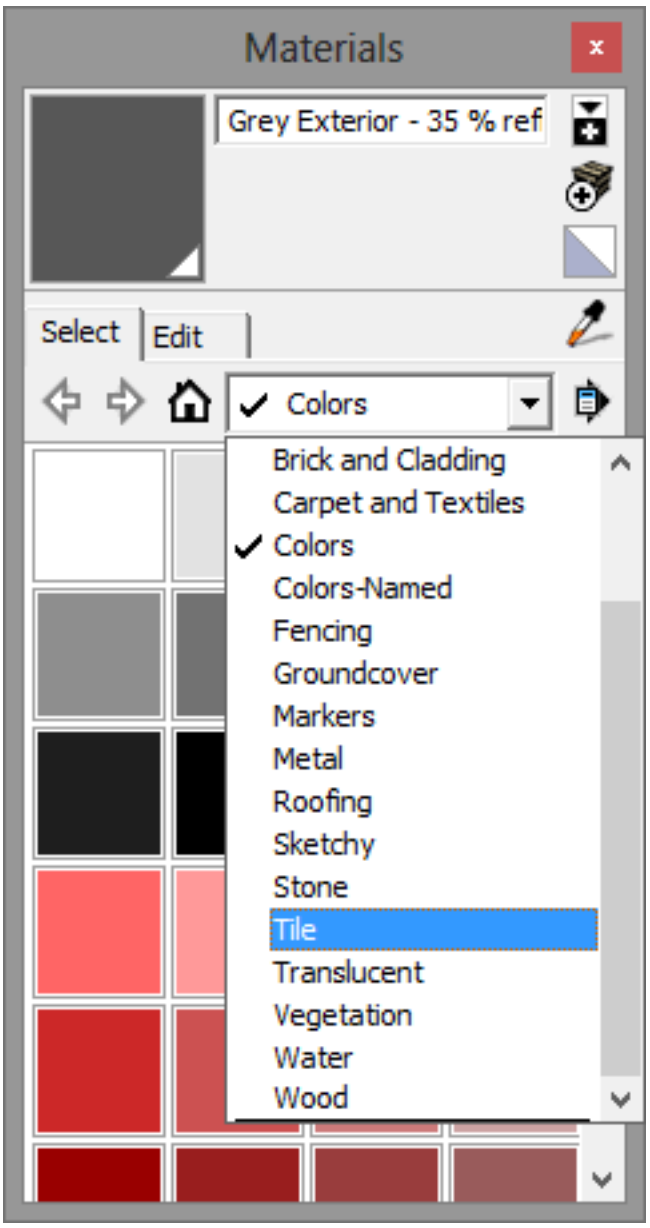


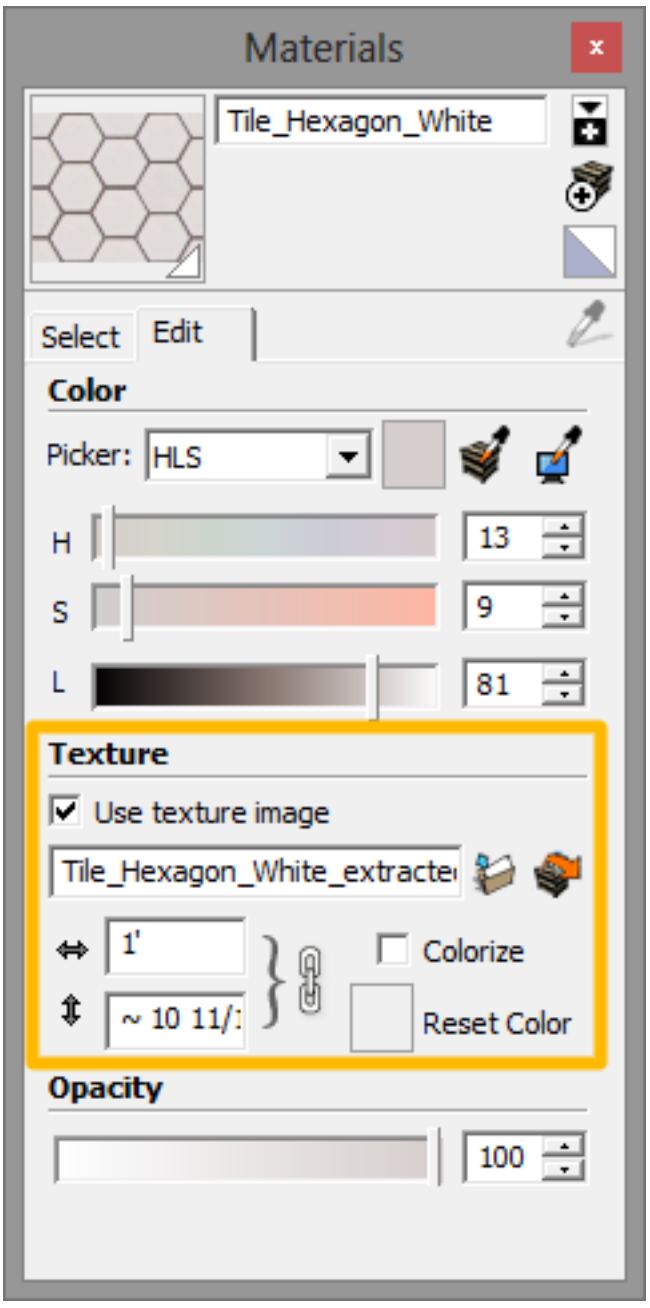


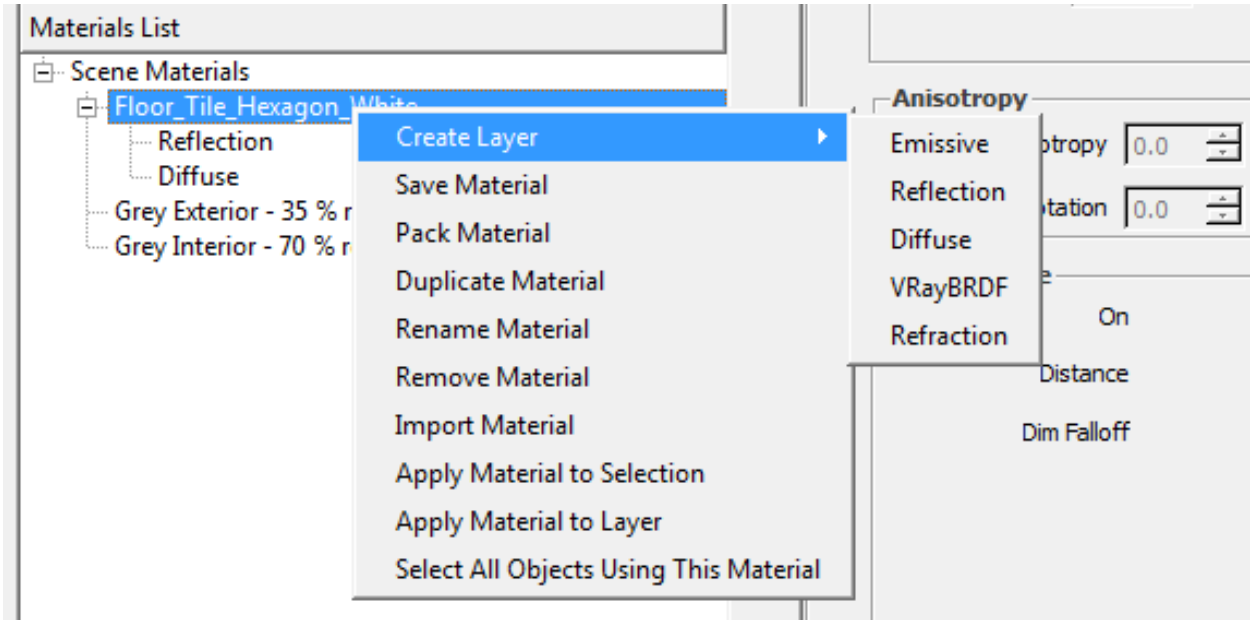

V-Ray light editor
Enable
Enabled
Intensity
Color
Use texture
Light texture
m
Intensity
30.0
Units
Default (Scalar)
Options
Double Sided
No Decay
Ignore Light Normals
Light Portal
No light
Store in Irrad. Map
Affect Diffuse
OK
Cancel
V-Ray light editor
Enable
Enabled
Intensity
Color
Intensity
30.0
Units
Default (Scalar)
Decay
Inverse Square
Linear
Inverse
Inverse Square
Affect Diffuse
Affect Specular
Sampling
Photon Subdivs
500
Caustic Subdivs
1000
Cutoff Threshold
0.001
Shadows
OK
Cancel

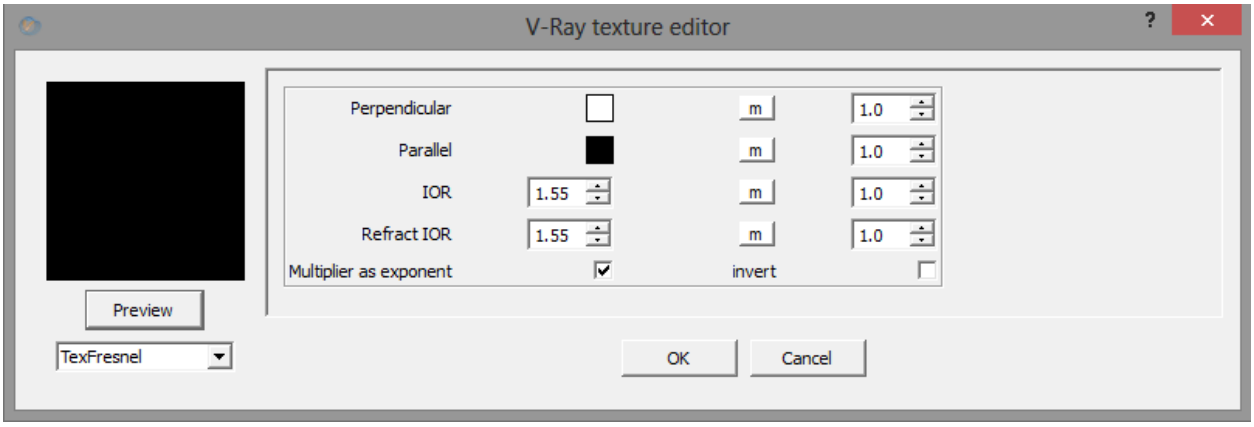
Chapter 6, Creating Believable Materials

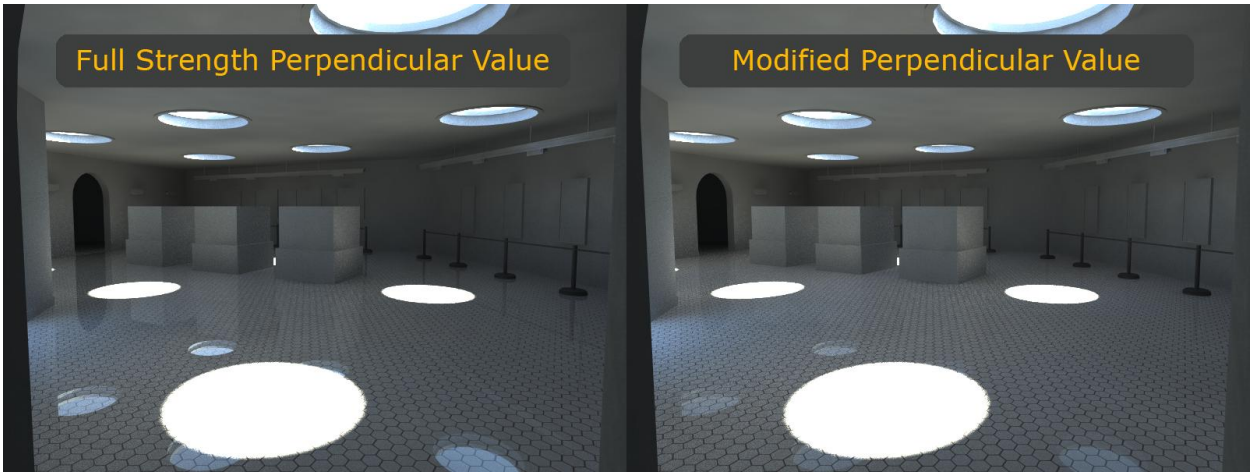



Materials
Grey Exterior - 35 % ref
Select
Edit
Colors
Brick and Cladding
Carpet and Textiles
Colors
Colors-Named
Fencing
Groundcover
Markers
Metal
Roofing
Sketchy
Stone
Tile
Translucent
Vegetation
Water
Wood

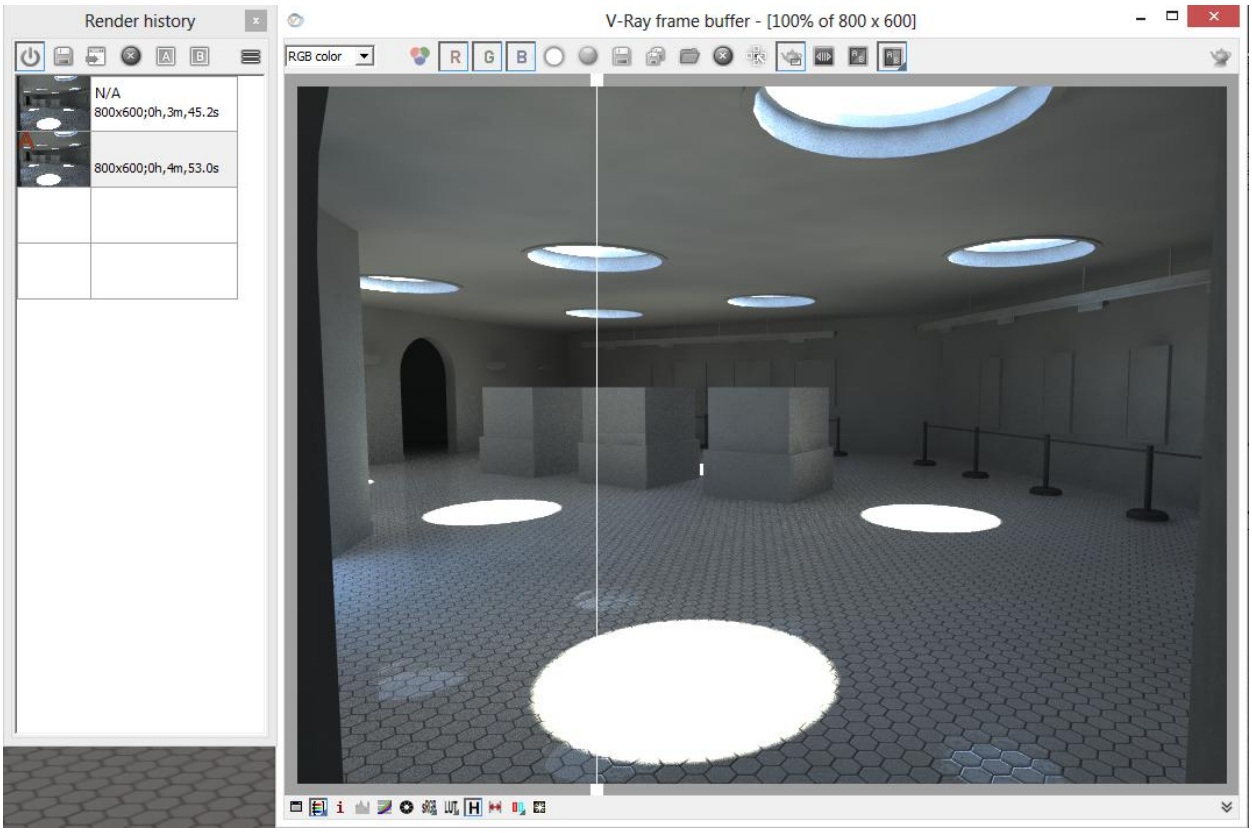

Materials
Tile_Hexagon_White
Select
Edit
Color
Picker:
HLS
H
13
S
9
L
81
Texture
Use texture image
Tile_Hexagon_White_extracte
1'
~ 10 11/1
Colorize
Reset Color
Opacity
100

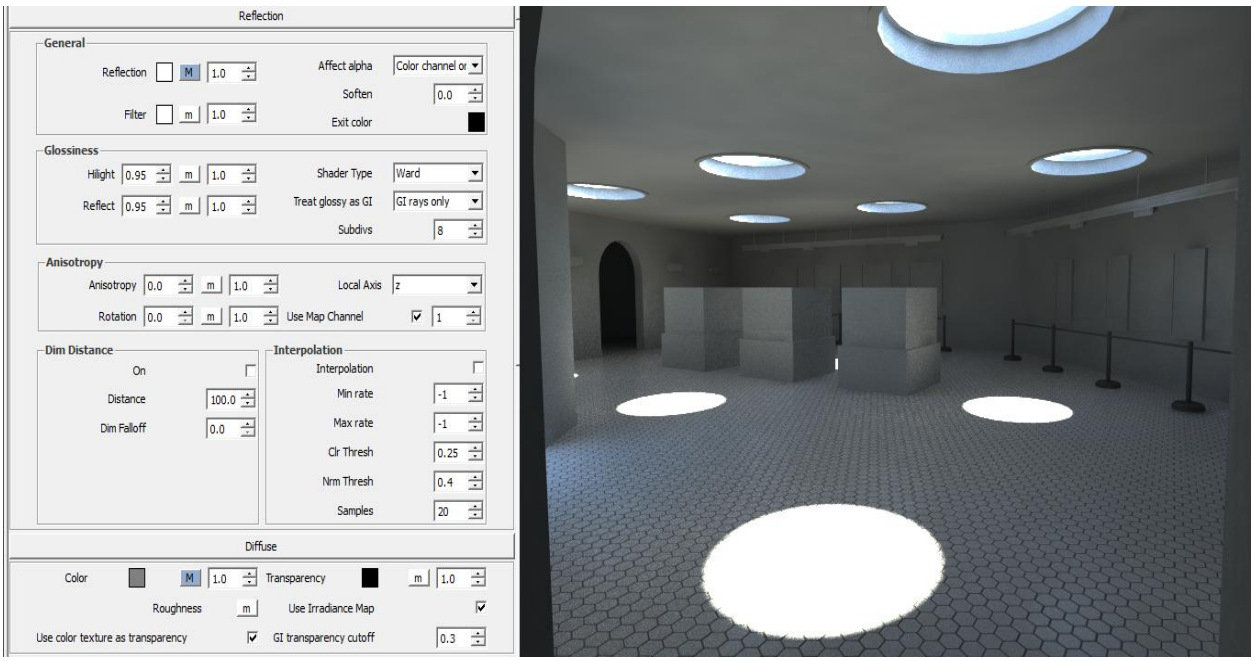

Materials List
Scene Materials
Floor_Tile_Hexagon_White
Reflection
Diffuse
Grey Exterior - 35 % r
Grey Interior - 70 % r
Create Layer
Save Material
Pack Material
Duplicate Material
Rename Material
Remove Material
Import Material
Apply Material to Selection
Apply Material to Layer
Select All Objects Using This Material
Emissive
Reflection
Diffuse
VRayBRDF
Refraction
Anisotropy
0.0
0.0
On
Distance
Dim Falloff

