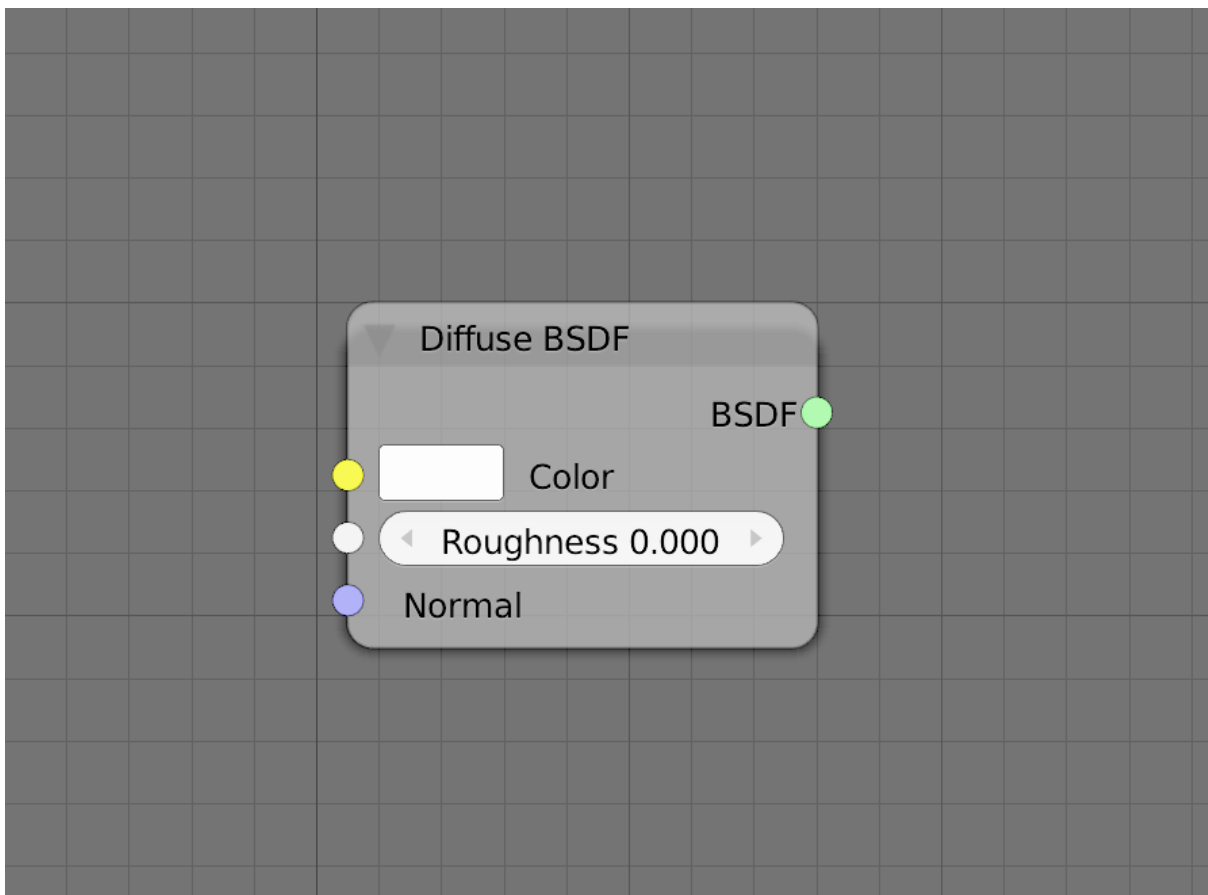
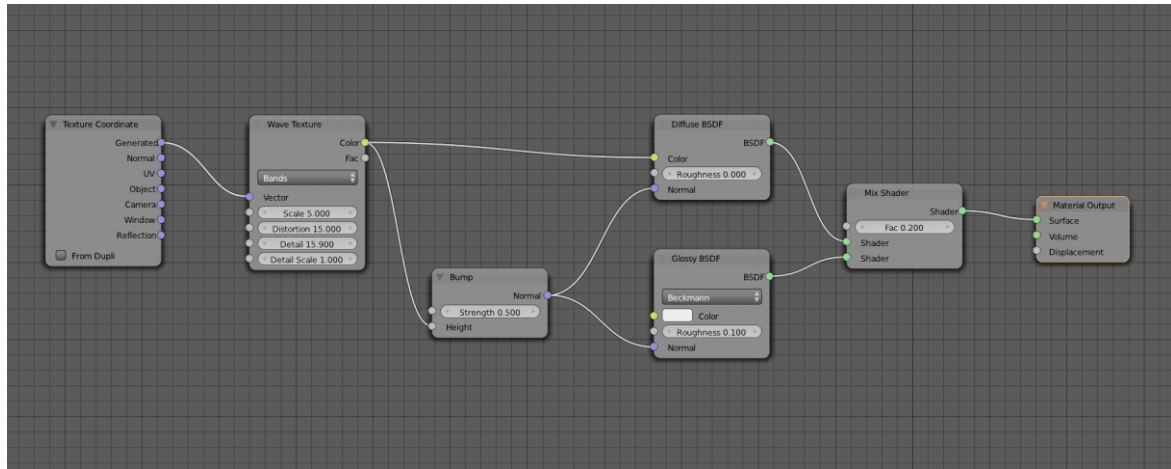
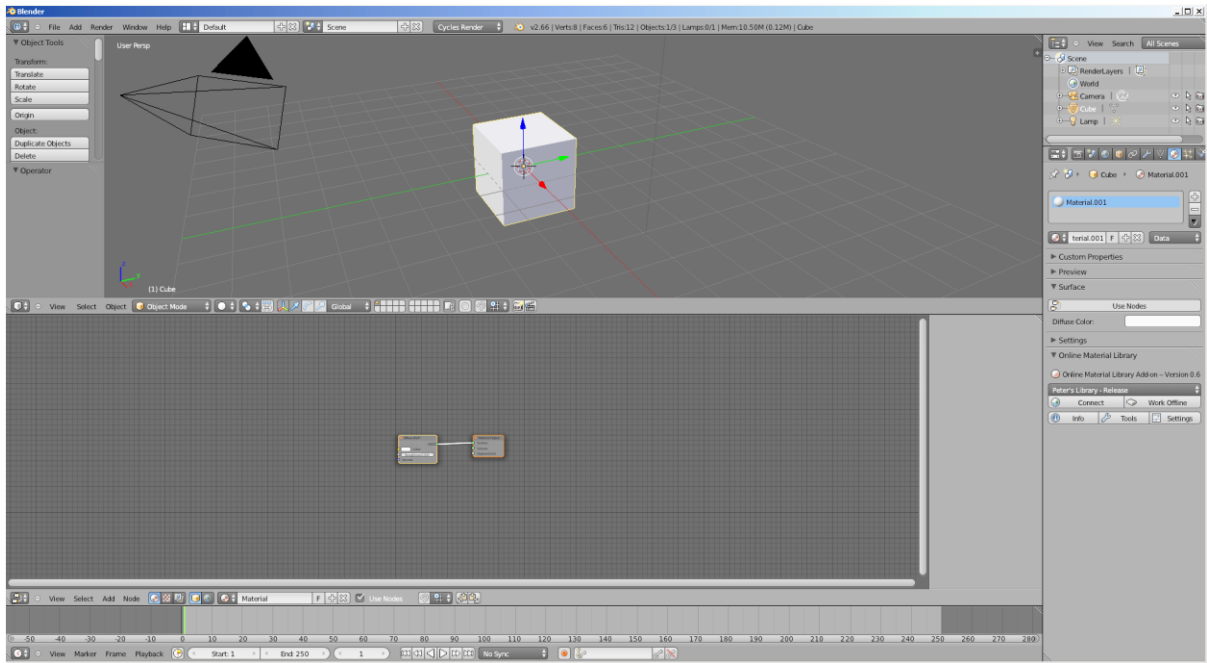
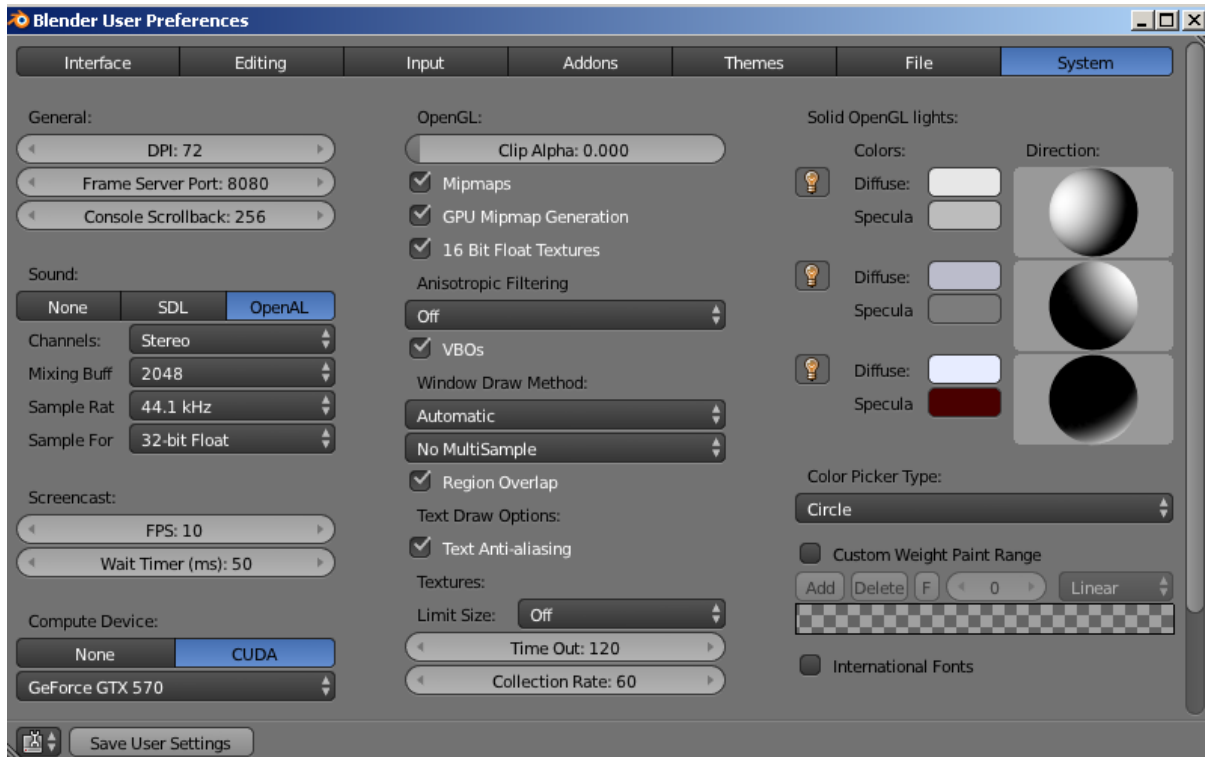