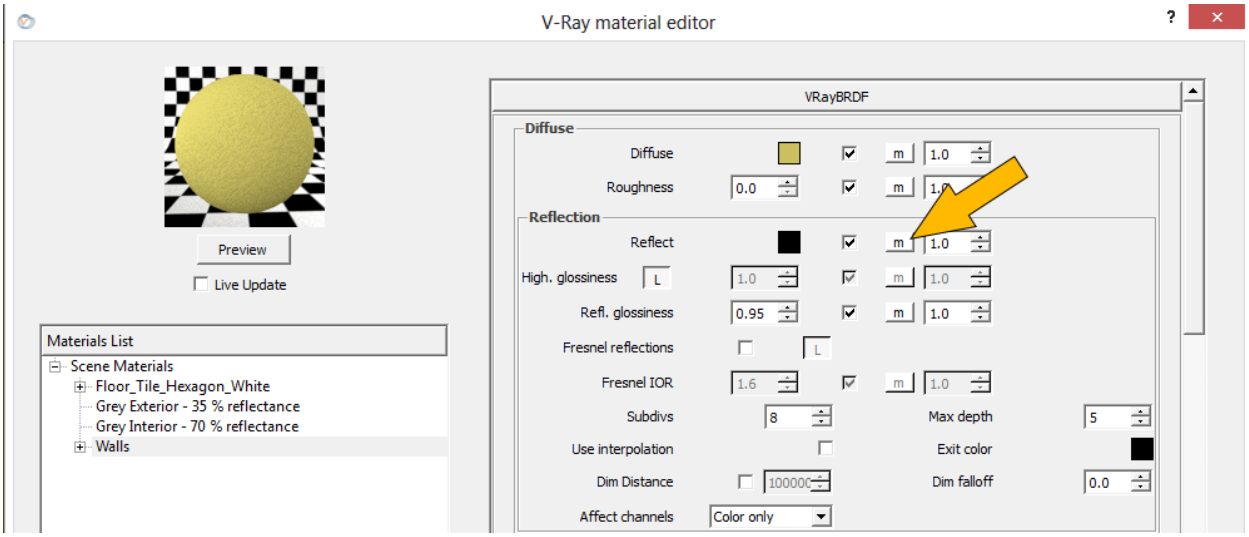

V-Ray texture editor
Perpendicular
Parallel
IOR
1.55
Refract IOR
1.55
Multiplier as exponent
invert
m
1.0
Preview
TexFresnel
OK
Cancel

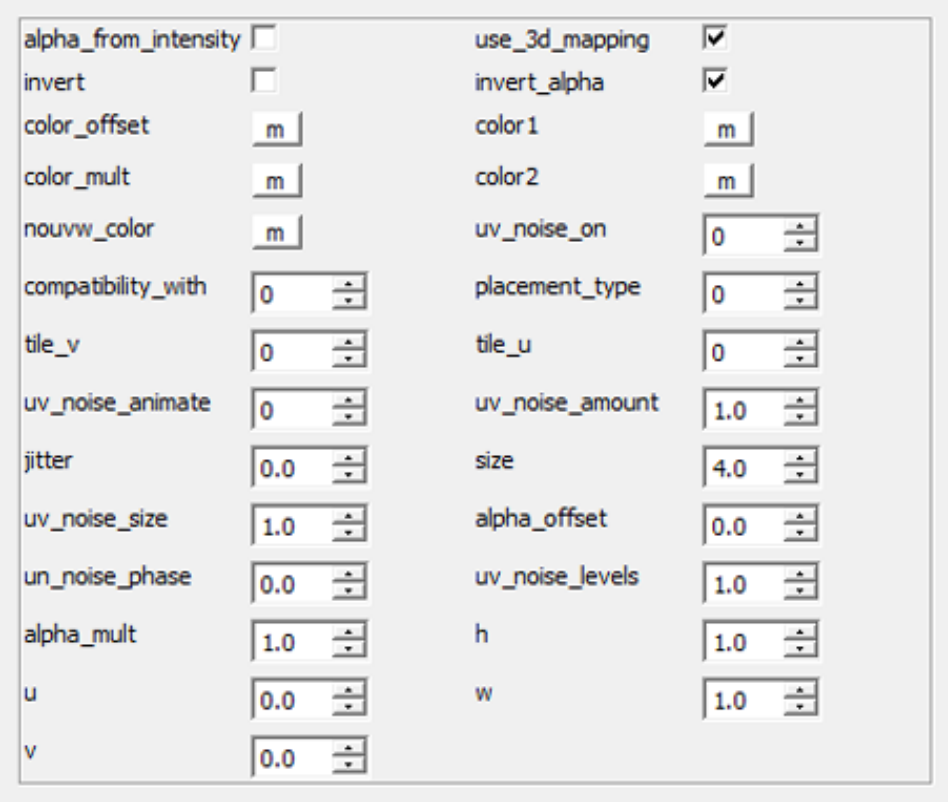

Full Strength Perpendicular Value
Modified Perpendicular Value

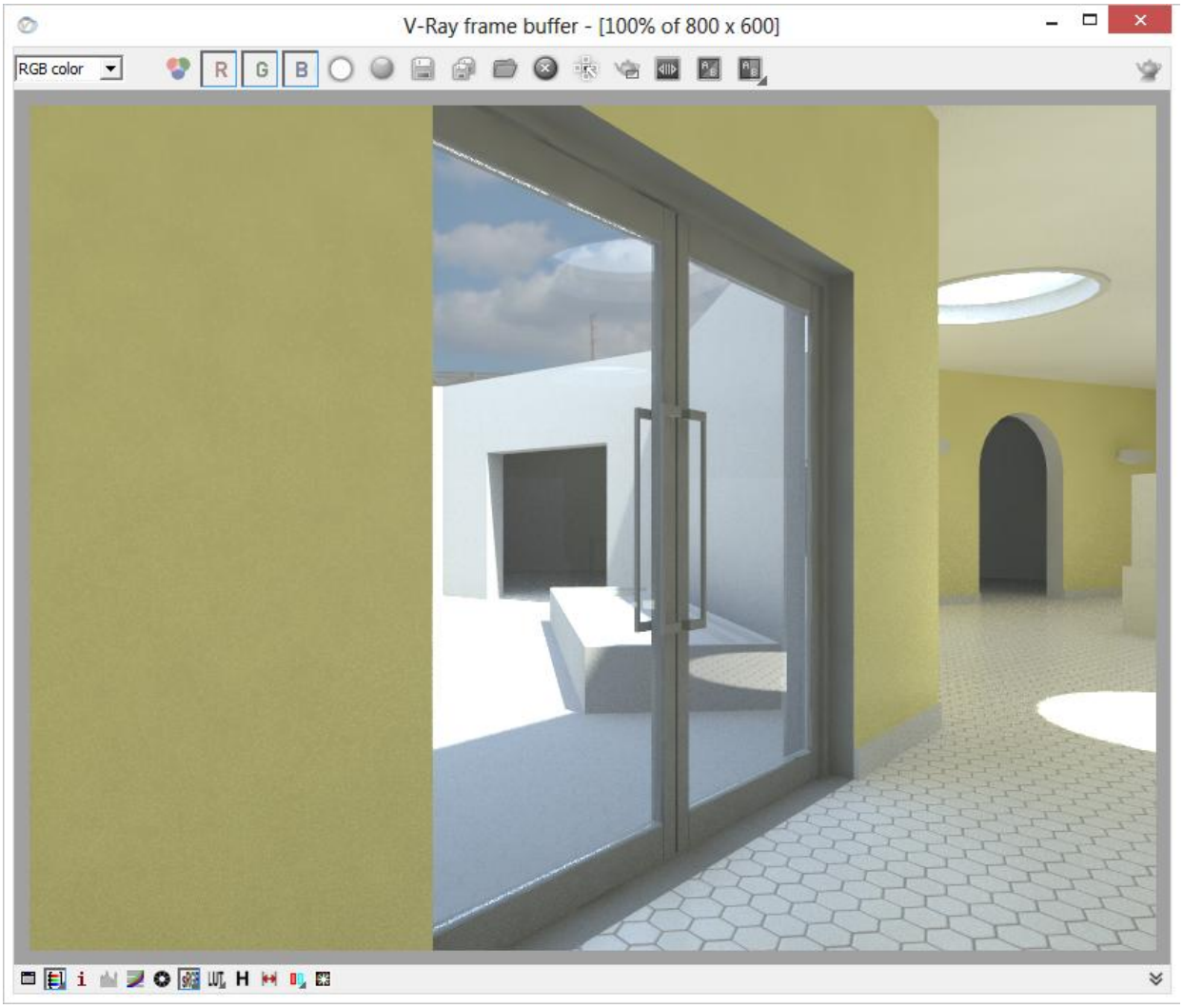

RGB color
R
G
B

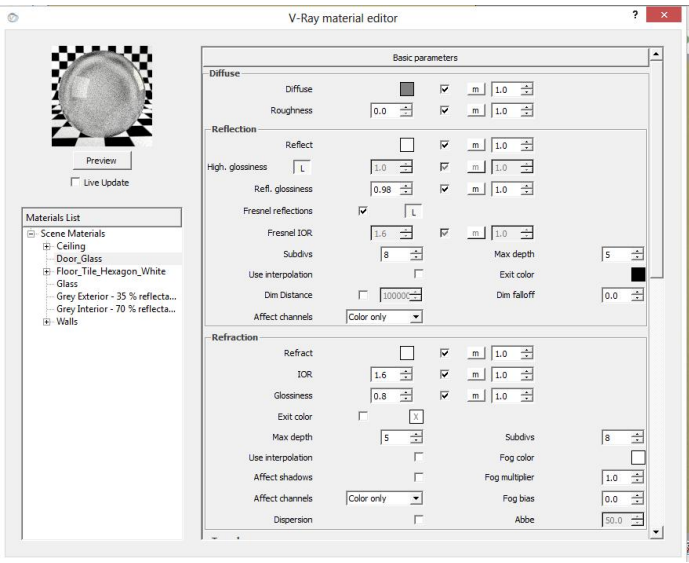

Render history
N/A
800x600;0h,3m,45.2s
800x600;0h,4m,53.0s
V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

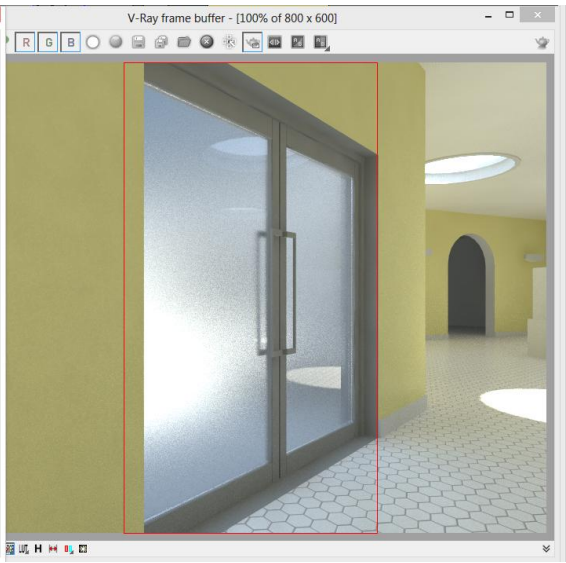

Reflection
General
Reflection
M
1.0
Affect alpha
Color channel or
Soften
0.0
Filter
m
1.0
Exit color
Glossiness
Hilight
0.95
m
1.0
Shader Type
Ward
Reflect
0.95
m
1.0
Treat glossy as GI
GI rays only
Subdivs
8
Anisotropy
Anisotropy
0.0
m
1.0
Local Axis
z
Rotation
0.0
m
1.0
Use Map Channel
1
Dim Distance
On
Distance
100.0
Dim Falloff
0.0
Interpolation
Interpolation
Min rate
-1
Max rate
-1
Clr Thresh
0.25
Nrm Thresh
0.4
Samples
20
Diffuse
Color
M
1.0
Transparency
m
1.0
Roughness
m
Use Irradiance Map
Use color texture as transparency
GI transparency cutoff
0.3

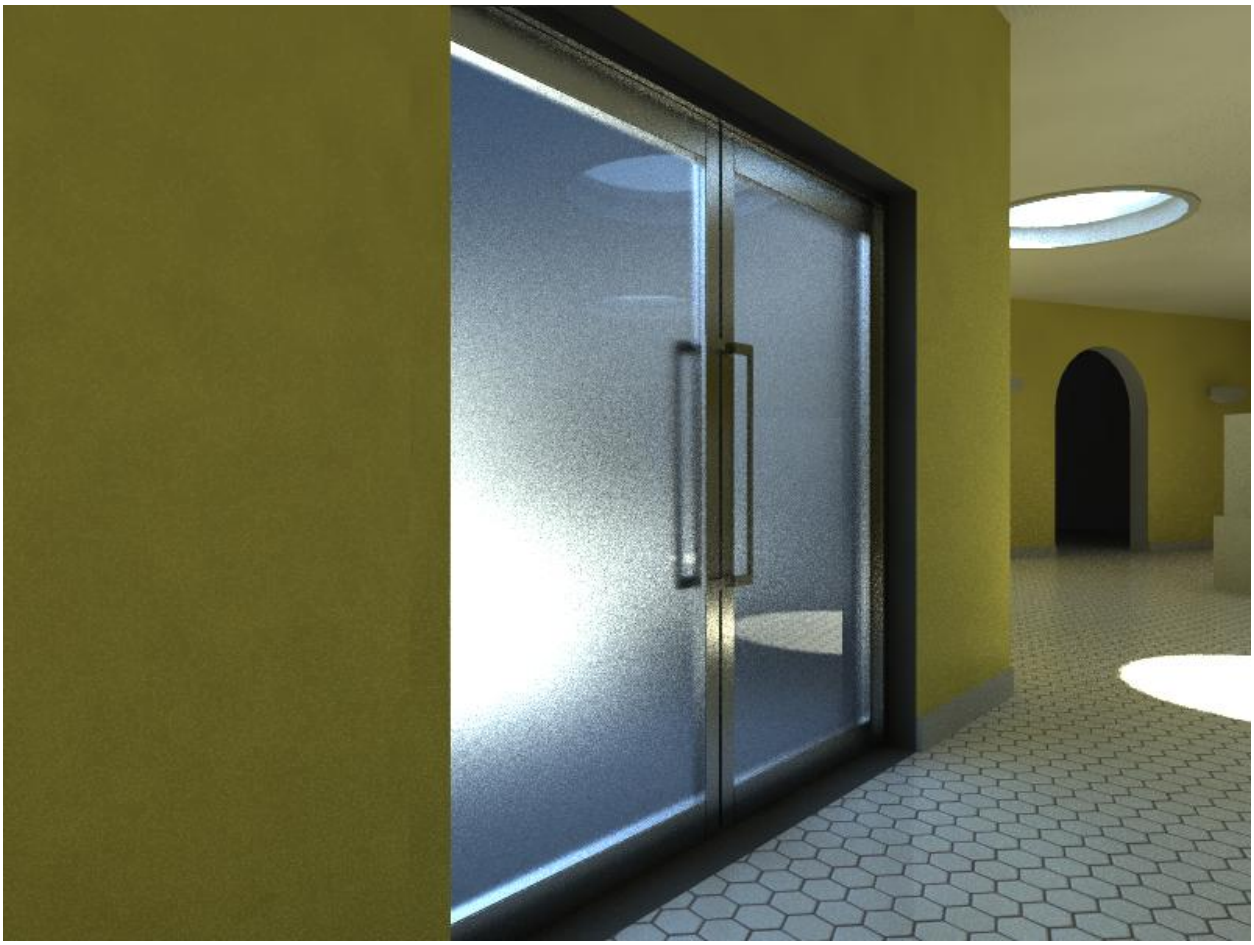

V-Ray material editor
Preview
Live Update
Materials List
Scene Materials
Floor_Tile_Hexagon_White
Grey Exterior - 35 % reflectance
Grey Interior - 70 % reflectance
Walls
VRayBRDF
Diffuse
Diffuse
Roughness
Reflection
Reflect
High. glossiness
Refl. glossiness
Fresnel reflections
Fresnel IOR
Subdivs
Use interpolation
Dim Distance
Affect channels
Color only
Max depth
Exit color
Dim falloff

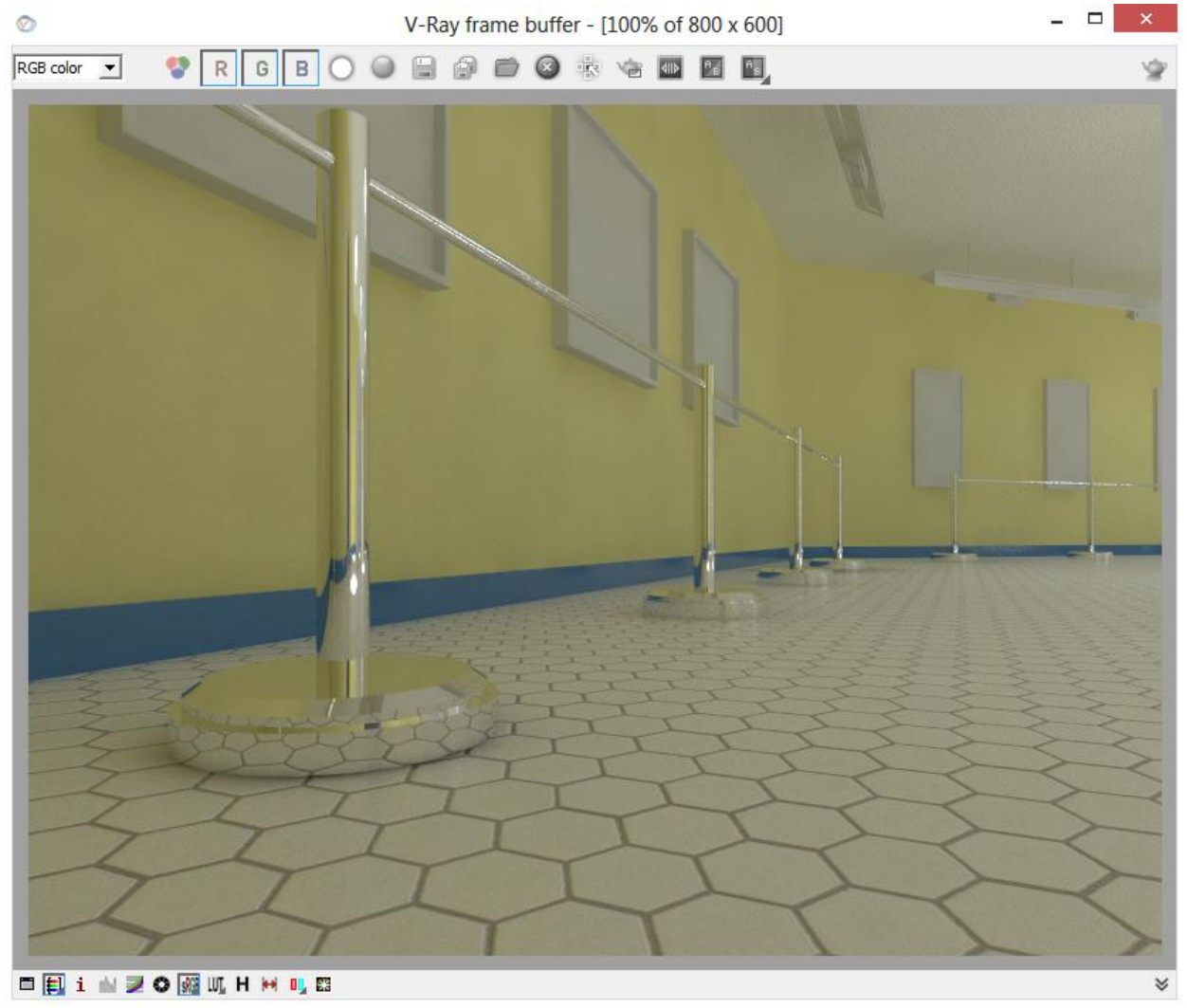

alpha_from_intensity
use_3d_mapping
invert
invert_alpha
color_offset
m
color1
m
color_mult
m
color2
m
nouvw_color
m
uv_noise_on
0
compatibility_with
0
placement_type
0
tile_v
0
tile_u
0
uv_noise_animate
0
uv_noise_amount
1.0
jitter
0.0
size
4.0
uv_noise_size
1.0
alpha_offset
0.0
un_noise_phase
0.0
uv_noise_levels
1.0
alpha_mult
1.0
h
1.0
u
0.0
w
1.0
v
0.0

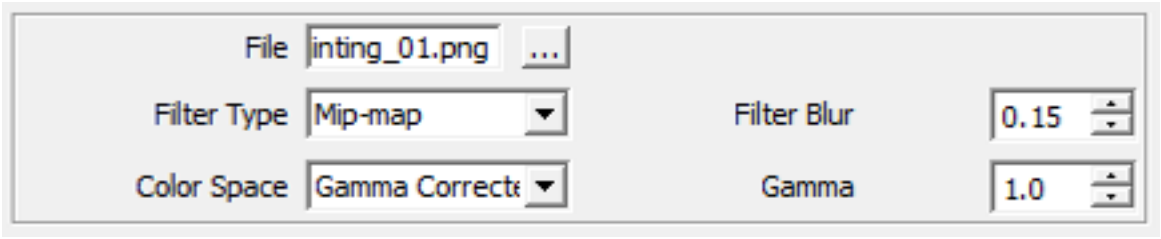

V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

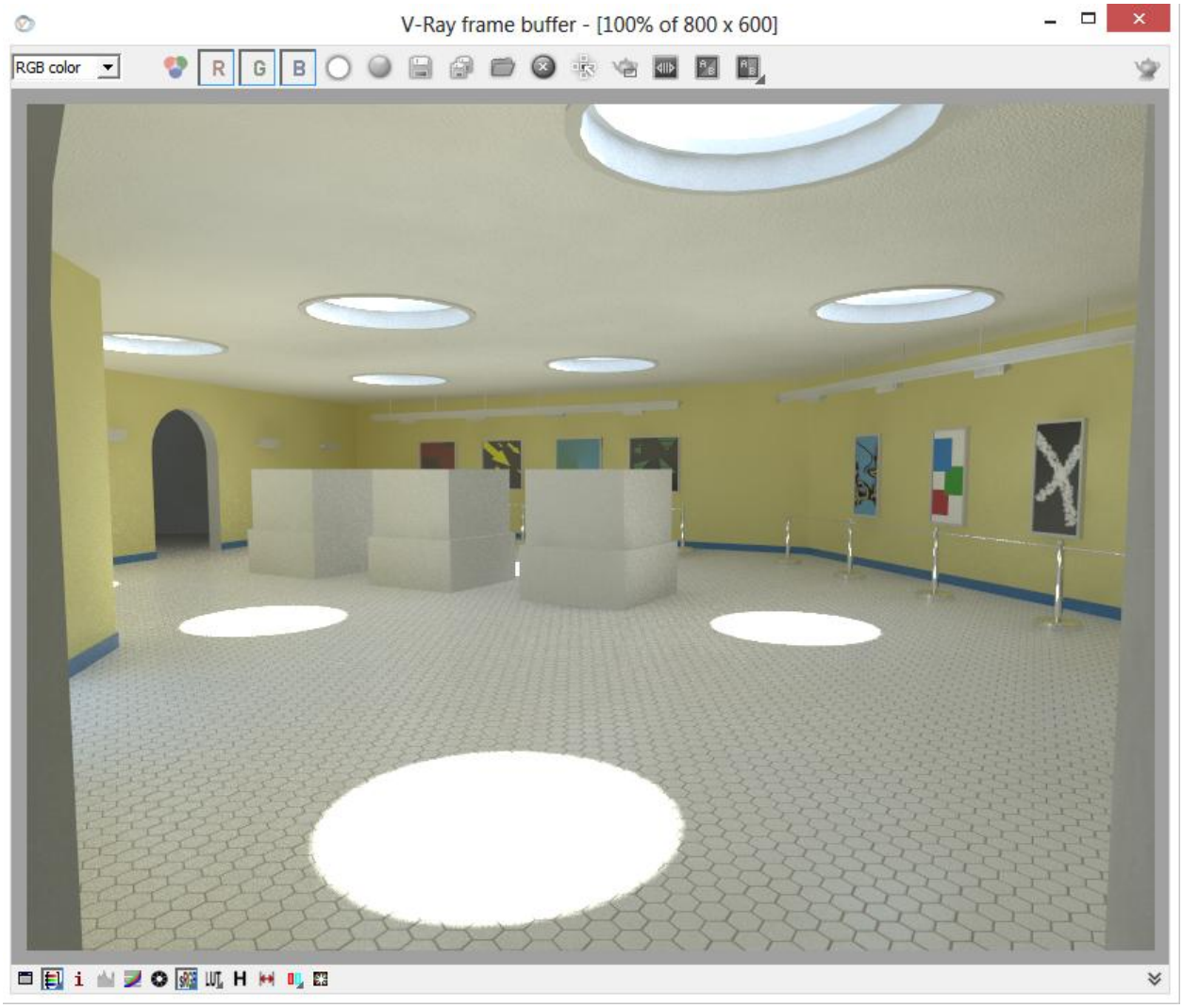

V-Ray material editor
Basic parameters
Diffuse
Roughness
Reflection
Reflect
High. glossiness
Refl. glossiness
Fresnel reflections
Fresnel IOR
Subdivs
Max depth
Use interpolation
Exit color
Dim Distance
Dim falloff
Affect channels
Color only
Refraction
Refract
IOR
Glossiness
Exit color
Max depth
Subdivs
Use interpolation
Fog color
Affect shadows
Fog multiplier
Affect channels
Color only
Fog bias
Dispersion
Abbe
Preview
Live Update
Materials List
Scene Materials
Ceiling
Door_Glass
Floor_Tile_Hexagon_White
Glass
Grey Exterior - 35 % reflecta...
Grey Interior - 70 % reflecta...
Walls

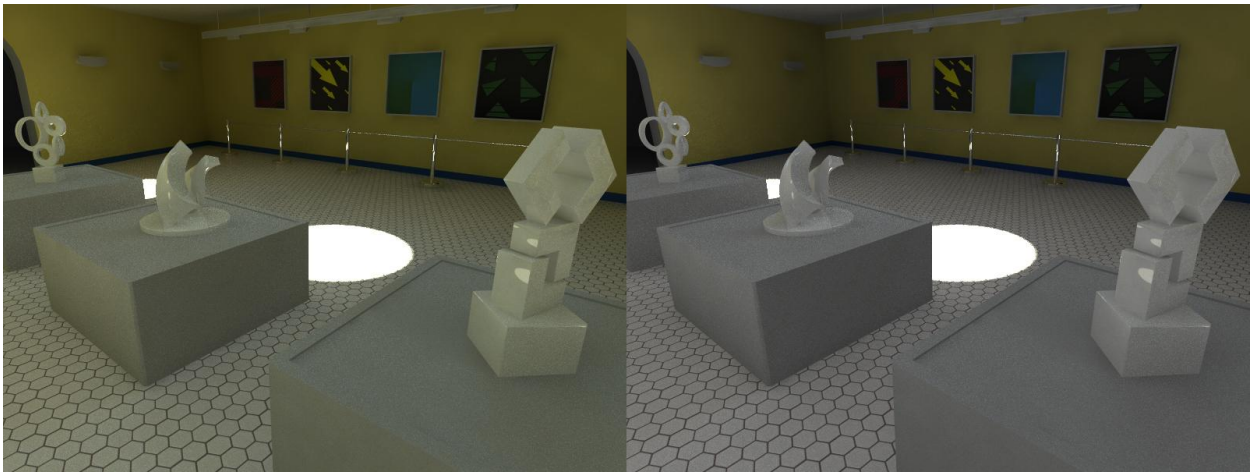

V-Ray frame buffer - [100% of 800 x 600]
R
G
B

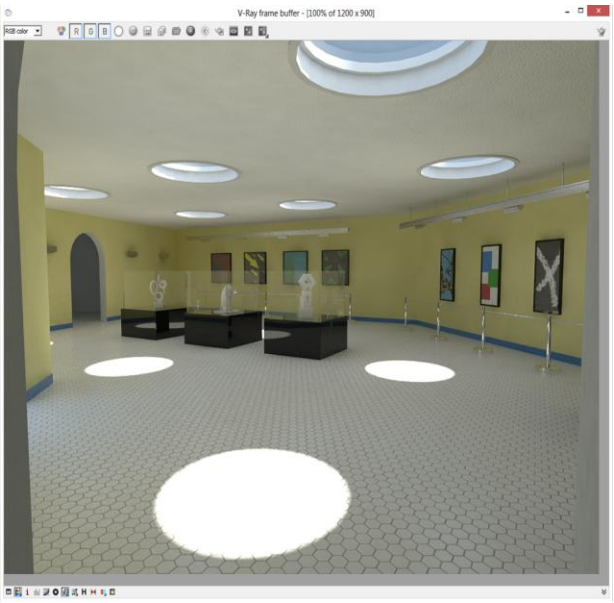



V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

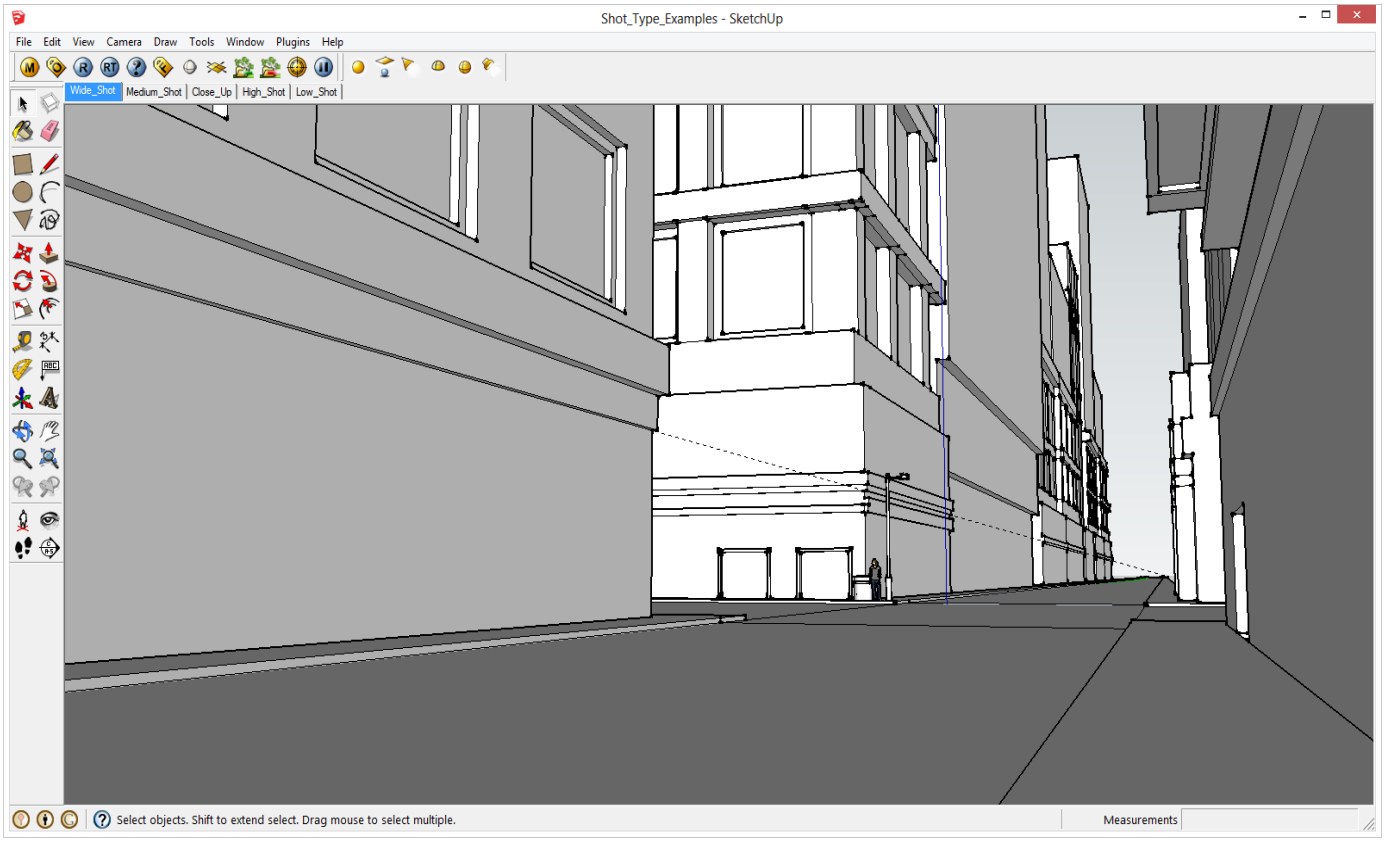

File
inting_01.png
...
Filter Type
Mip-map
Filter Blur
0.15
Color Space
Gamma Correcte
Gamma
1.0