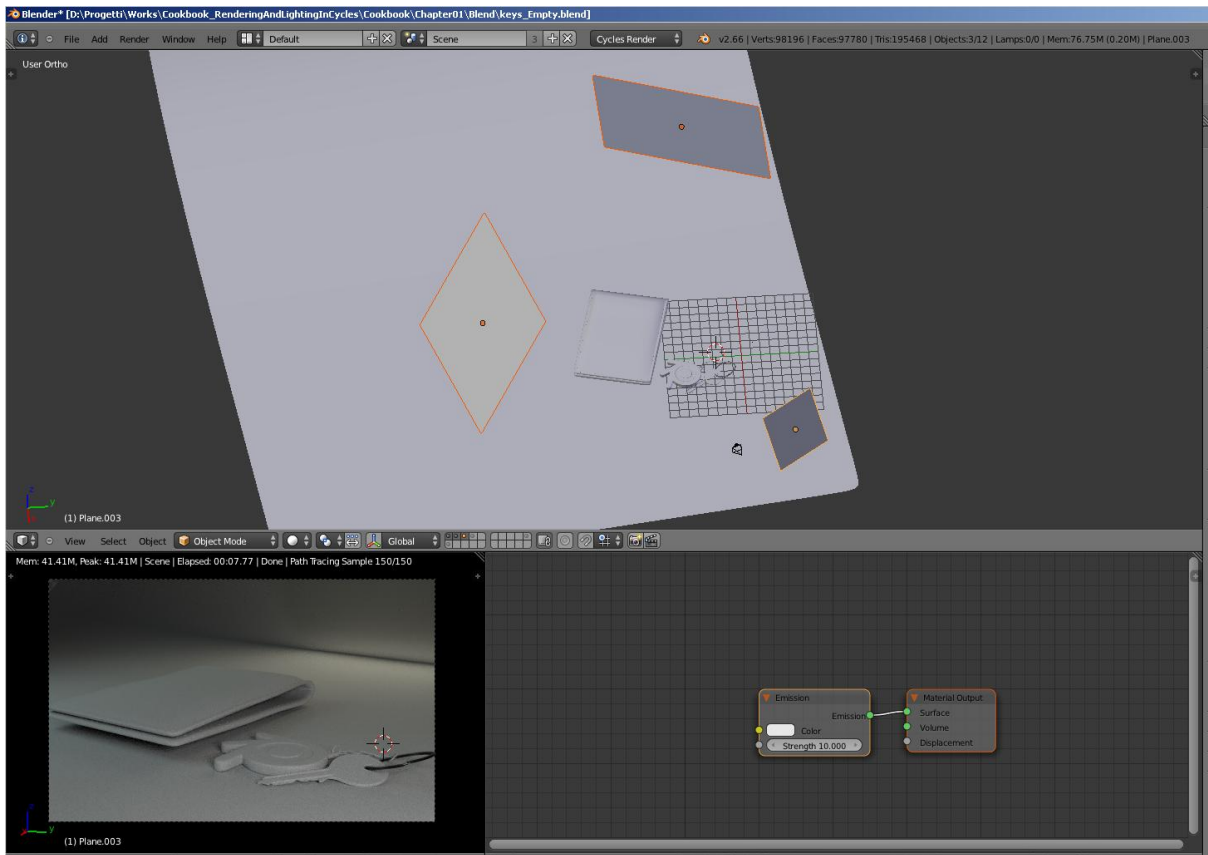
# Introduction



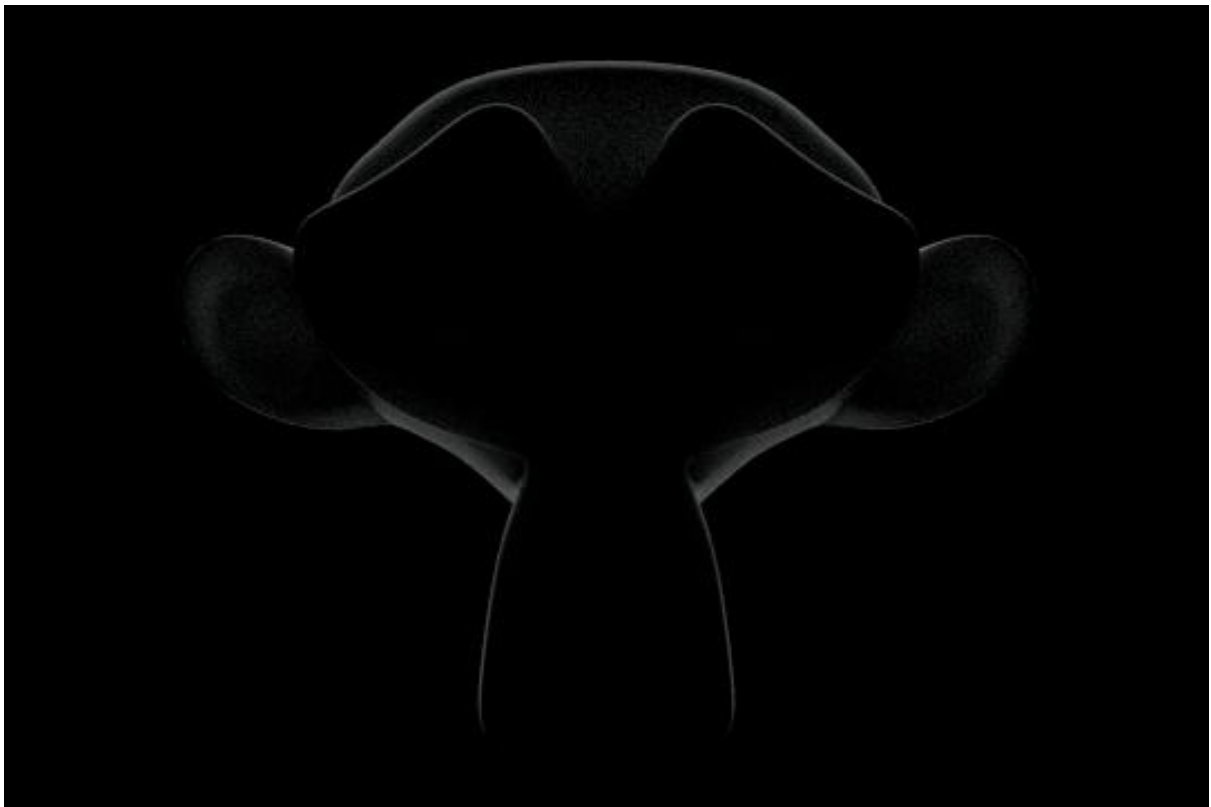


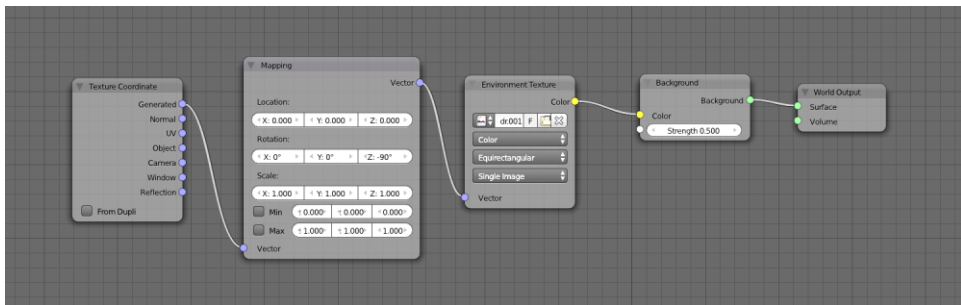
# Chapter 1: Key Holder and Wallet Studio Shot