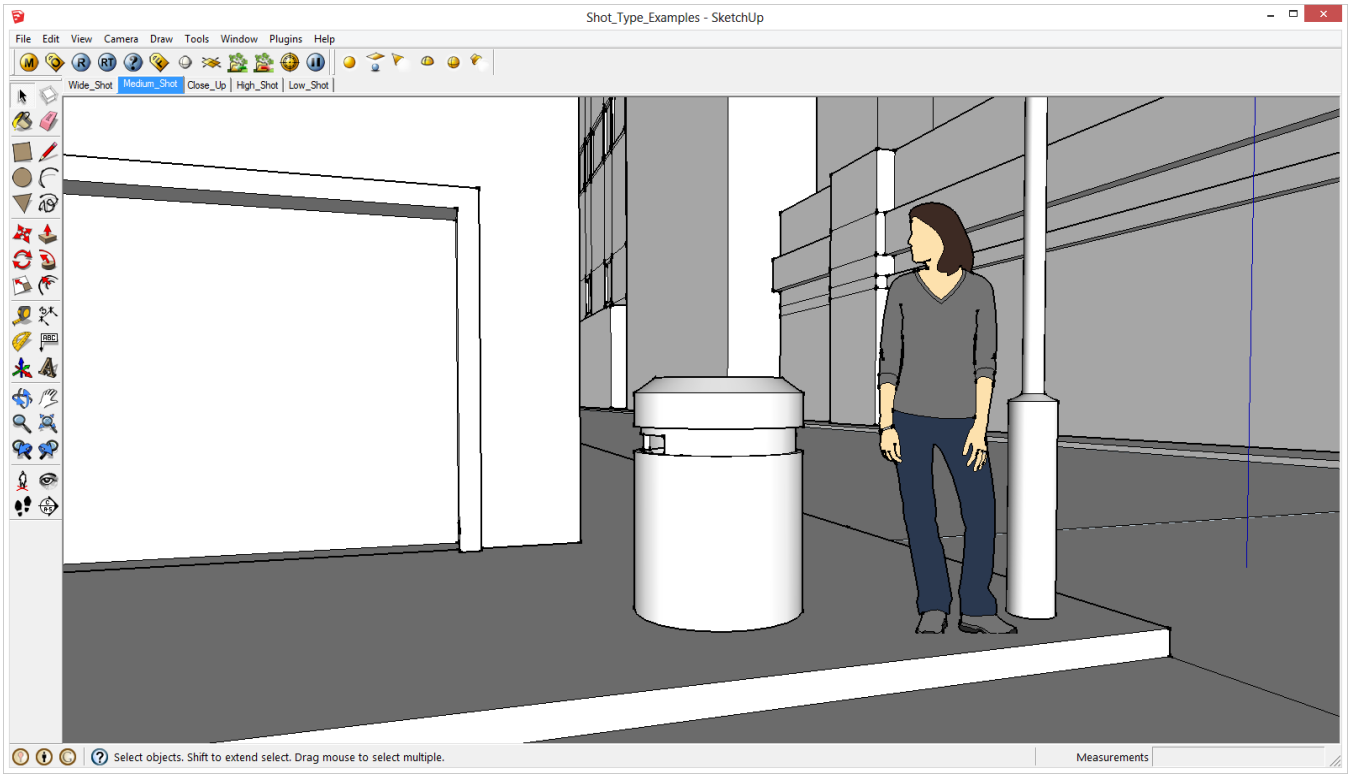

V-Ray frame buffer - [100% of 800 x 600]
RGB color
R
G
B

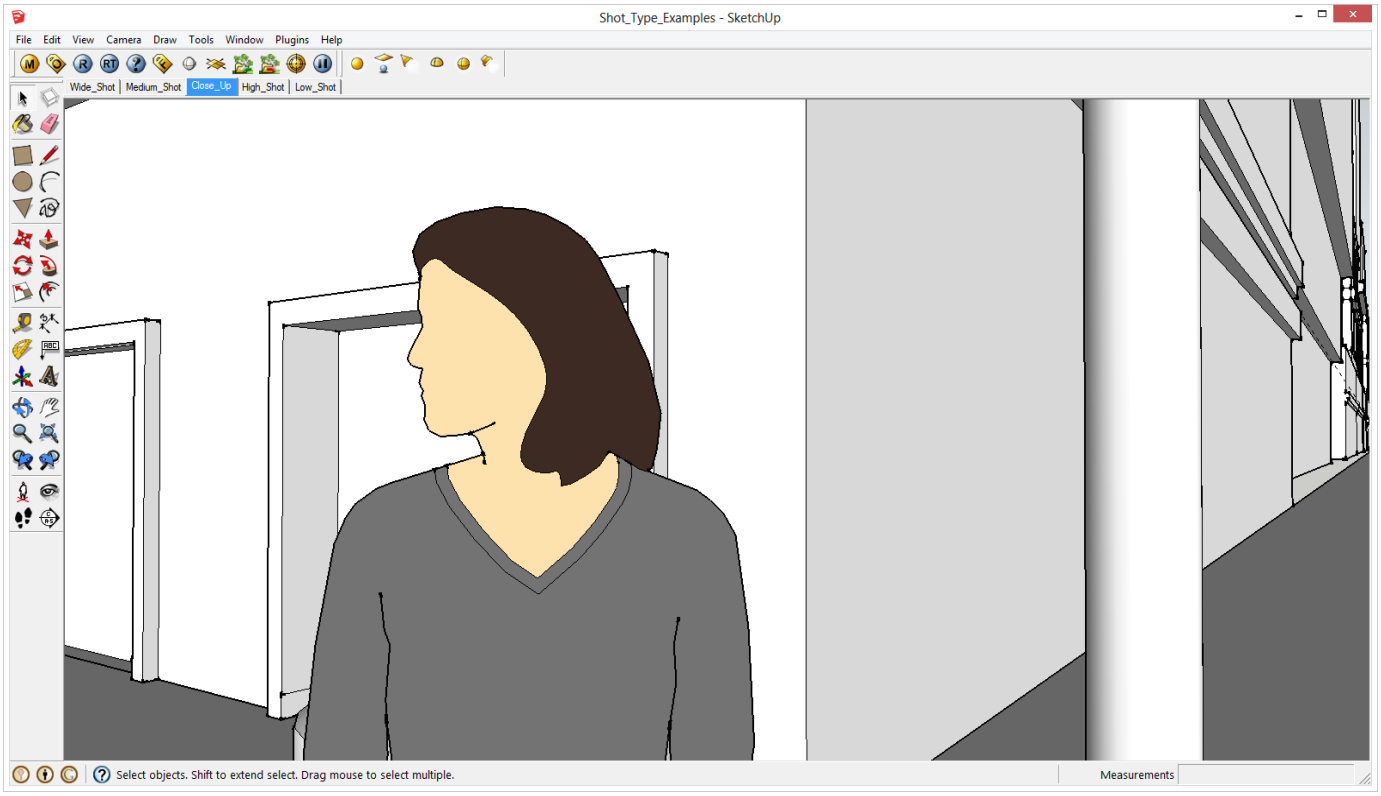


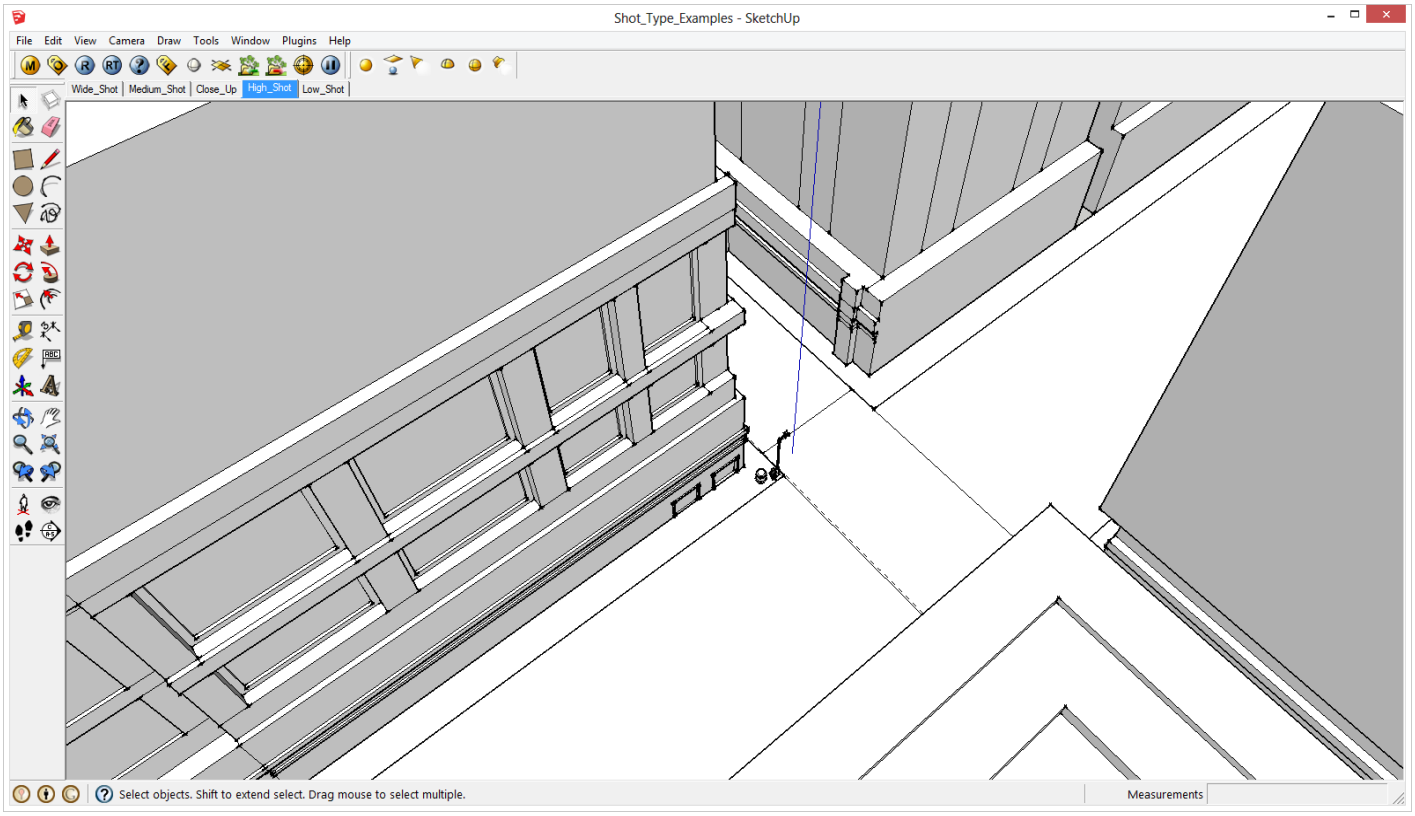

V-Ray frame buffer - [100% of 1200 x 900]
RGB color

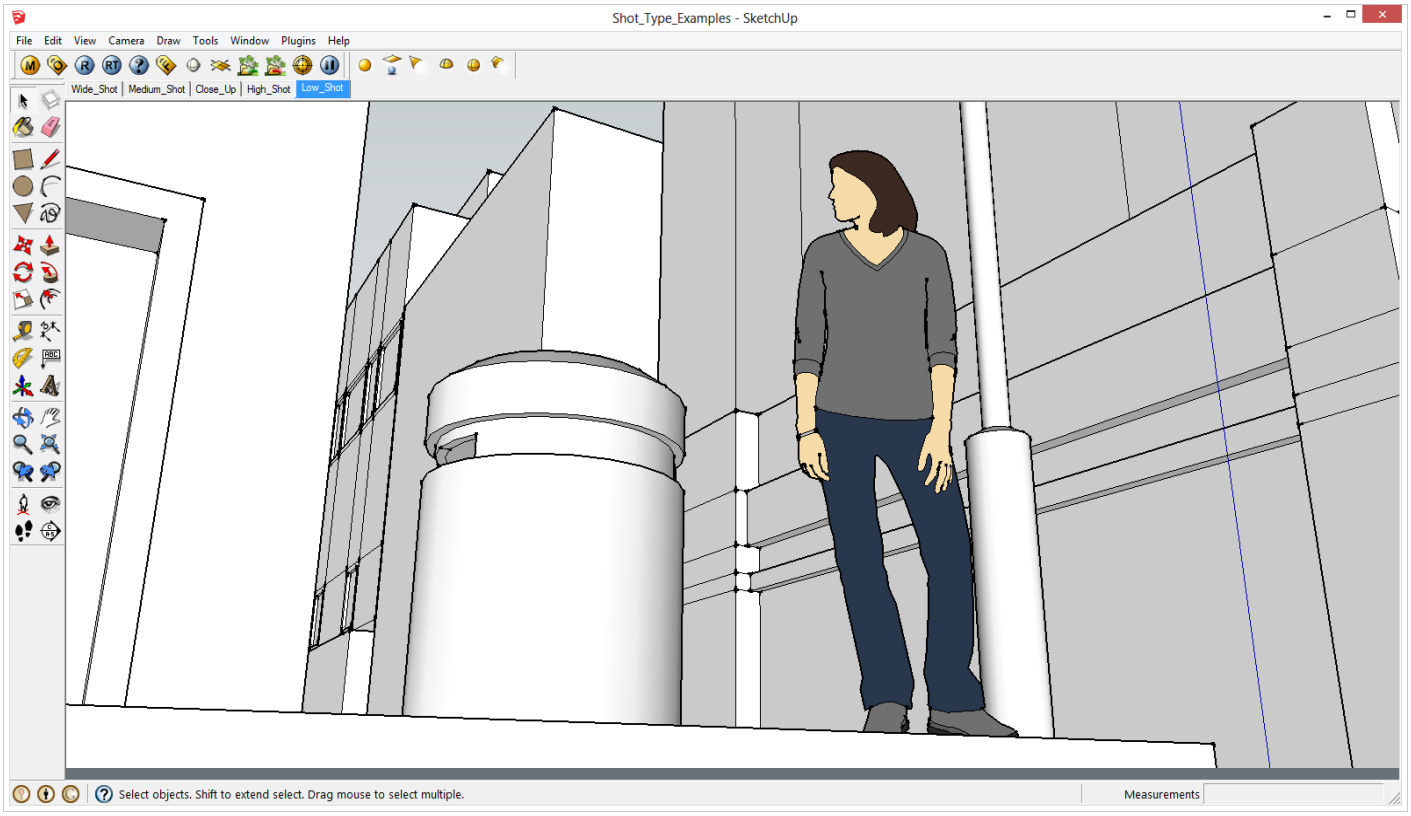
Chapter 8, Composition and Cameras




Shot_Type_Examples - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Wide_Shot Medium_Shot Close_Up High_Shot Low_Shot
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements


Shot_Type_Examples - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Wide_Shot Medium_Shot Close_Up High_Shot Low_Shot
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements


Shot_Type_Examples - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Wide_Shot | Medium_Shot | Close_Up | High_Shot | Low_Shot
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements


Shot_Type_Examples - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
Wide_Shot | Medium_Shot | Close_Up | High_Shot | Low_Shot
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

1.333:1

Used in the past for Broadcast and Video but now more readly associated with still image photography and print.

1.500:1

This is the aspect ratio of 35mm film and is also a typical ratio used in photographic printing.

1.777:1

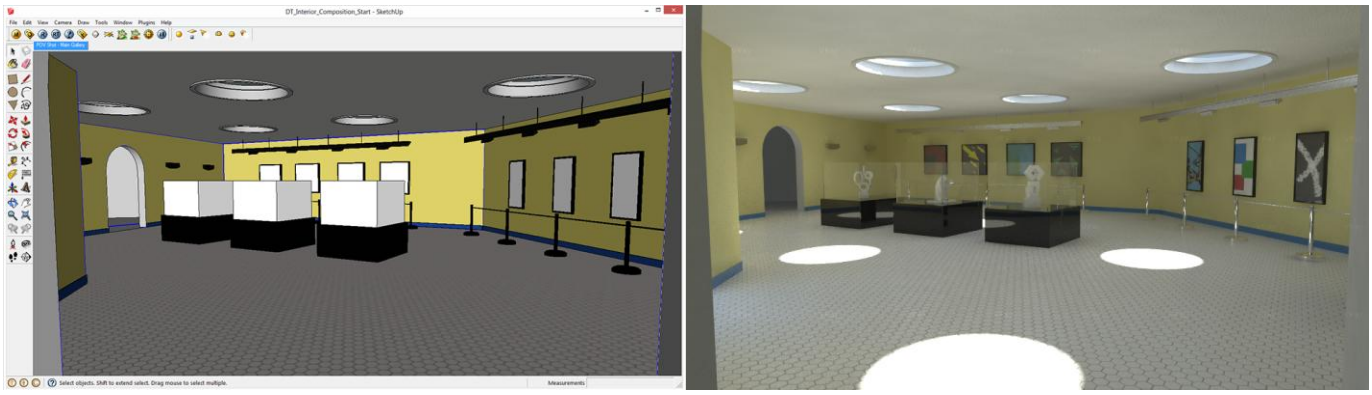
The current standard for High Definition video playback and broadcast TV.

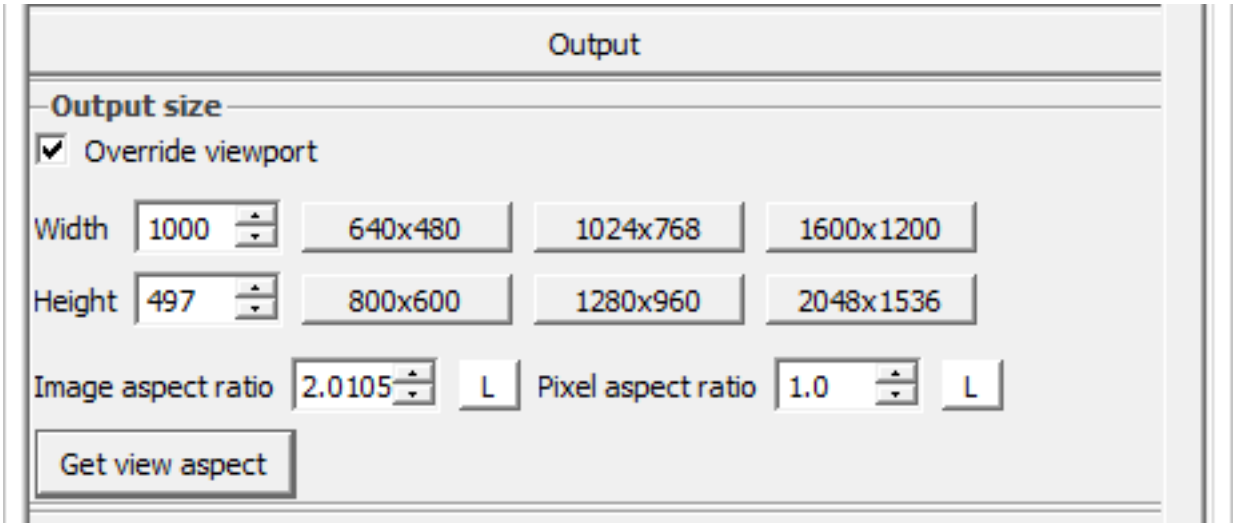
1.85:1

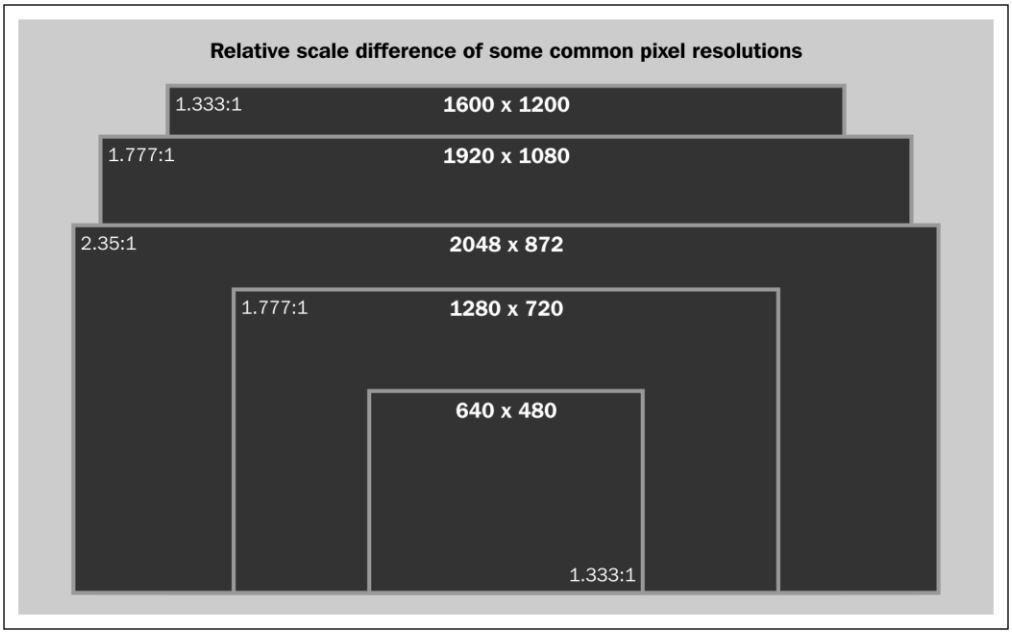
Typical widescreen ratio used in the production and presentation of big screen movies.

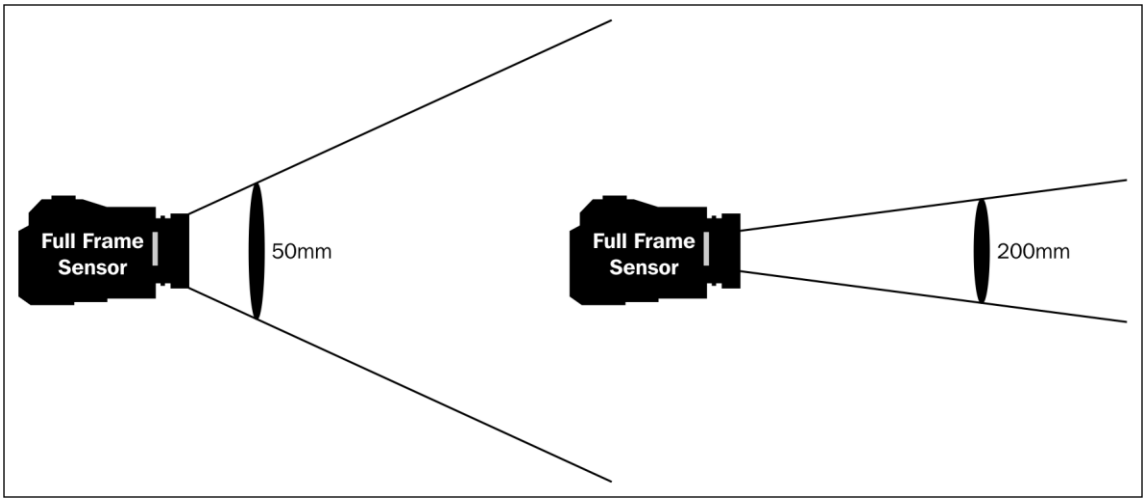
2.35:1

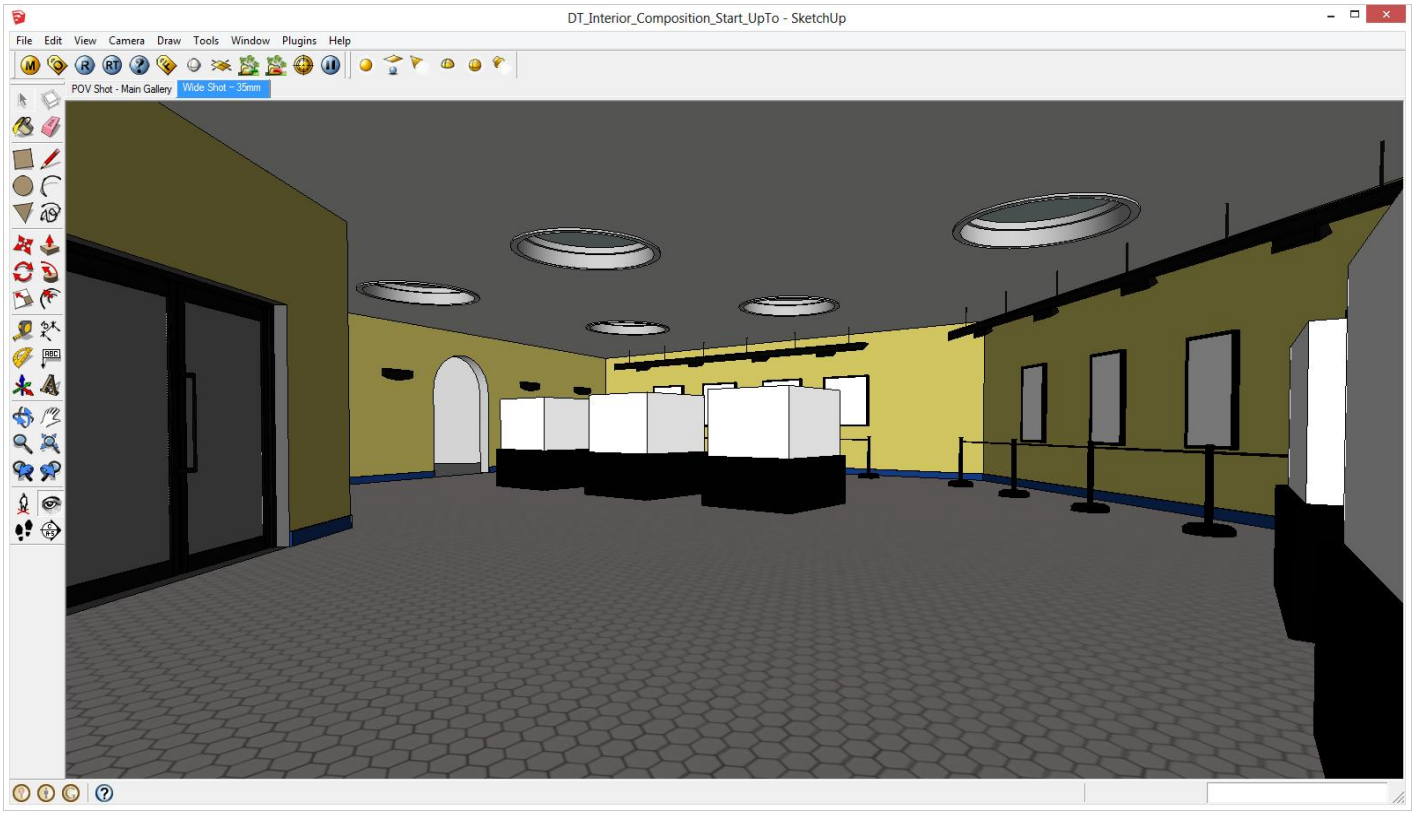
Another widerscreen ratio used in the production and presentation of big screen movies.