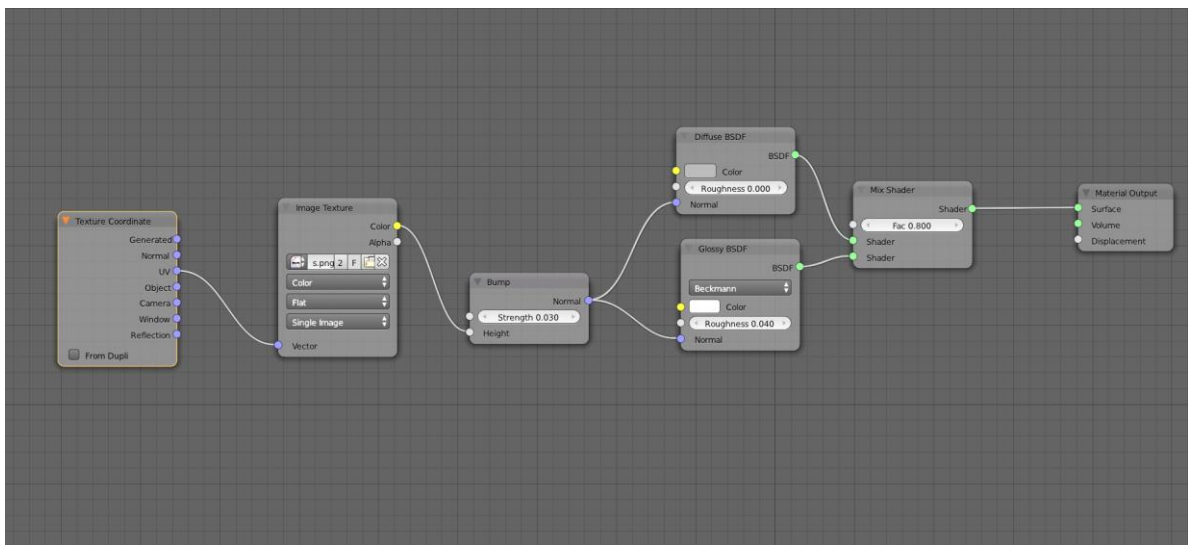
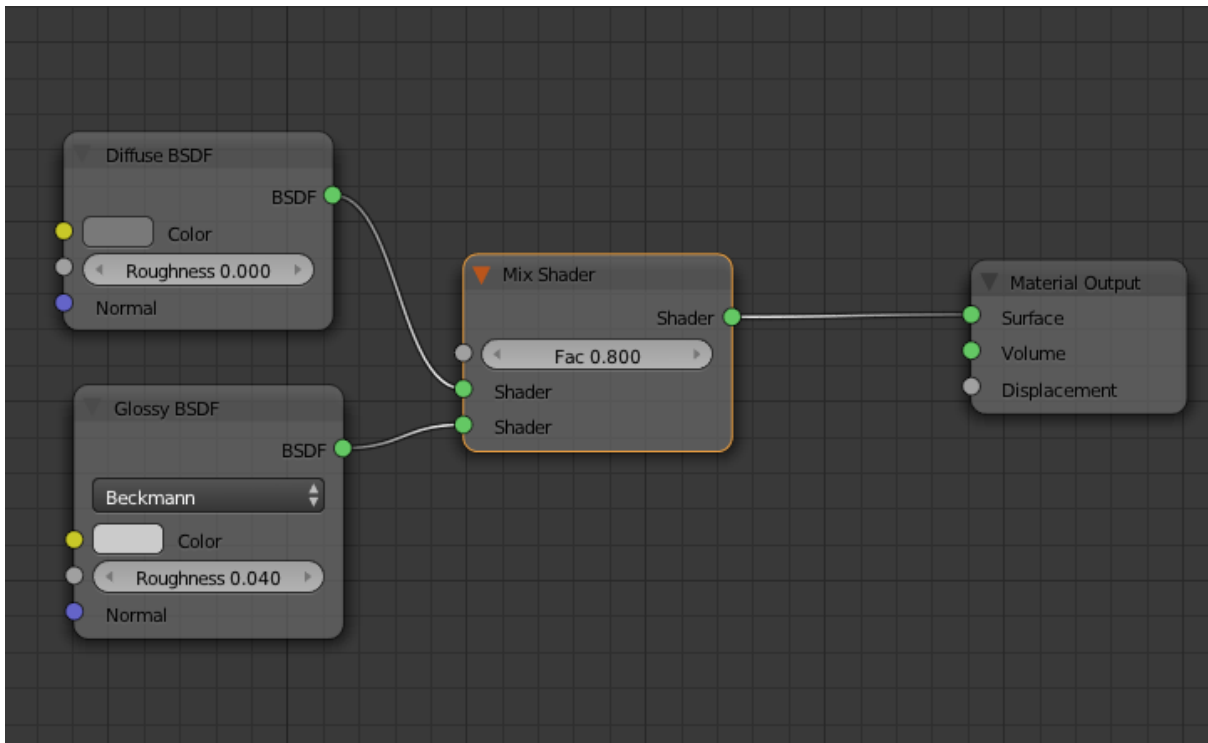


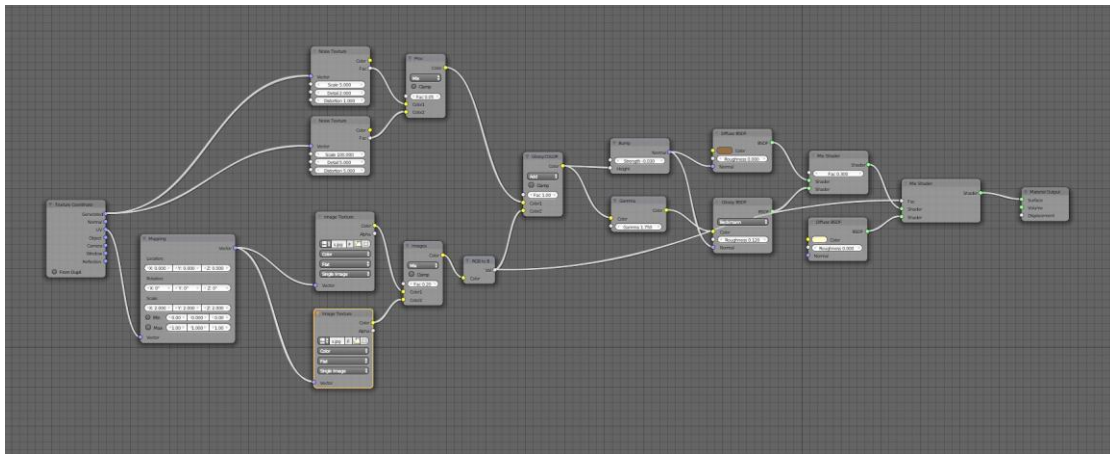
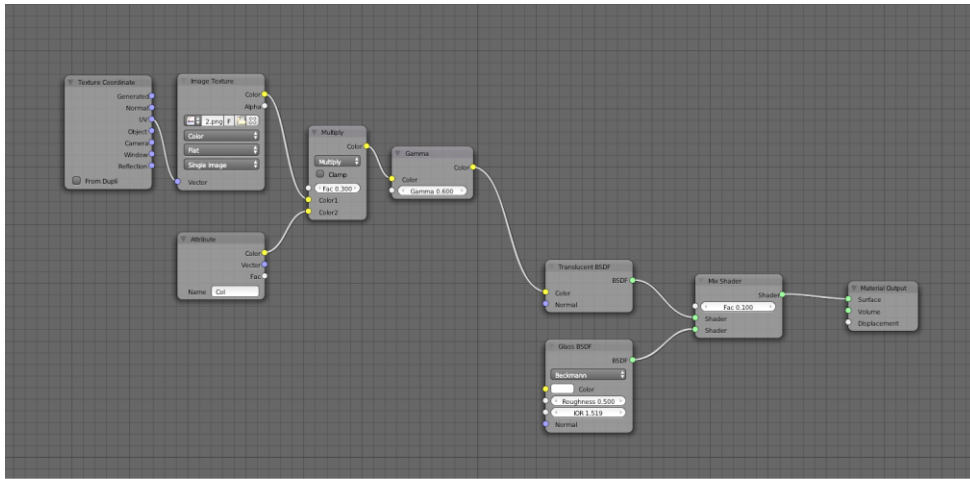


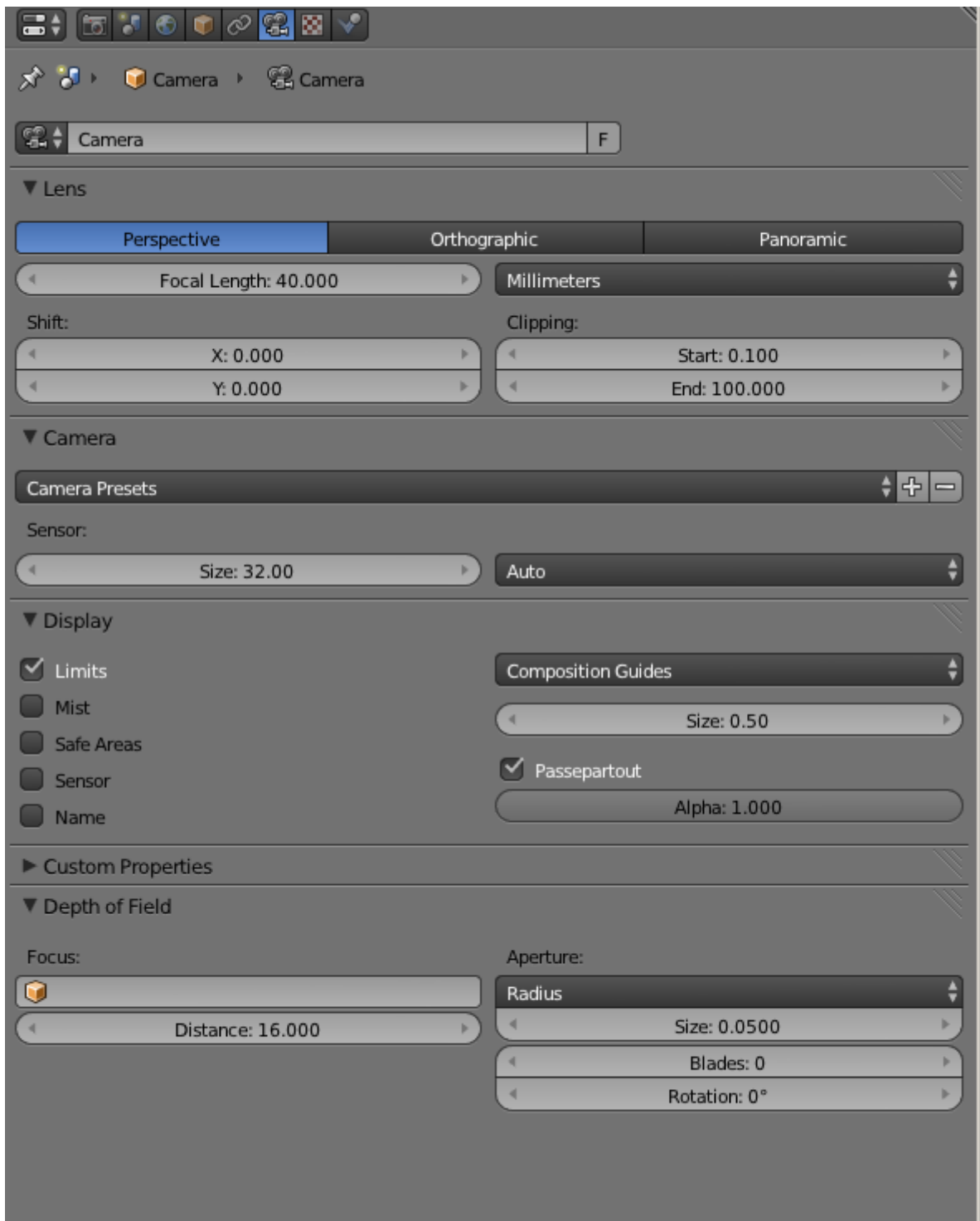


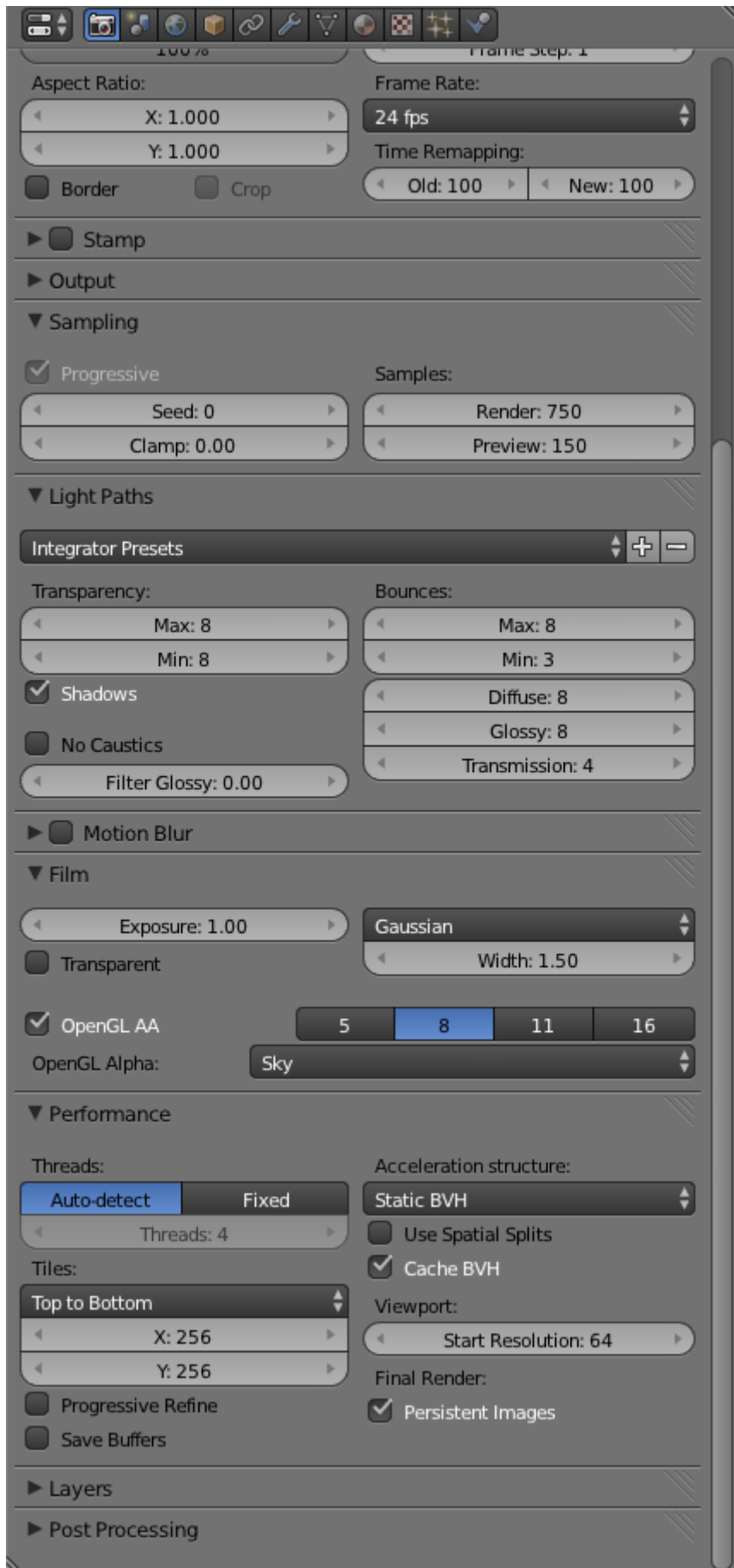






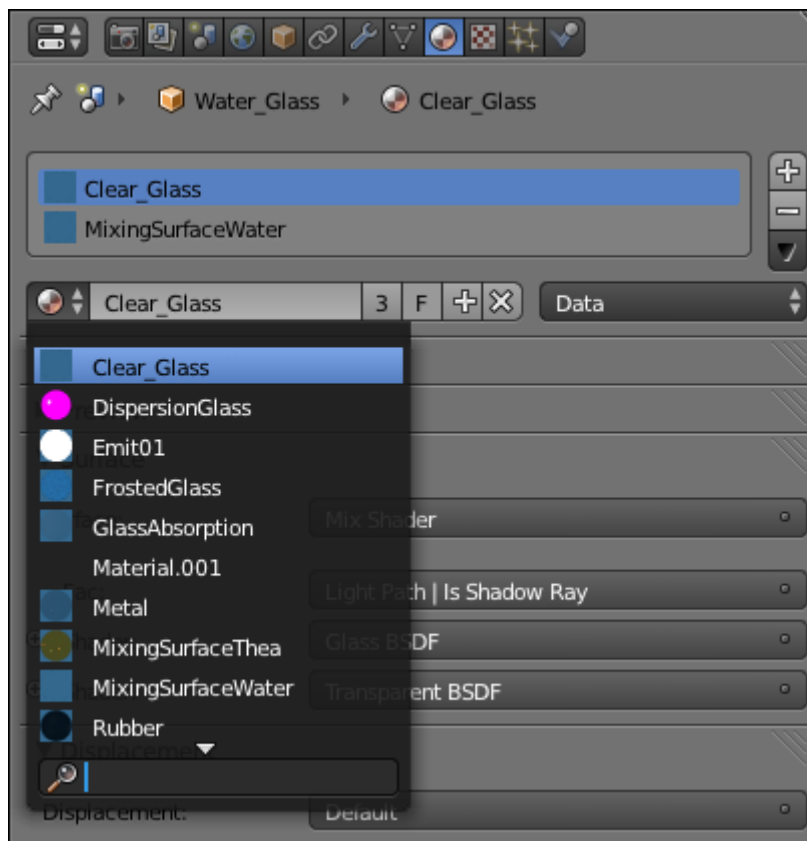
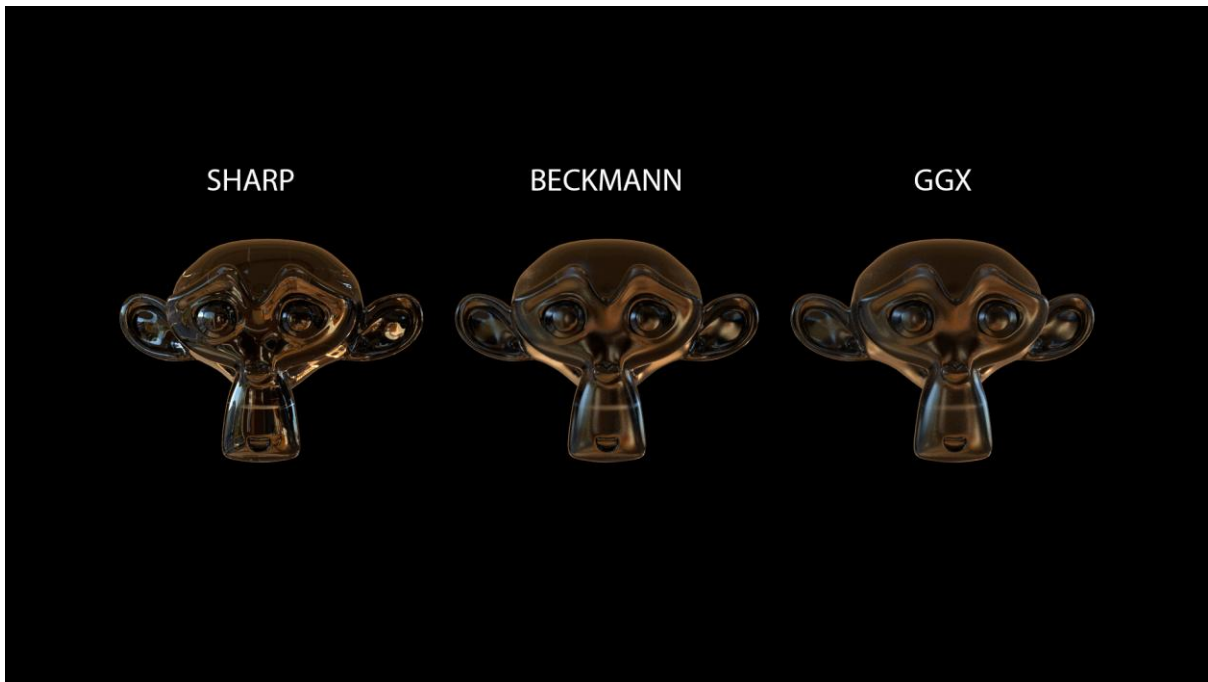