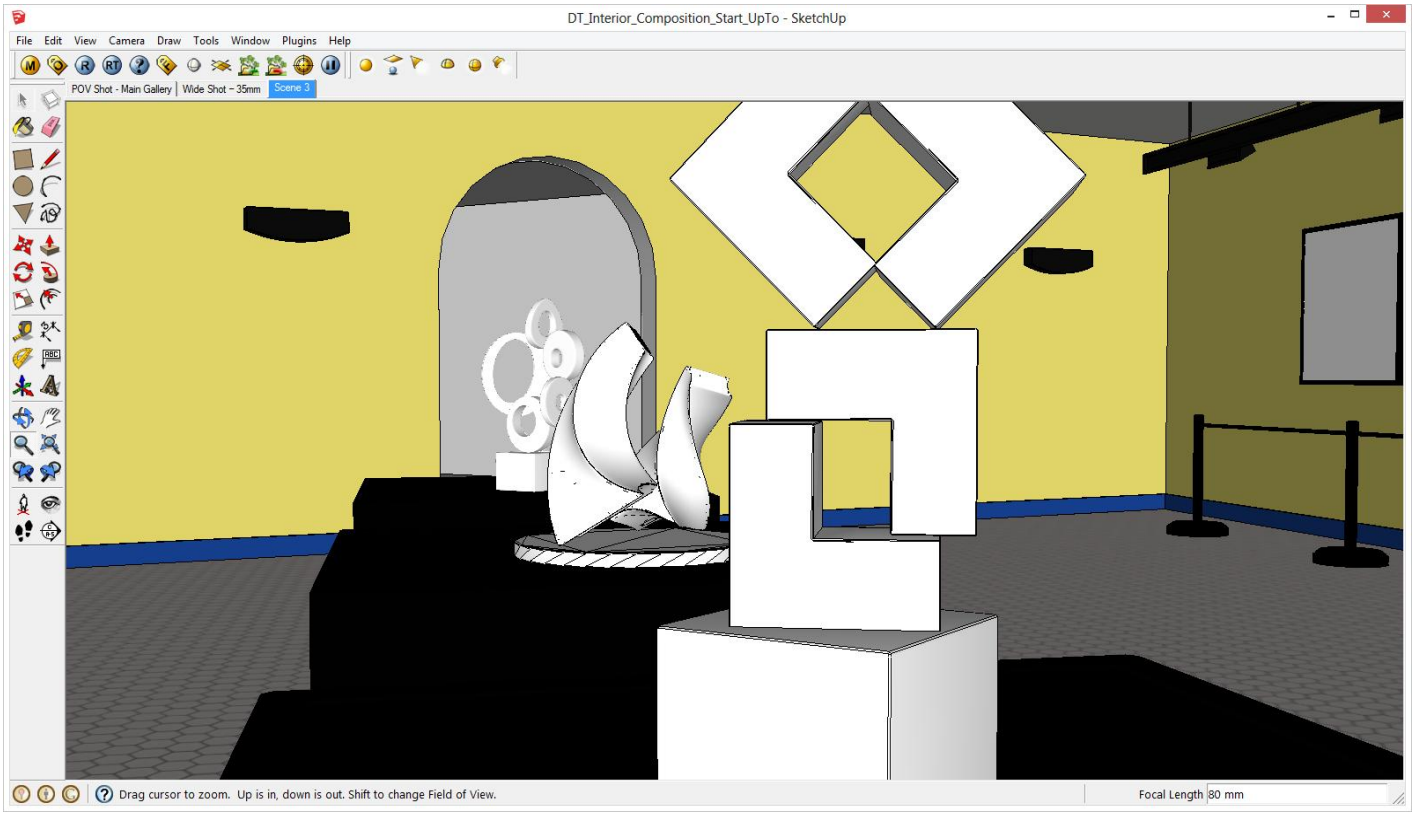


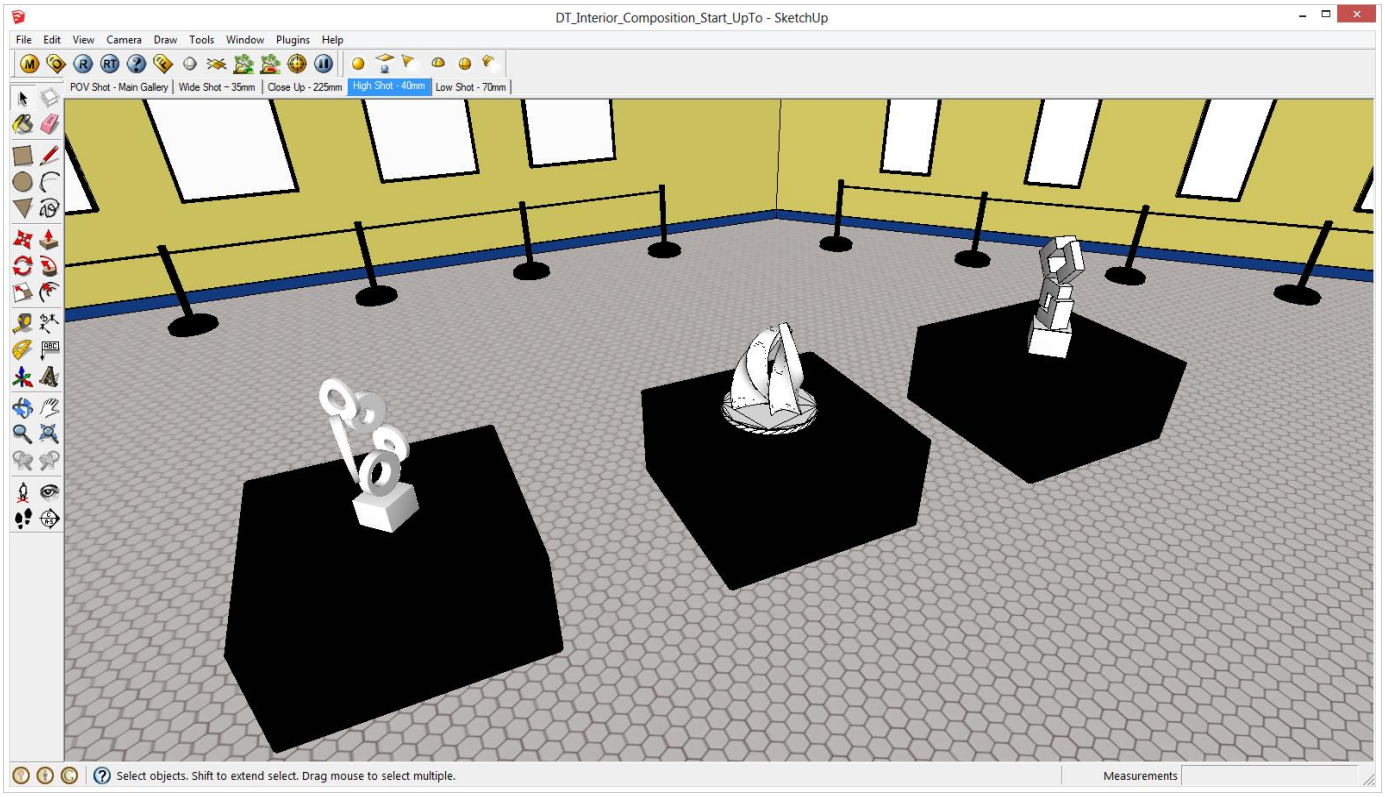

Output
Output size
Override viewport
Width
1000
640x480
1024x768
1600x1200
Height
497
800x600
1280x960
2048x1536
Image aspect ratio
2.0105
L
Pixel aspect ratio
1.0
L
Get view aspect

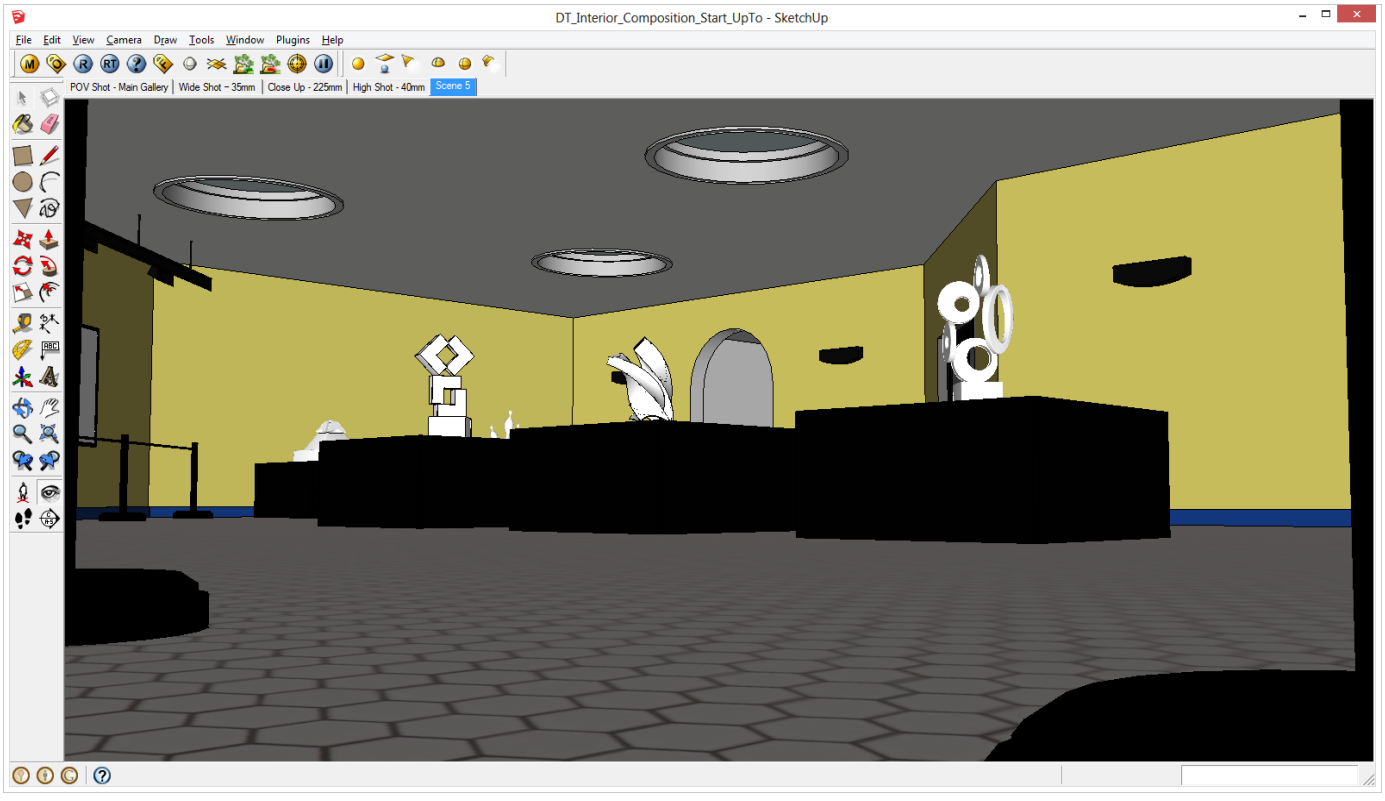

Relative scale difference of some common pixel resolutions
1.333:1
1600 x 1200
1.777:1
1920 x 1080
2.35:1
2048 x 872
1.777:1
1280 x 720
640 x 480
1.333:1


Full Frame Sensor
50mm
Full Frame Sensor
200mm

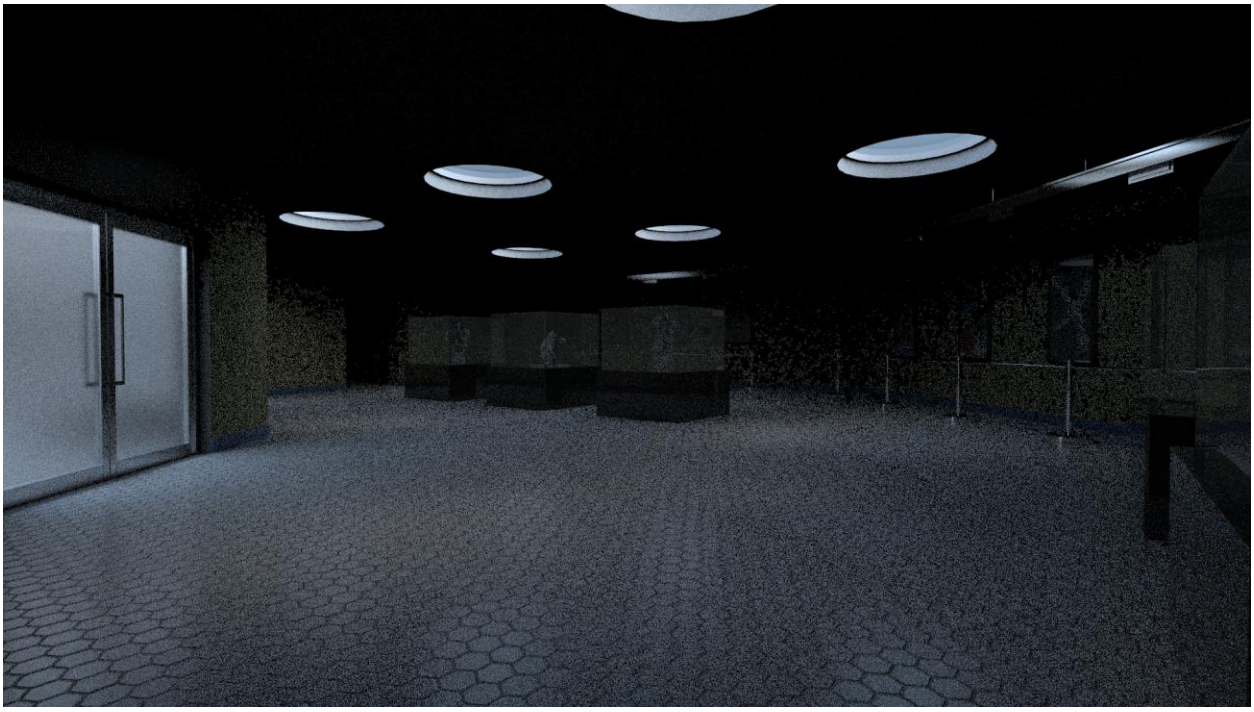

DT_Interior_Composition_Start_UpTo - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery
Wide Shot - 35mm

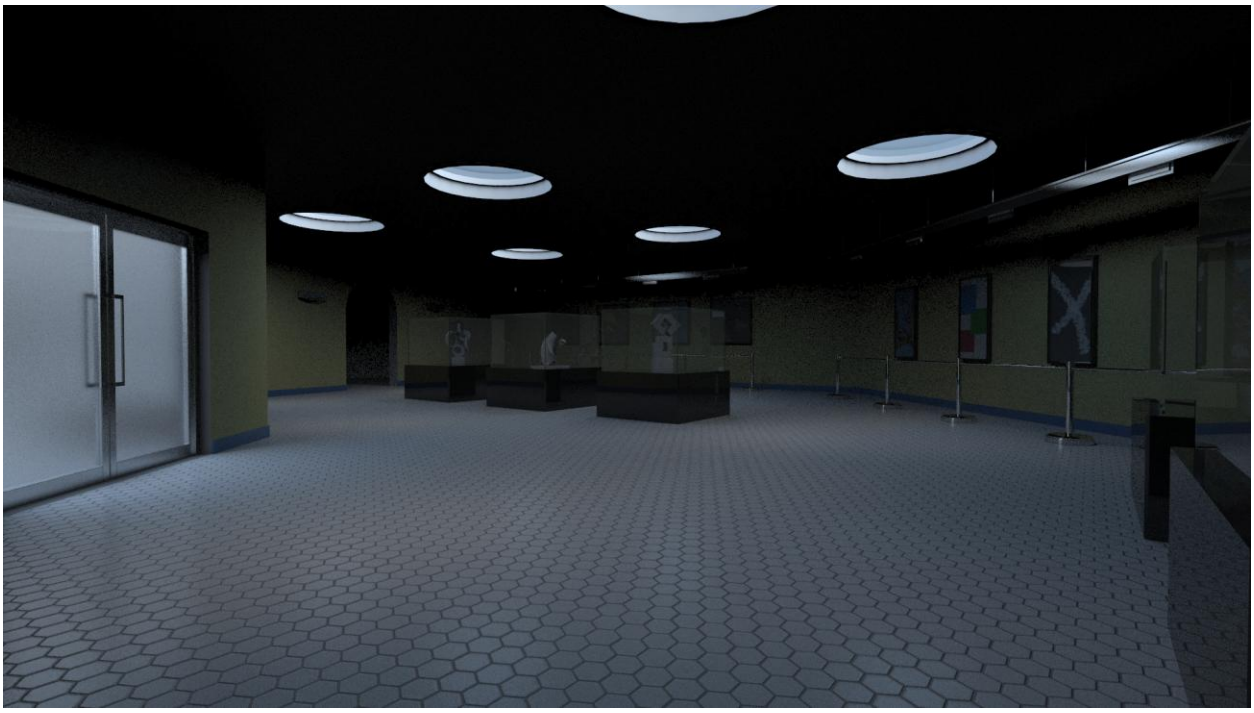

DT_Interior_Composition_Start_UpTo - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | Wide Shot – 35mm | Scene 3
Drag cursor to zoom. Up is in, down is out. Shift to change Field of View.
Focal Length 80 mm

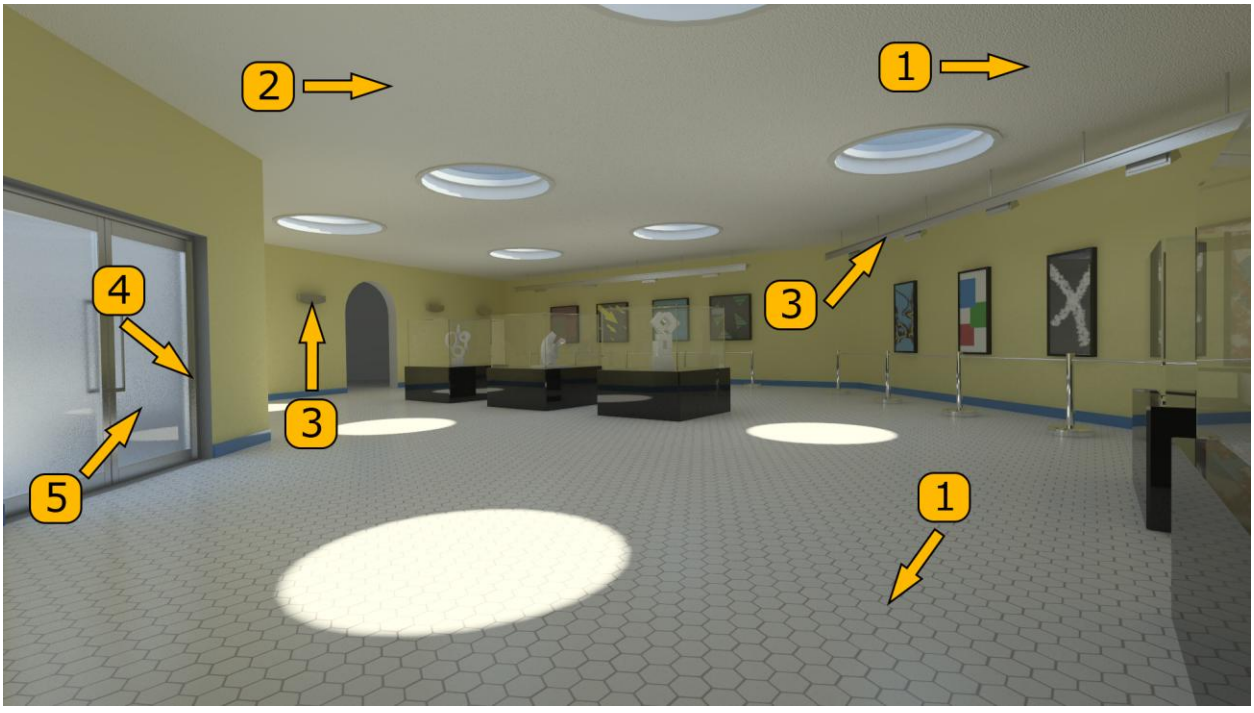

DT_Interior_Composition_Start_UpTo - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | Wide Shot – 35mm | Close Up - 225mm | High Shot - 40mm | Low Shot - 70mm
Select objects. Shift to extend select. Drag mouse to select multiple.
Measurements

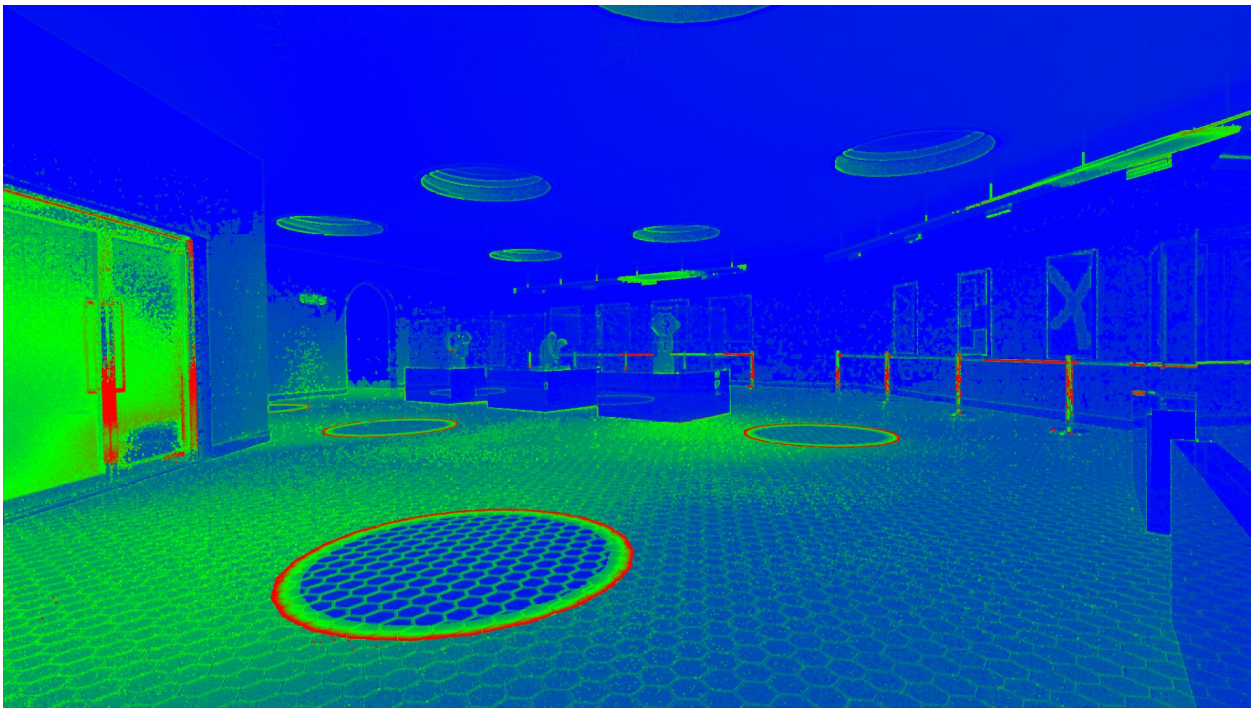

DT_Interior_Composition_Start_UpTo - SketchUp
File Edit View Camera Draw Tools Window Plugins Help
POV Shot - Main Gallery | Wide Shot – 35mm | Close Up - 225mm | High Shot - 40mm | Scene 5

Chapter 9, Quality Control

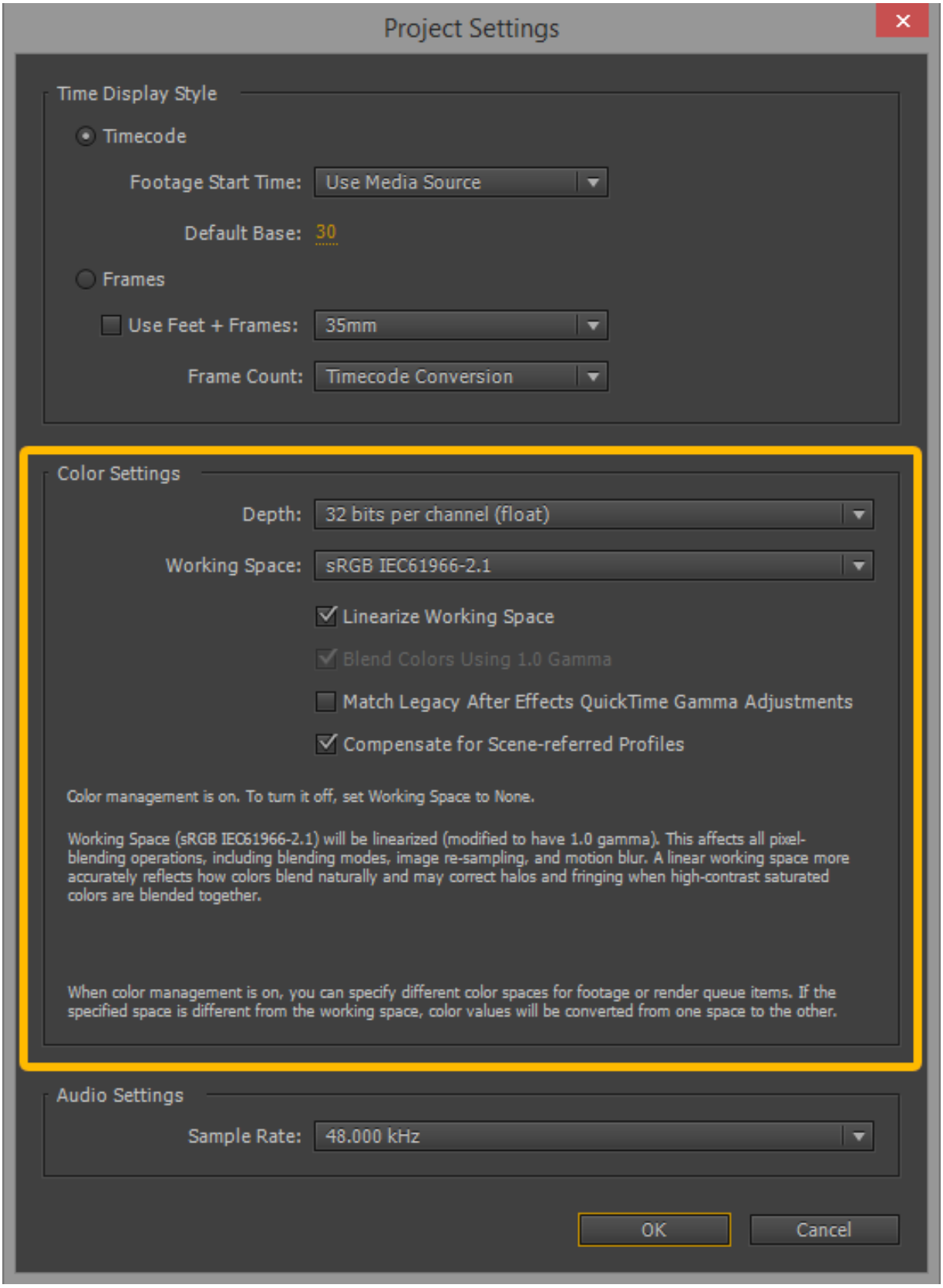


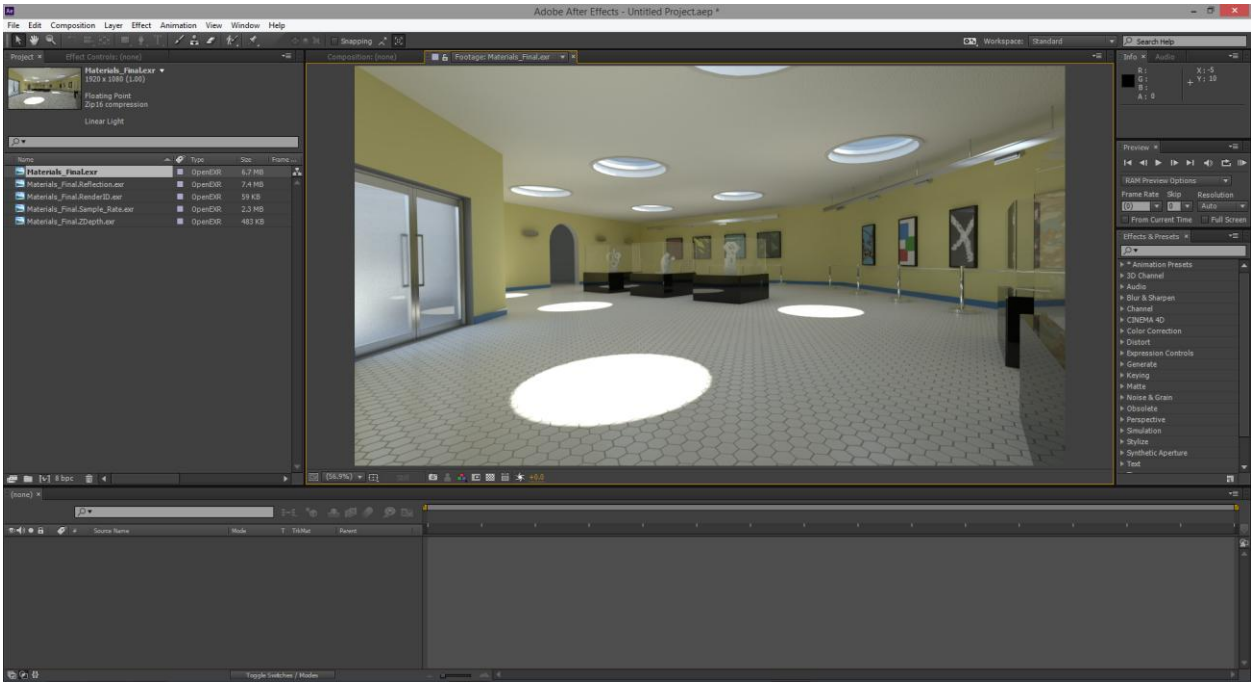


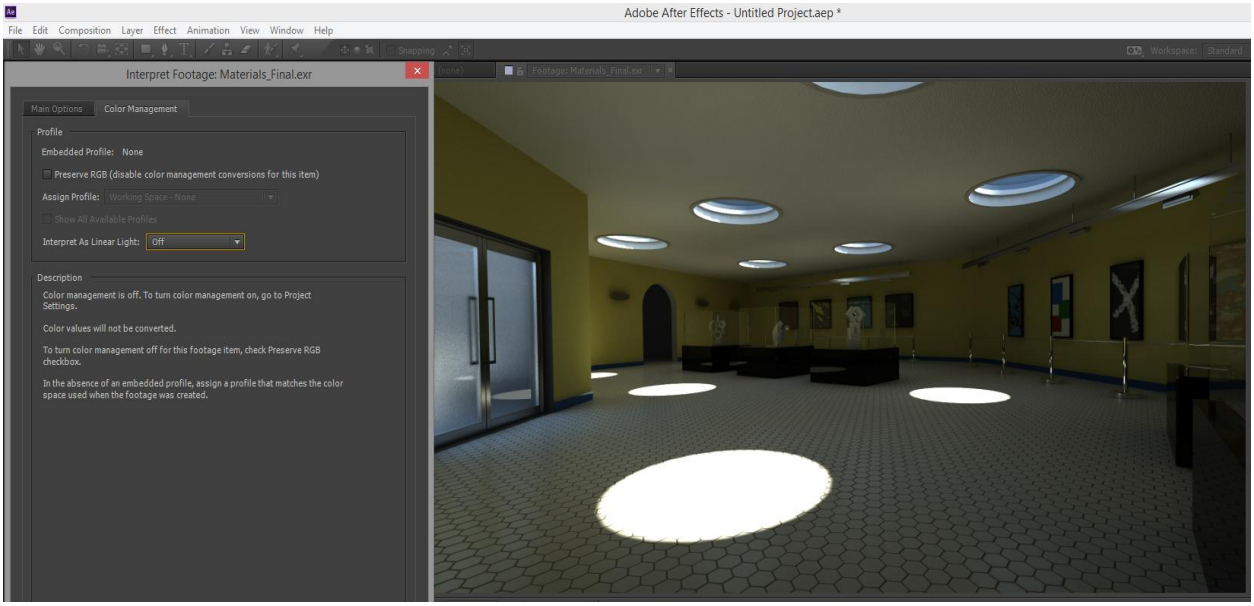

2
1
4
3
3
5
1

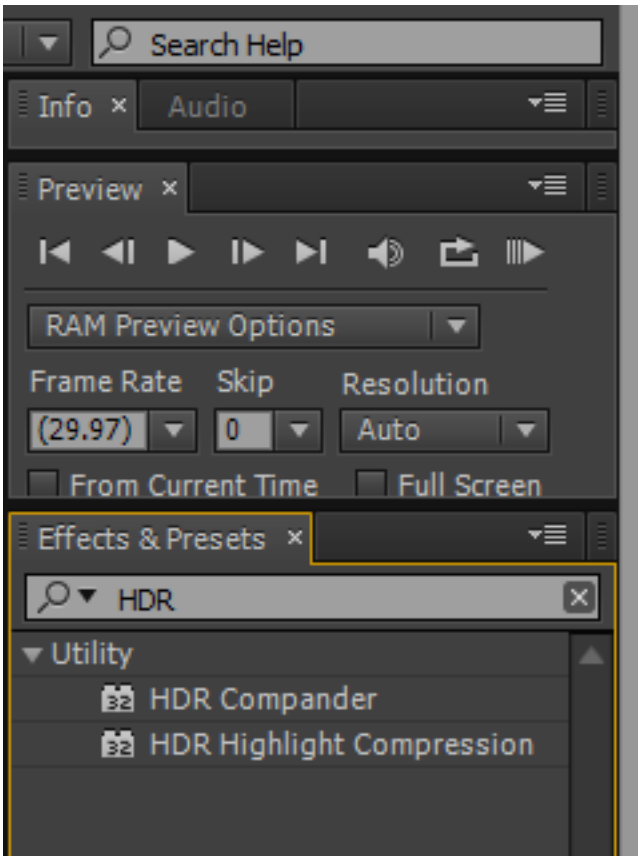


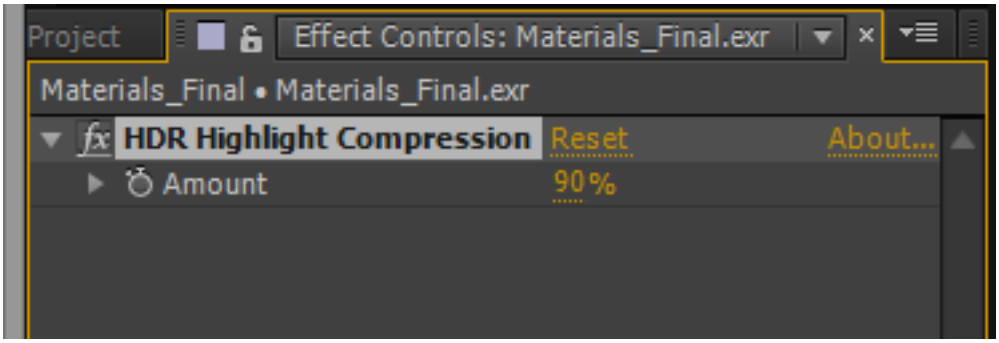
Chapter 10, Adding Photographic Touches in Post-production