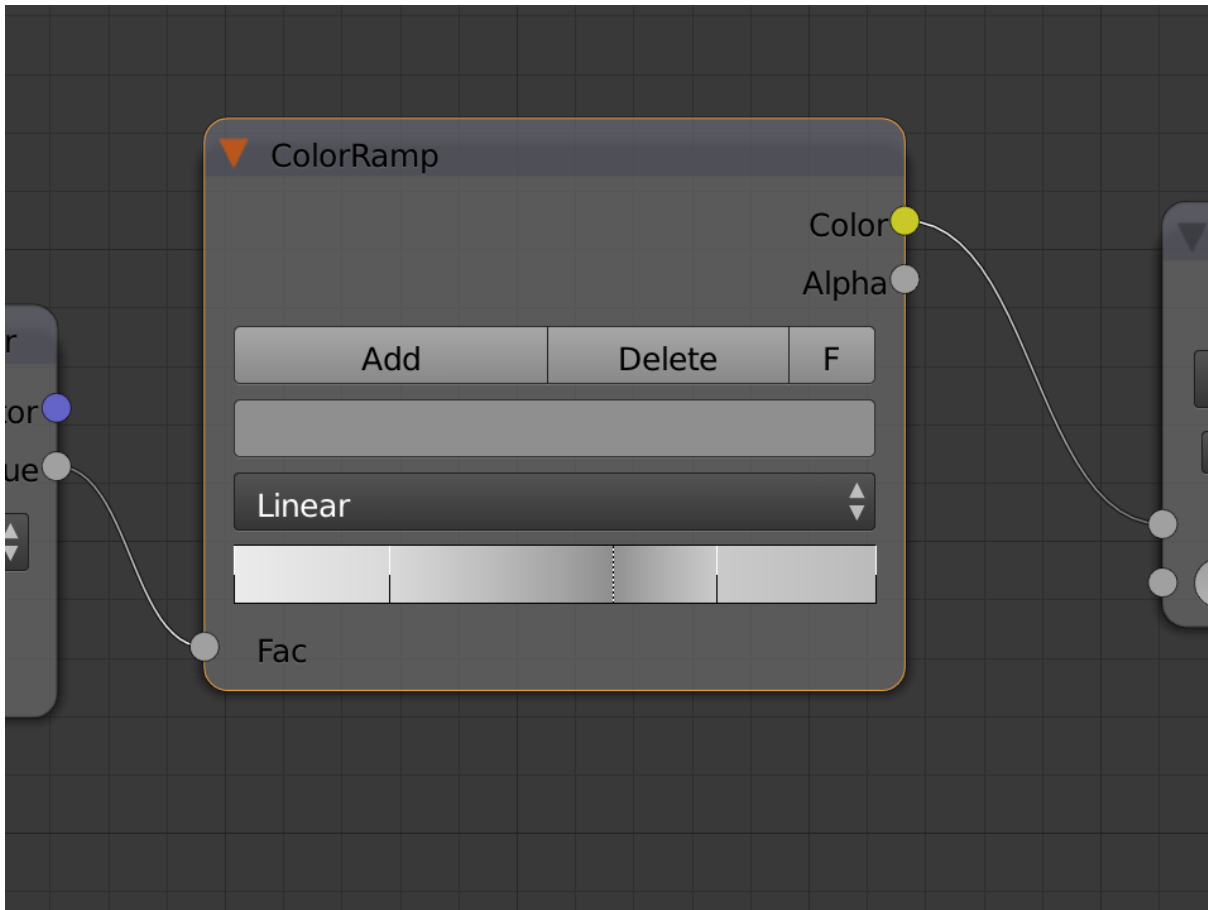
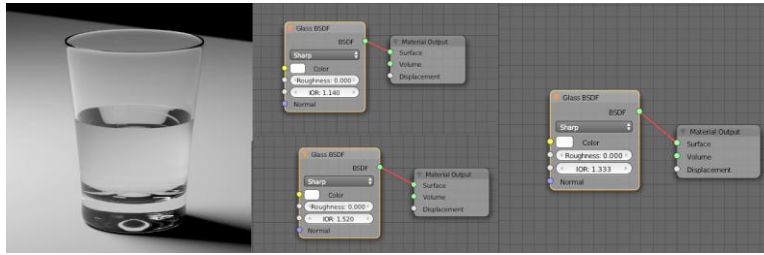


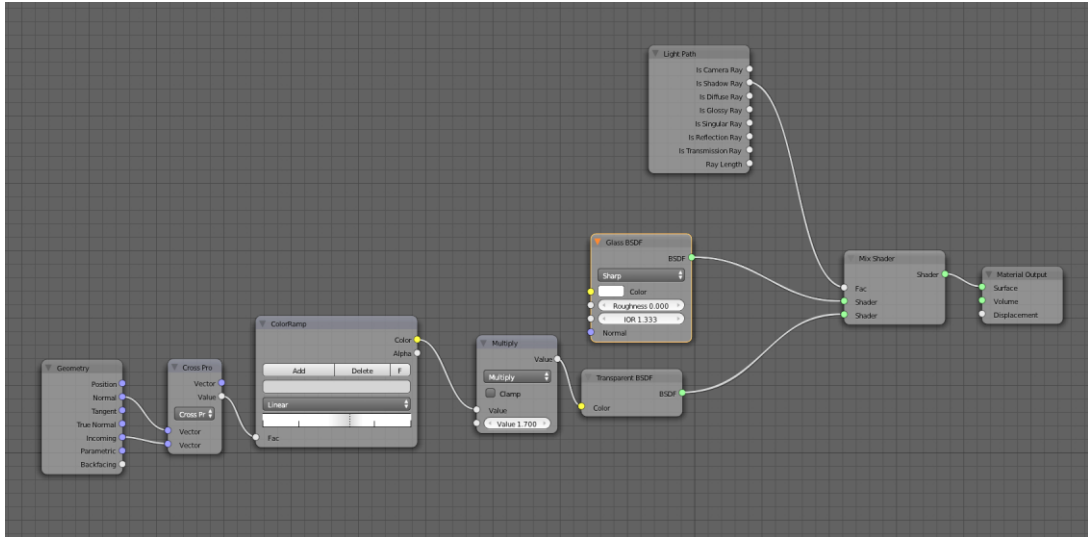
## Chapter 2: Creating Different Glass Materials in Cycles











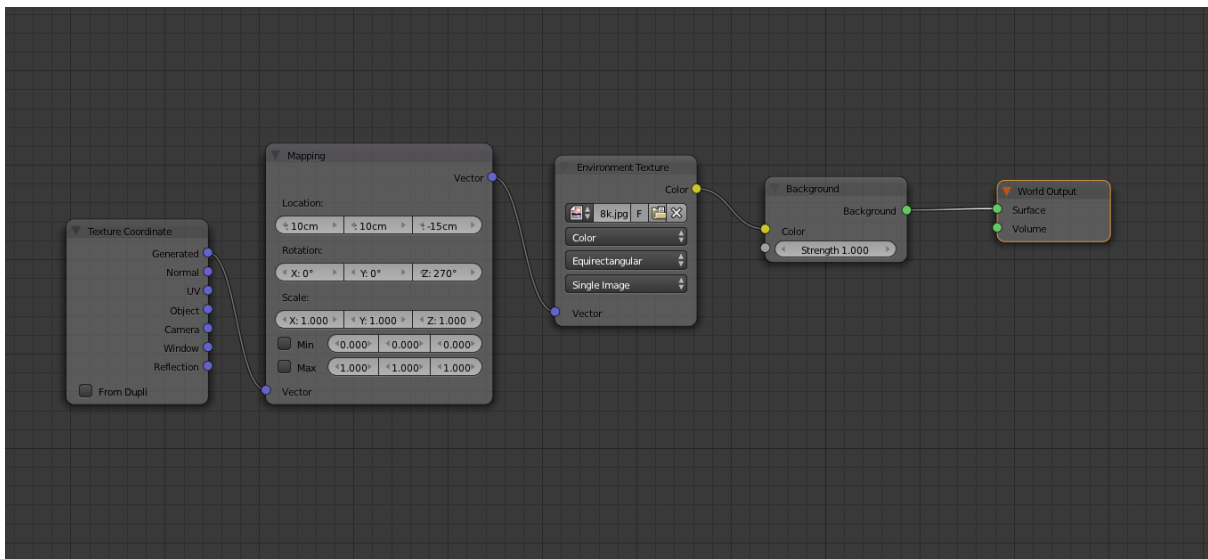
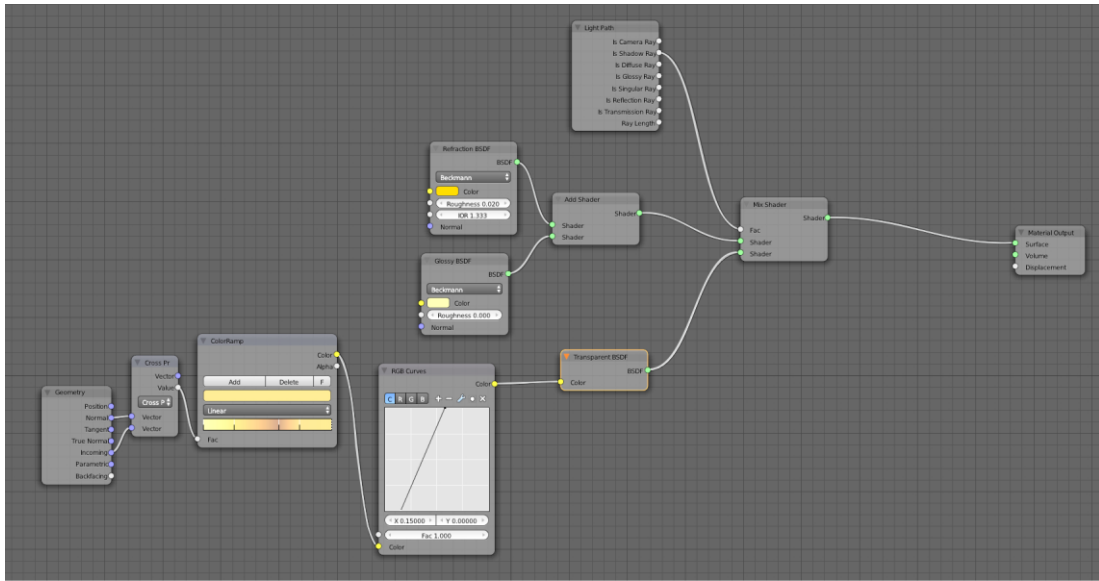
# CYCLES CAUSTICS

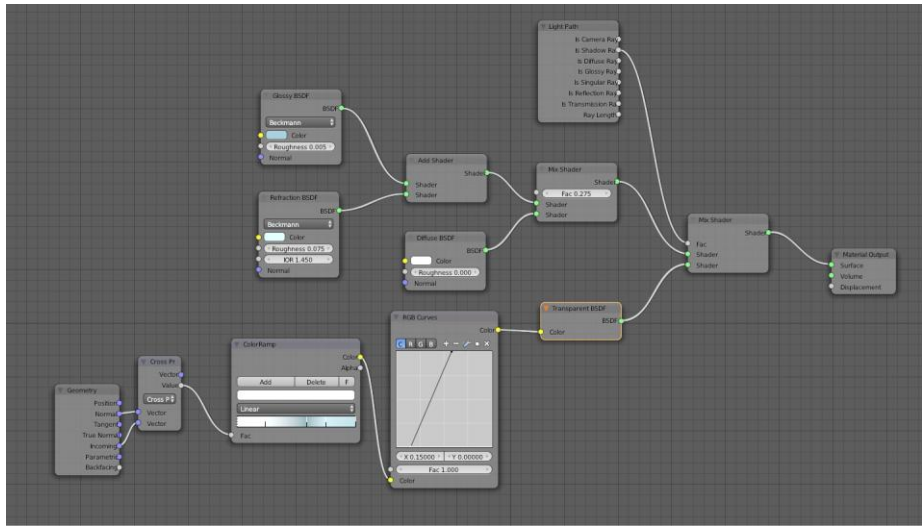
RENDER TIME 37 Sec

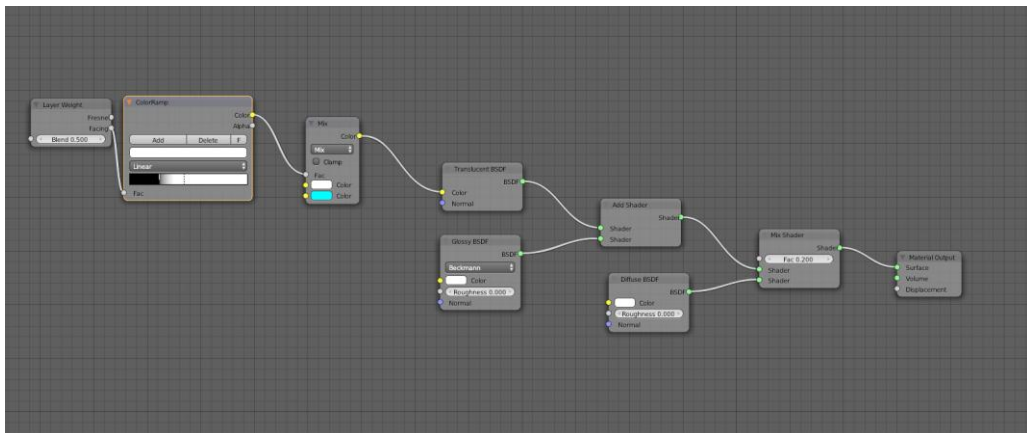
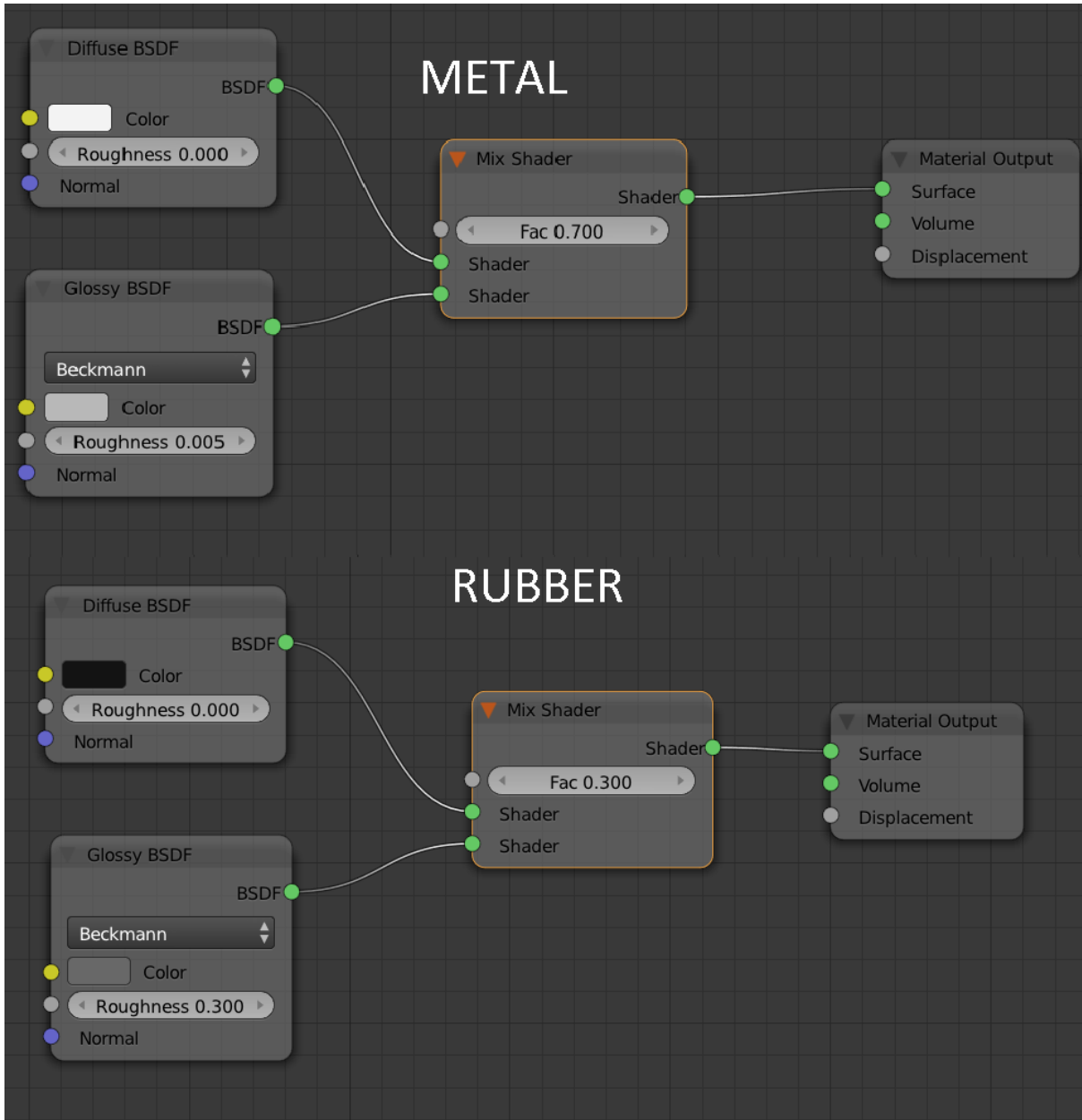
# FAKE CAUSTICS

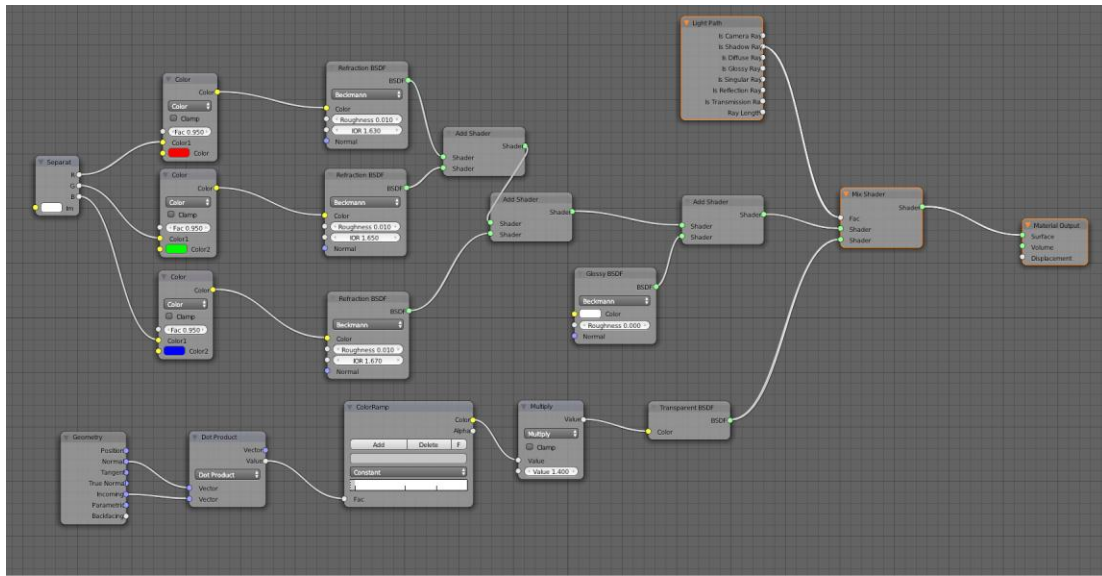
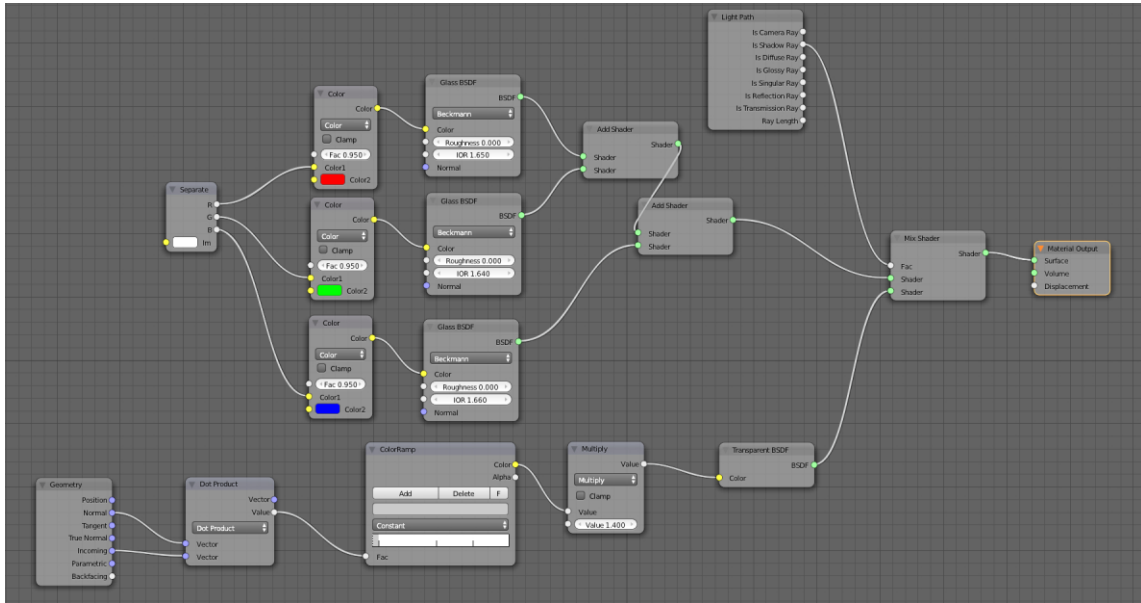
RENDER TIME 10 Sec

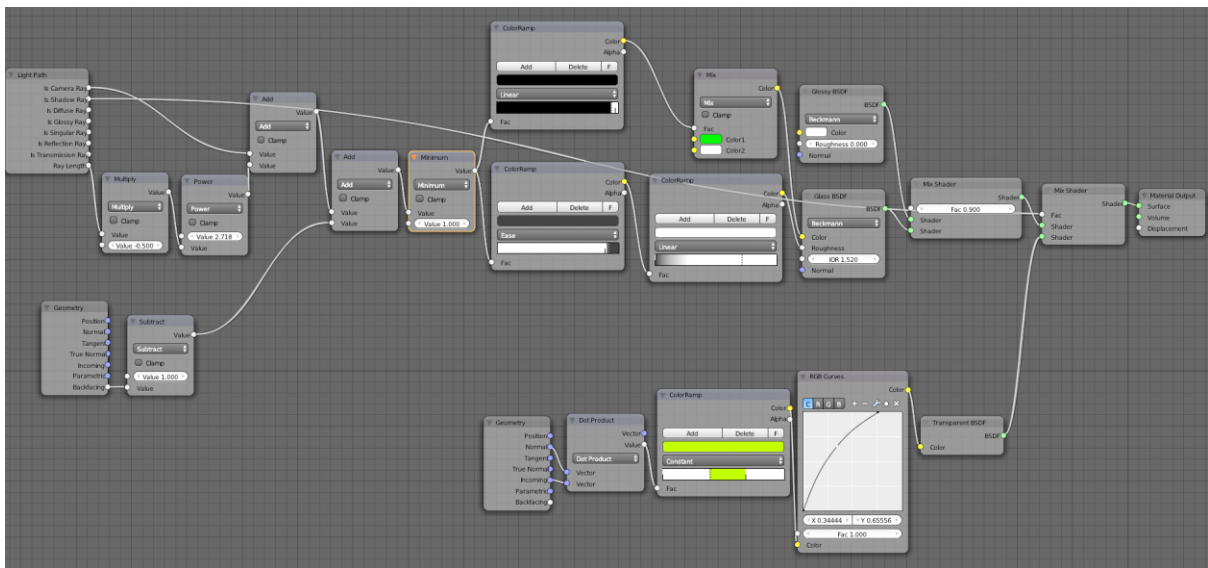
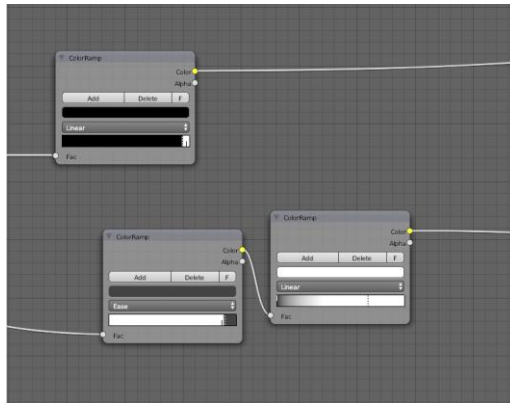
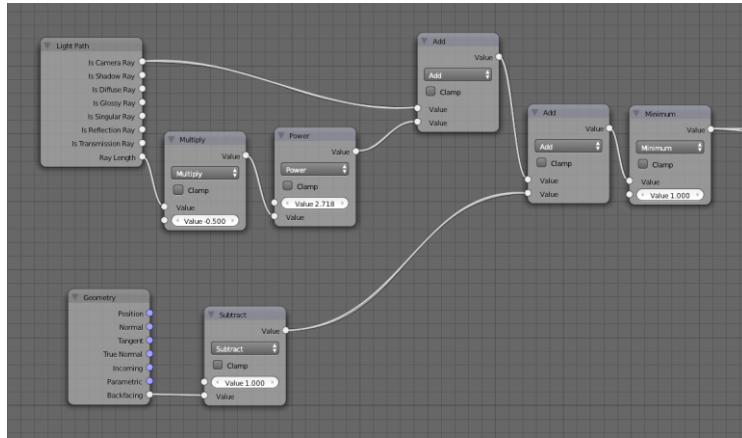


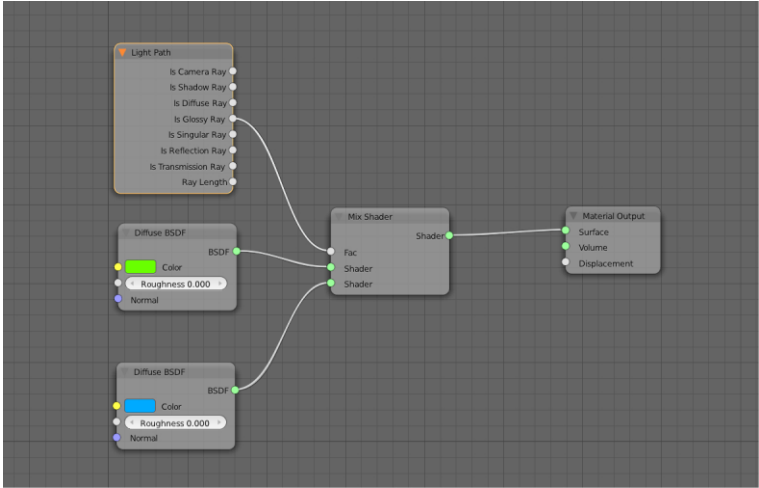






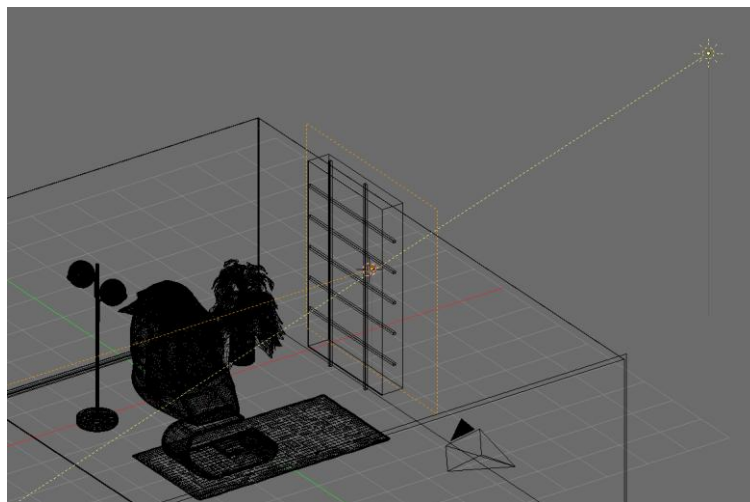








## Chapter 3: Creating an Interior Scene



▼ Sampling

Progressive

Samples:

Seed: 0      Render: 250

Clamp: 4.00      Preview: 50

▼ Light Paths

Integrator Presets + -

Transparency:

Max: 8

Min: 8

Shadows

No Caustics

Filter Glossy: 0.00

Bounces:

Max: 8

Min: 3

Diffuse: 8

Glossy: 8

Transmission: 8

▶  Motion Blur

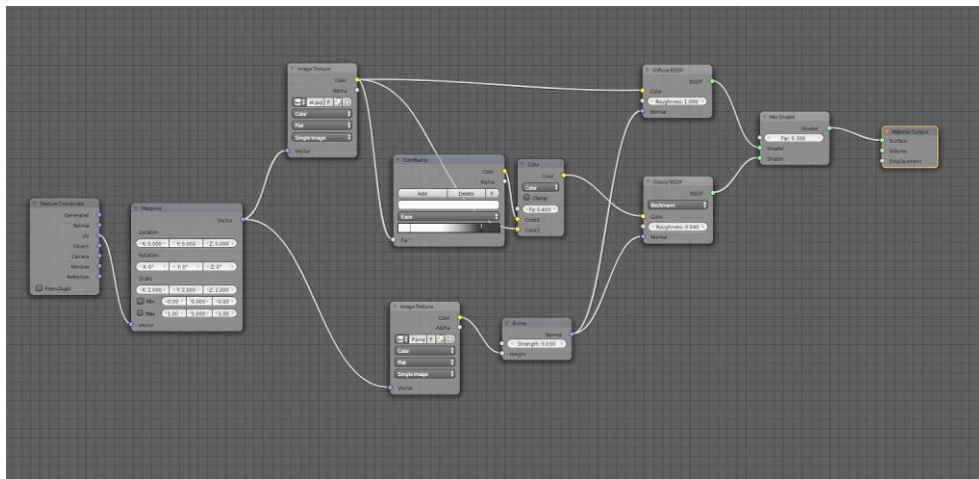
▼ Film

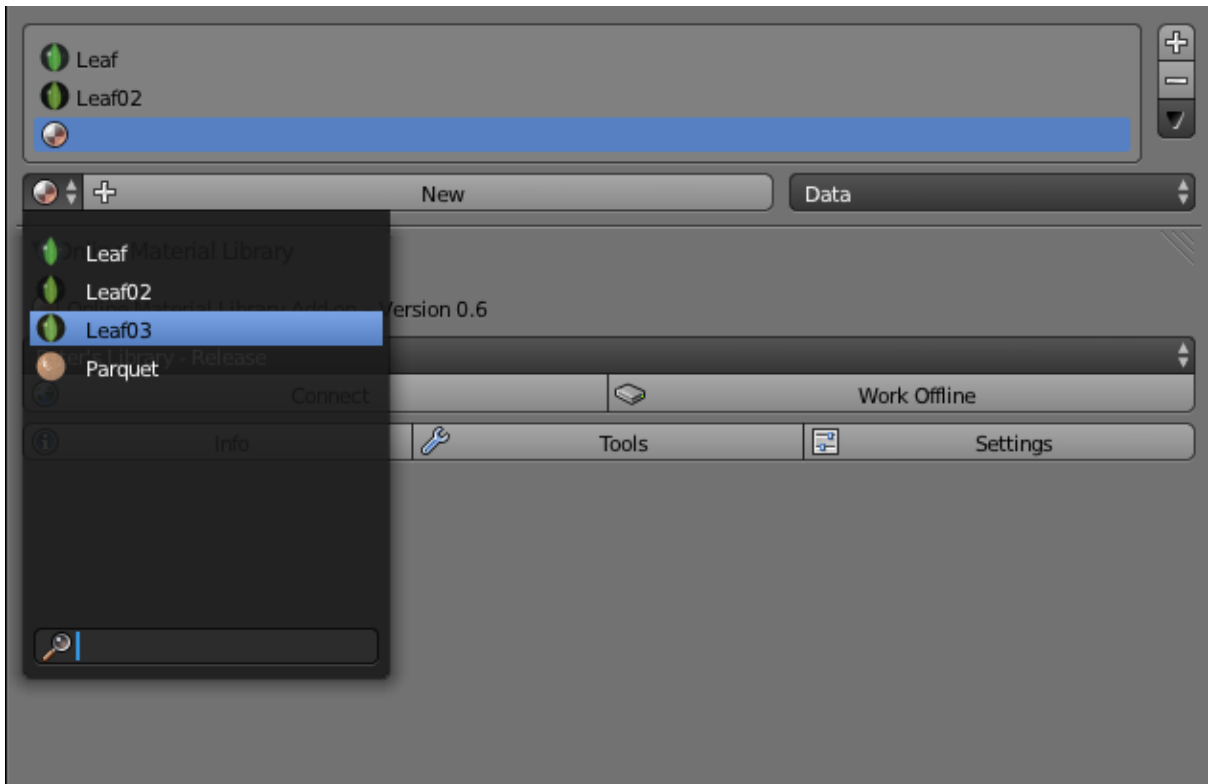
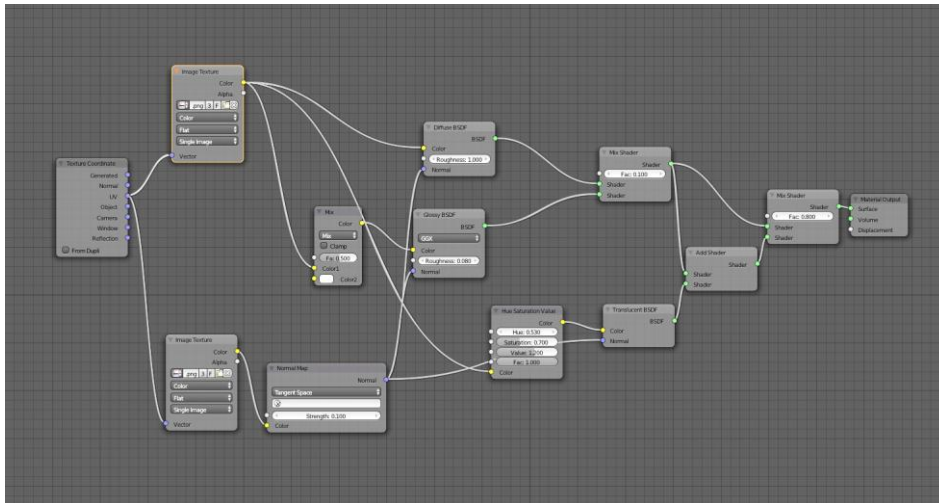
Exposure: 1.40

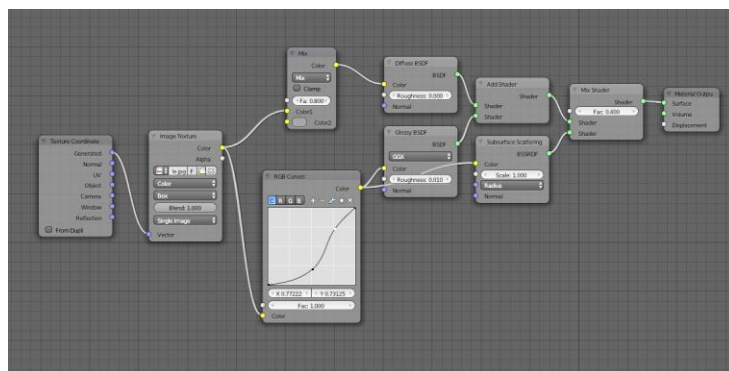