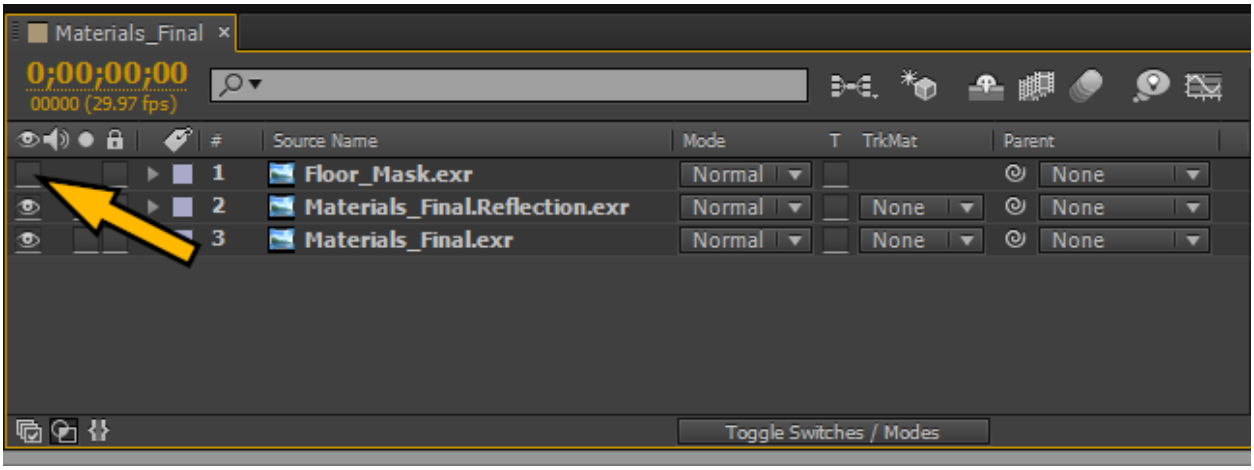


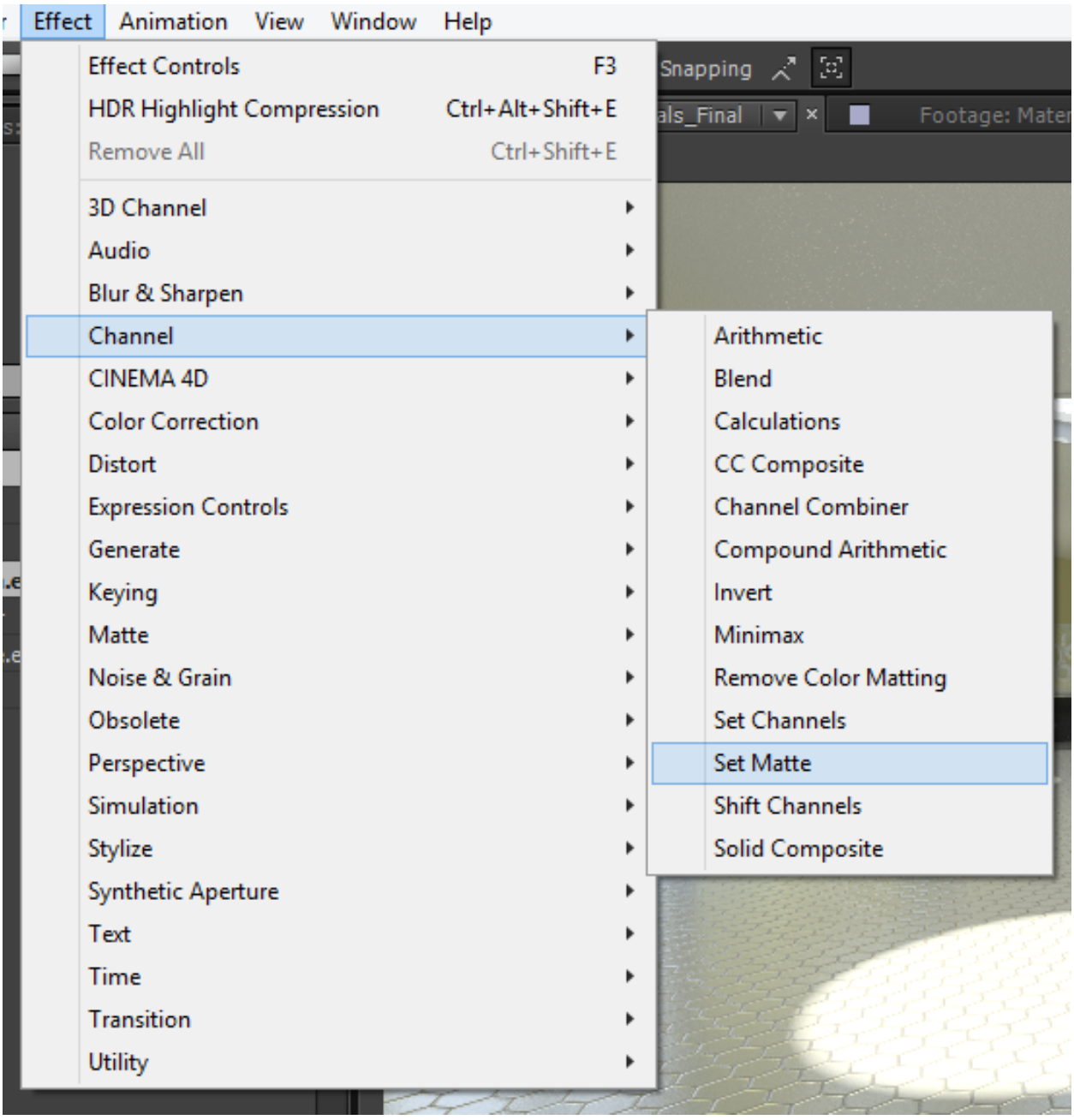

Adobe After Effects - Untitled Project.aep *
File Edit Composition Layer Effect Animation View Window Help
Project
Effect Controls: (none)
Materials_Final.exr
1920 x 1080 (1.00)
Floating Point
2/p16 compression
Linear Light
Name
Type
Size
Materials_Final.exr
OpenEXR
6.7 MB
Materials_Final.Reflection.exr
OpenEXR
7.4 MB
Materials_Final.RenderID.exr
OpenEXR
59 KB
Materials_Final.Sample_Rate.exr
OpenEXR
2.3 MB
Materials_Final.ZDepth.exr
OpenEXR
483 KB
Composition: (none)
Footage: Materials_Final.exr
Workspace: Standard
Search Help
Info
Audio
Preview
RAM Preview Options
Frame Rate
Skip
Resolution
From Current Time
Full Screen
Effects & Presets
* Animation Presets
3D Channel
Audio
Blur & Sharpen
Channel
CINEMA 4D
Color Correction
Distort
Expression Controls
Generate
Keying
Matte
Noise & Grain
Obsolete
Perspective
Simulation
Stylize
Synthetic Aperture
Text
(none)
Source Name
Mode
Parent

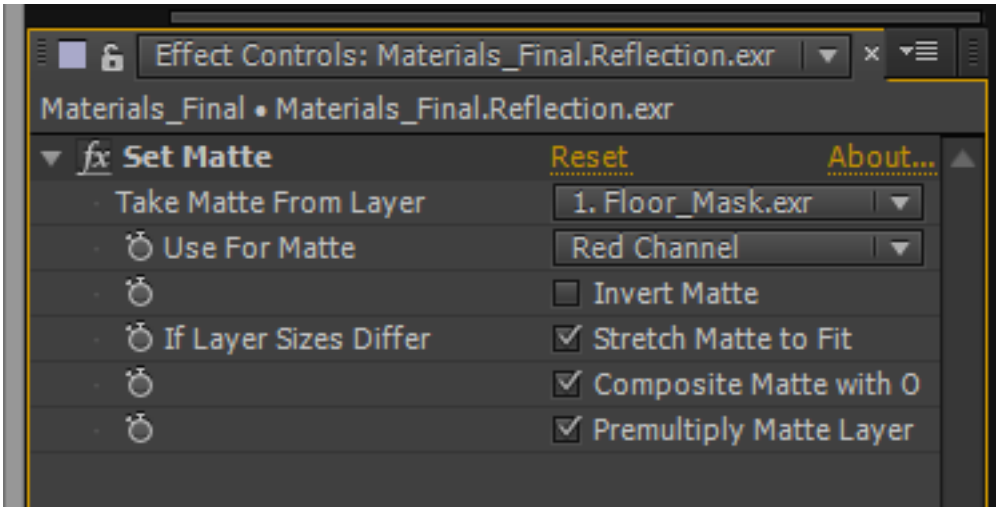

Adobe After Effects - Untitled Project.aep *
File Edit Composition Layer Effect Animation View Window Help
Workspace: Standard
Interpret Footage: Materials_Final.exr
Main Options
Color Management
Profile
Embedded Profile: None
Preserve RGB (disable color management conversions for this item)
Assign Profile: Working Space - None
Show All Available Profiles
Interpret As Linear Light: Off
Description
Color management is off. To turn color management on, go to Project Settings.
Color values will not be converted.
To turn color management off for this footage item, check Preserve RGB checkbox.
In the absence of an embedded profile, assign a profile that matches the color space used when the footage was created.
(none)
Footage: Materials_Final.exr

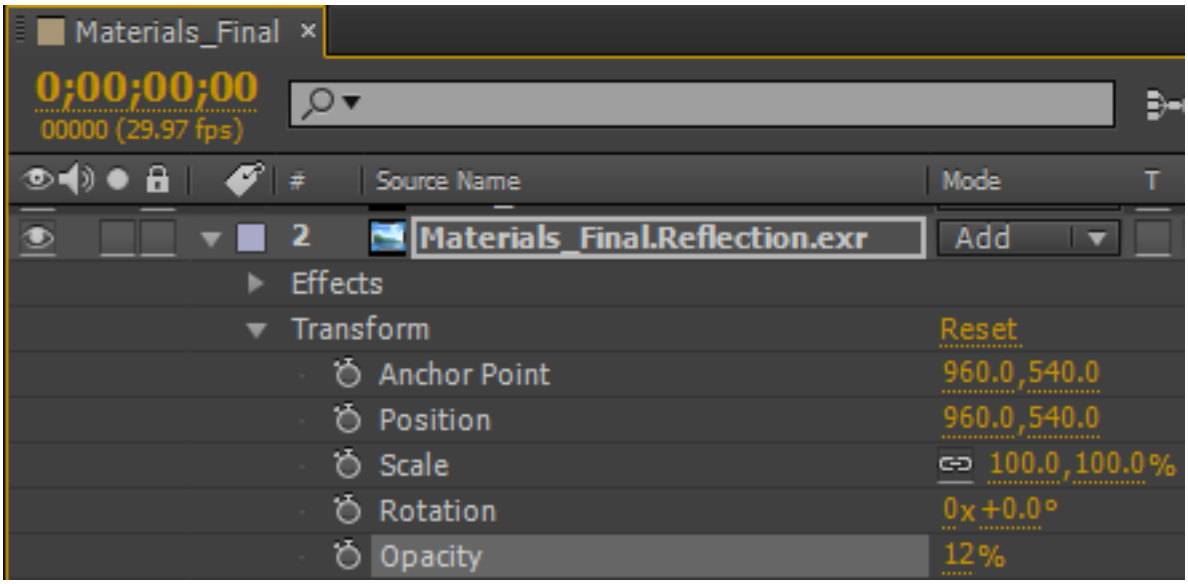

Search Help
Info
Audio
Preview
RAM Preview Options
Frame Rate
Skip
Resolution
(29.97)
0
Auto
From Current Time
Full Screen
Effects & Presets
HDR
Utility
HDR Compander
HDR Highlight Compression

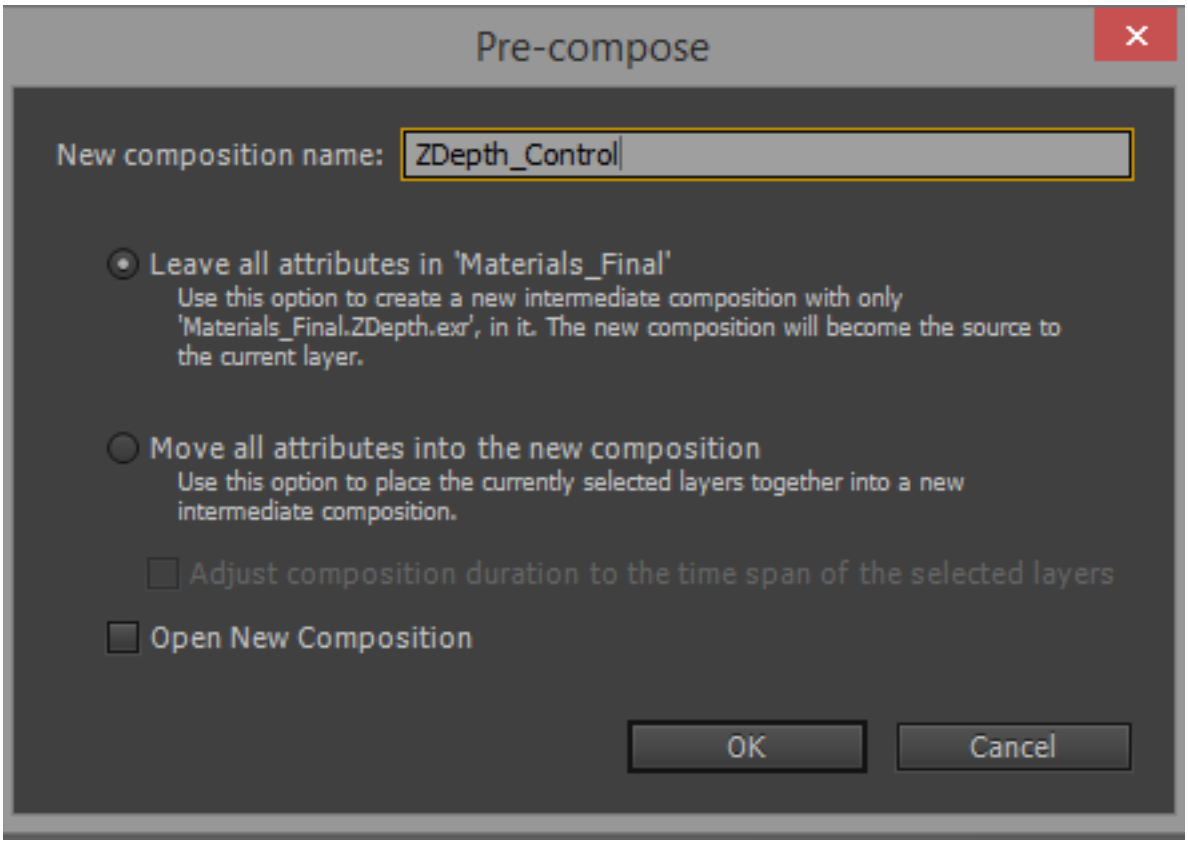

Project
Effect Controls: Materials_Final.exr
Materials_Final • Materials_Final.exr
HDR Highlight Compression
Reset
About...
Amount
90%

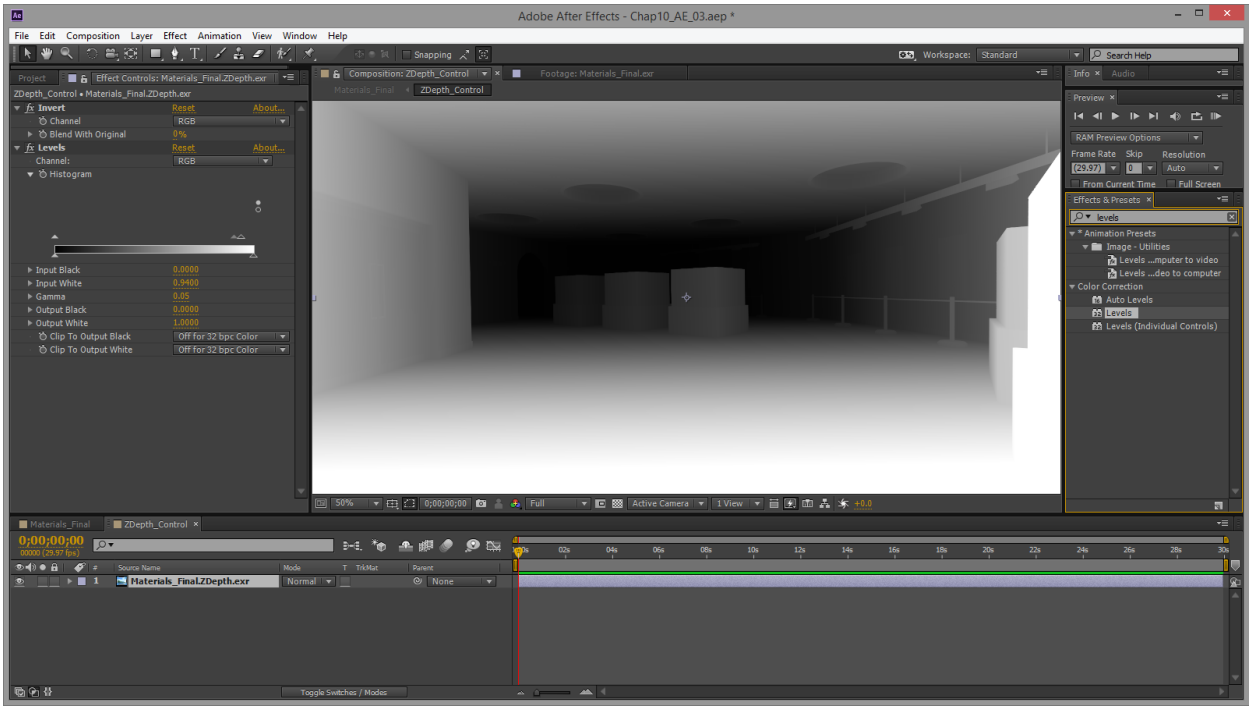

Materials_Final
0;00;00;00
00000 (29.97 fps)
Source Name Mode T TrkMat Parent
1 Floor_Mask.exr Normal None
2 Materials_Final.Reflection.exr Normal None None None
3 Materials_Final.exr Normal None None None
Toggle Switches / Modes

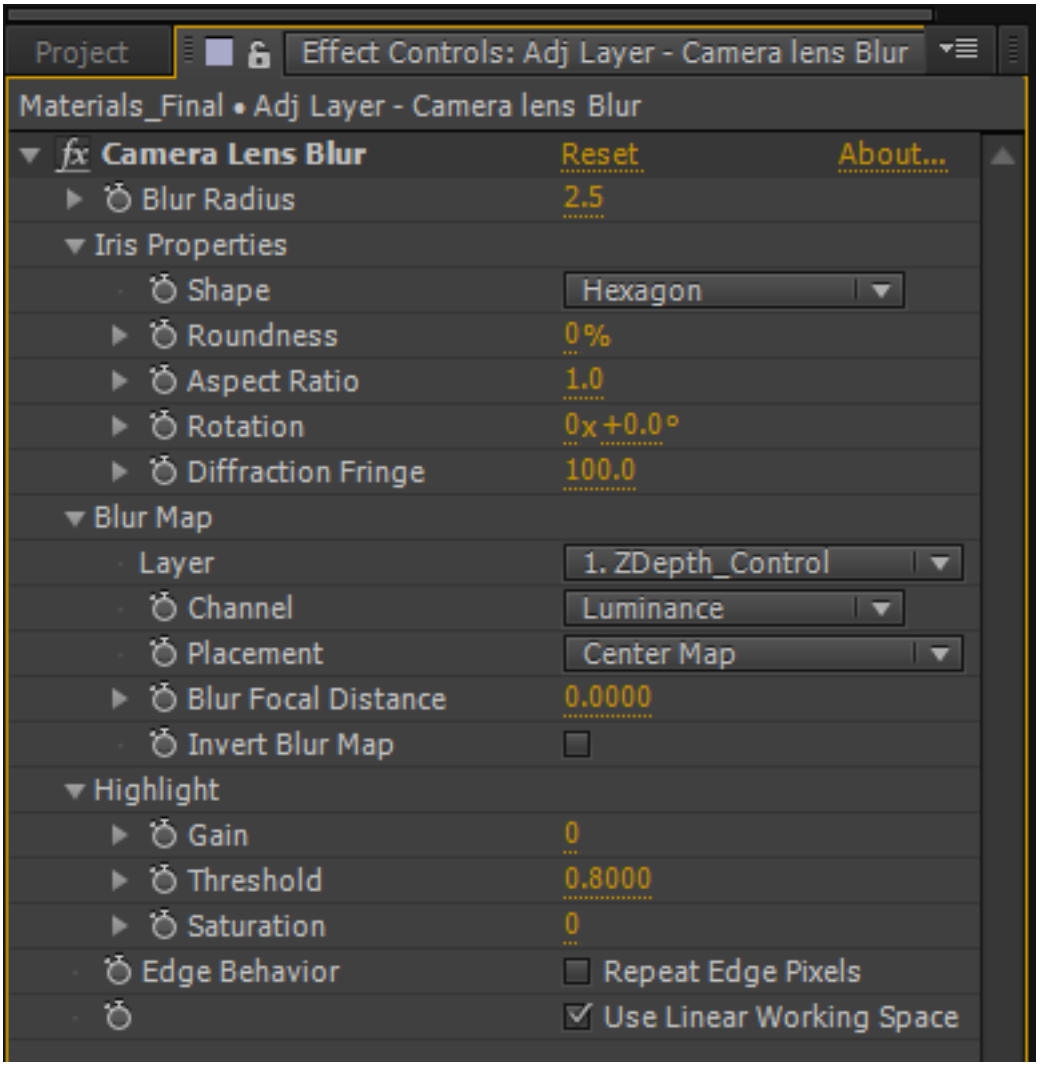

Effect
Animation
View
Window
Help
Effect Controls F3
HDR Highlight Compression Ctrl+Alt+Shift+E
Remove All Ctrl+Shift+E
3D Channel
Audio
Blur & Sharpen
Channel
CINEMA 4D
Color Correction
Distort
Expression Controls
Generate
Keying
Matte
Noise & Grain
Obsolete
Perspective
Simulation
Stylize
Synthetic Aperture
Text
Time
Transition
Utility
Arithmetic
Blend
Calculations
CC Composite
Channel Combiner
Compound Arithmetic
Invert
Minimax
Remove Color Matting
Set Channels
Set Matte
Shift Channels
Solid Composite
Snapping
Footage: Mater

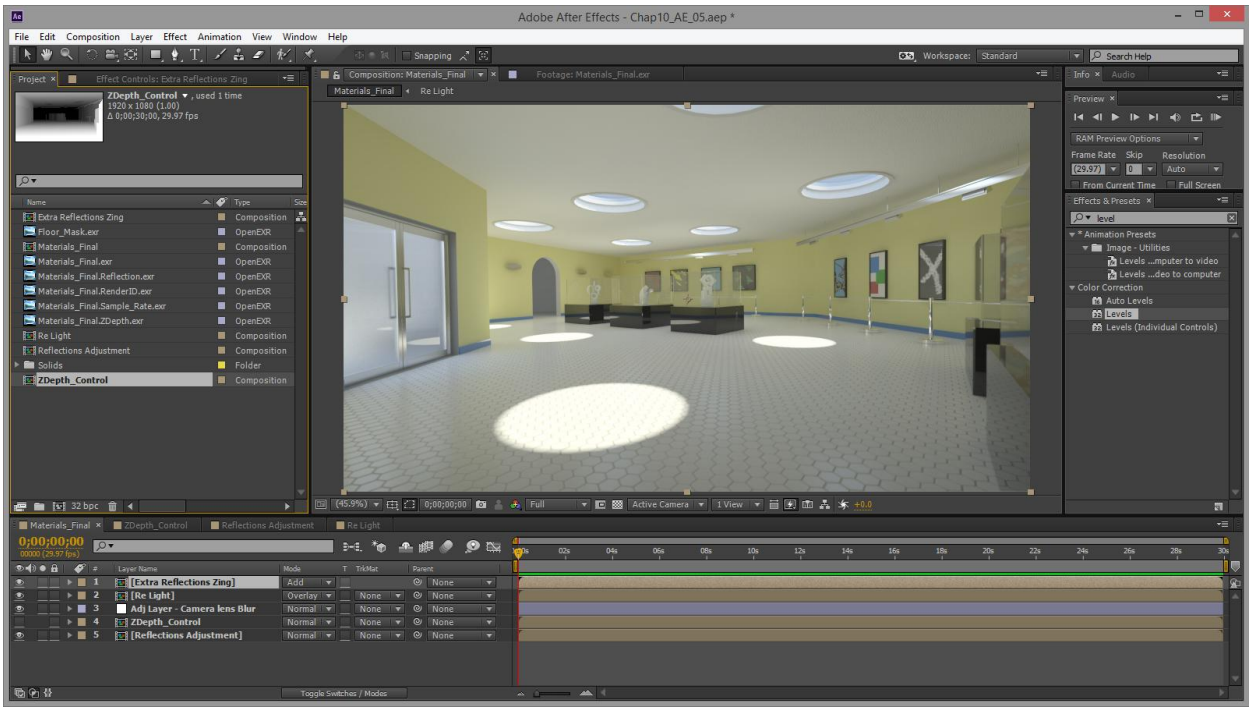

Effect Controls: Materials_Final.Reflection.exr
Materials_Final • Materials_Final.Reflection.exr
Set Matte
Reset
About...
Take Matte From Layer
1. Floor_Mask.exr
Use For Matte
Red Channel
Invert Matte
If Layer Sizes Differ
Stretch Matte to Fit
Composite Matte with O
Premultiply Matte Layer

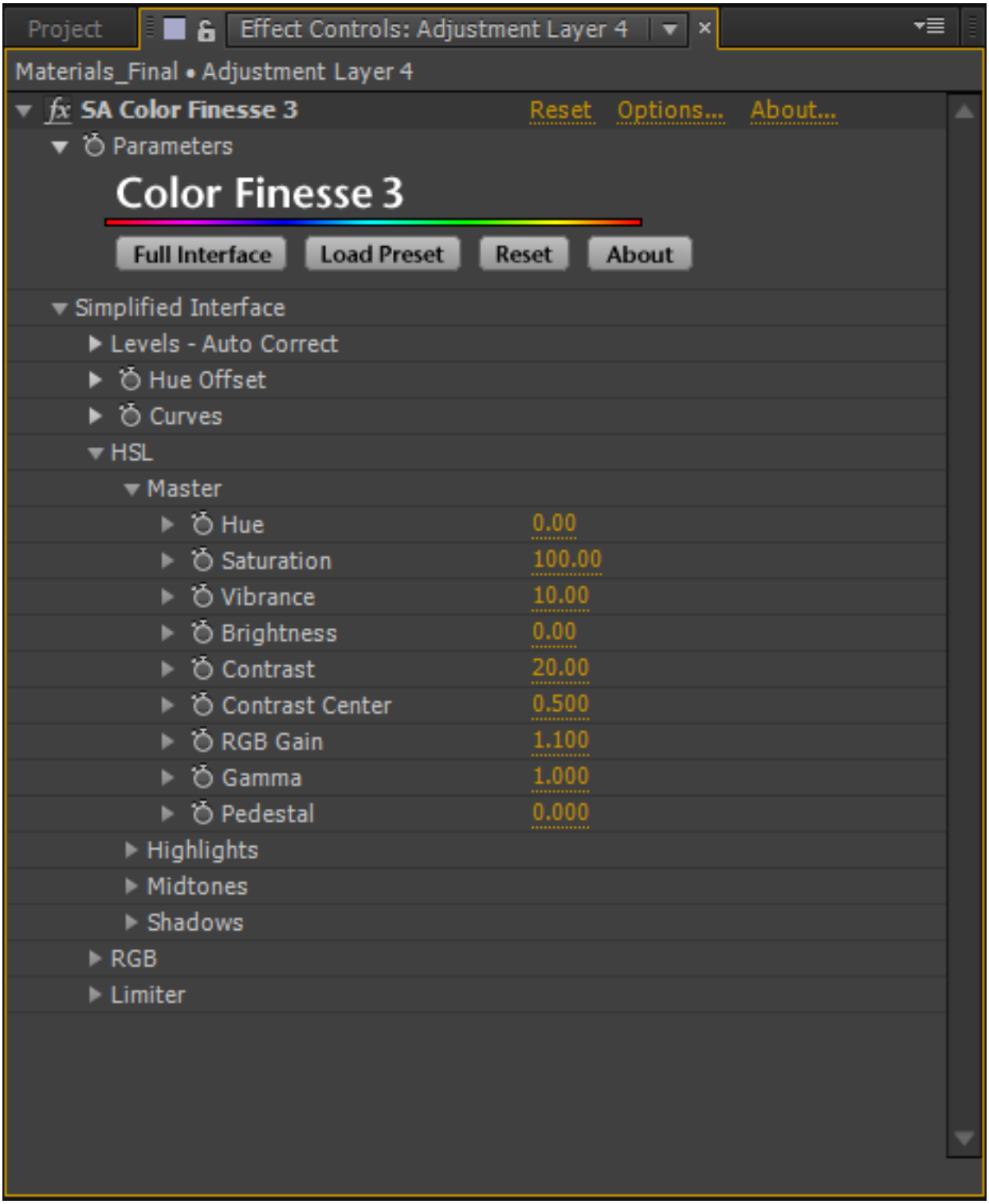

Materials_Final
0;00;00;00
00000 (29.97 fps)
#
Source Name
Mode
T
2
Materials_Final.Reflection.exr
Add
Effects
Transform
Reset
Anchor Point
960.0,540.0
Position
960.0,540.0
Scale
100.0,100.0%
Rotation
0x+0.0°
Opacity
12%

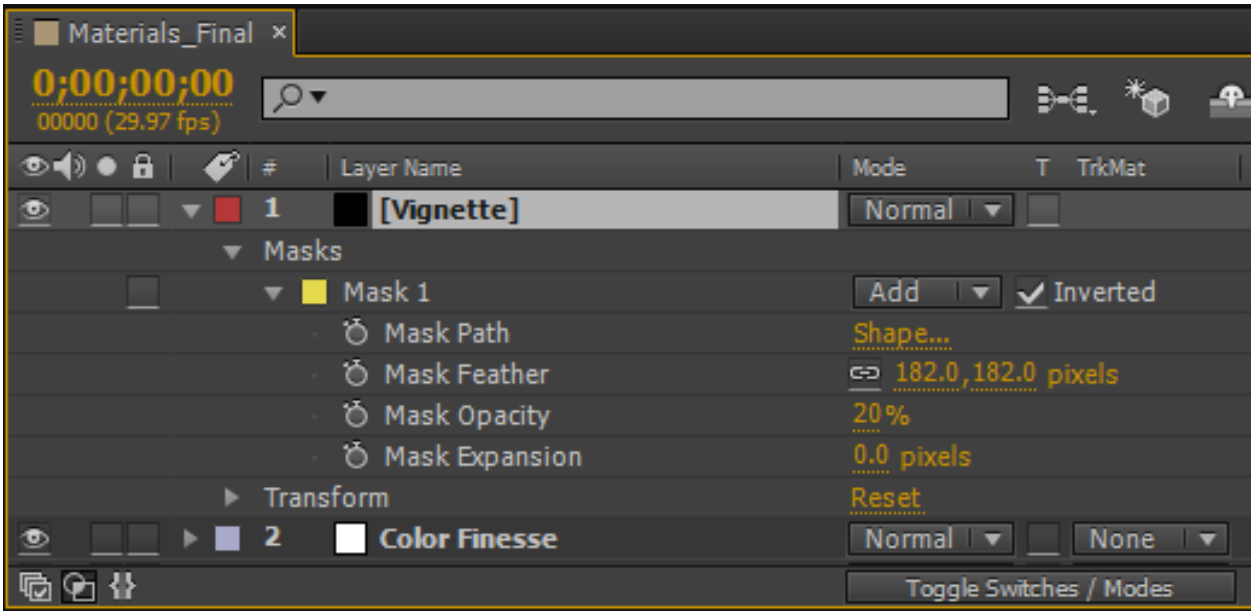

Pre-compose
New composition name:
ZDepth_Control
Leave all attributes in 'Materials_Final'
Use this option to create a new intermediate composition with only 'Materials_Final.ZDepth.exr', in it. The new composition will become the source to the current layer.
Move all attributes into the new composition
Use this option to place the currently selected layers together into a new intermediate composition.
Adjust composition duration to the time span of the selected layers
Open New Composition
OK
Cancel

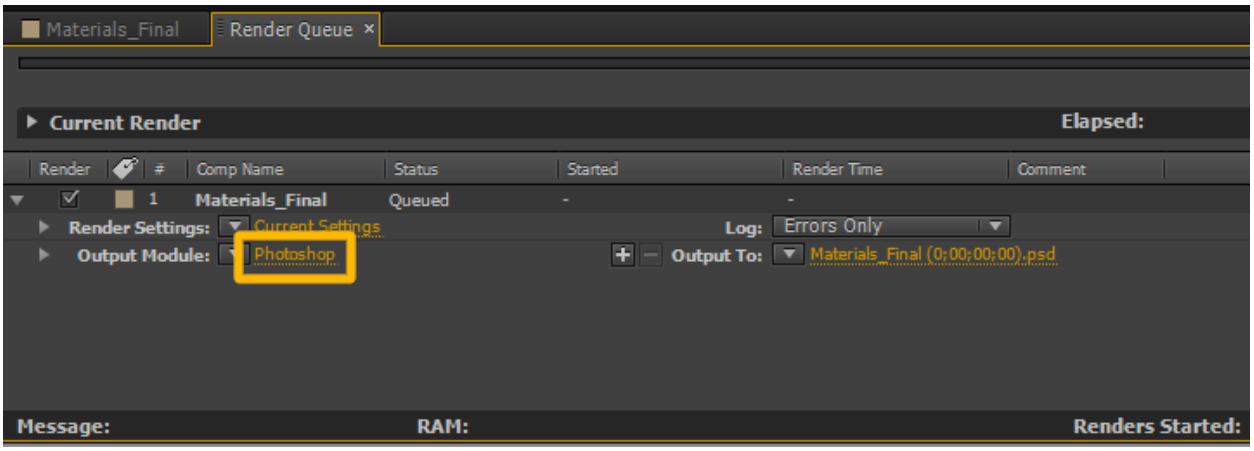

Adobe After Effects - Chap10_AE_03.aep *
File Edit Composition Layer Effect Animation View Window Help
Effect Controls: Materials_Final.ZDepth.exr
Composition: ZDepth_Control
Footage: Materials_Final.exr
Preview
Effects & Presets
Materials_Final
ZDepth_Control
Materials_Final.ZDepth.exr


Project
Effect Controls: Adj Layer - Camera lens Blur
Materials_Final • Adj Layer - Camera lens Blur
Camera Lens Blur
Reset
About...
Blur Radius
2.5
Iris Properties
Shape
Hexagon
Roundness
0%
Aspect Ratio
1.0
Rotation
0x+0.0°
Diffraction Fringe
100.0
Blur Map
Layer
1. ZDepth_Control
Channel
Luminance
Placement
Center Map
Blur Focal Distance
0.0000
Invert Blur Map
Highlight
Gain
0
Threshold
0.8000
Saturation
0
Edge Behavior
Repeat Edge Pixels
Use Linear Working Space


Adobe After Effects - Chap10_AE_05.aep *
File Edit Composition Layer Effect Animation View Window Help
Project
Effect Controls: Extra Reflections Zing
ZDepth_Control , used 1 time
1920 x 1080 (1.00)
Δ 0;00;30;00, 29.97 fps
Name Type
Extra Reflections Zing Composition
Floor_Mask.exr OpenEXR
Materials_Final Composition
Materials_Final.exr OpenEXR
Materials_Final.Reflection.exr OpenEXR
Materials_Final.RenderID.exr OpenEXR
Materials_Final.Sample_Rate.exr OpenEXR
Materials_Final.ZDepth.exr OpenEXR
Re Light Composition
Reflections Adjustment Composition
Solids Folder
ZDepth_Control Composition
Composition: Materials_Final
Footage: Materials_Final.exr
Materials_Final
Re Light
Info
Audio
Preview
RAM Preview Options
Frame Rate Skip Resolution
From Current Time Full Screen
Effects & Presets
level
Animation Presets
Image - Utilities
Levels ...mputer to video
Levels ...deo to computer
Color Correction
Auto Levels
Levels
Levels (Individual Controls)
Active Camera
1 View
Materials_Final
ZDepth_Control
Reflections Adjustment
Re Light
0;00;00;00
00000 (29.97 fps)
Layer Name Mode T TrkMat Parent
1 [Extra Reflections Zing] Add None
2 [Re Light] Overlay None None
3 Adj Layer - Camera lens Blur Normal None None
4 ZDepth_Control Normal None None
5 [Reflections Adjustment] Normal None None
Toggle Switches / Modes


Project
Effect Controls: Adjustment Layer 4
Materials_Final • Adjustment Layer 4
SA Color Finesse 3
Reset
Options...
About...
Parameters
Color Finesse 3
Full Interface
Load Preset
Reset
About
Simplified Interface
Levels - Auto Correct
Hue Offset
Curves
HSL
Master
Hue 0.00
Saturation 100.00
Vibrance 10.00
Brightness 0.00
Contrast 20.00
Contrast Center 0.500
RGB Gain 1.100
Gamma 1.000
Pedestal 0.000
Highlights
Midtones
Shadows
RGB
Limiter


Materials_Final
0;00;00;00
00000 (29.97 fps)
Layer Name
Mode T TrkMat
1 [Vignette]
Normal
Masks
Mask 1
Add
Inverted
Mask Path
Shape...
Mask Feather
182.0,182.0 pixels
Mask Opacity
20 %
Mask Expansion
0.0 pixels
Transform
Reset
2 Color Finesse
Normal
None
Toggle Switches / Modes


Materials_Final
Render Queue
Current Render
Elapsed:
Render # Comp Name Status Started Render Time Comment
1 Materials_Final Queued - -
Render Settings: Current Settings
Log: Errors Only
Output Module: Photoshop
Output To: Materials_Final (0;00;00;00).psd
Message:
RAM:
Renders Started: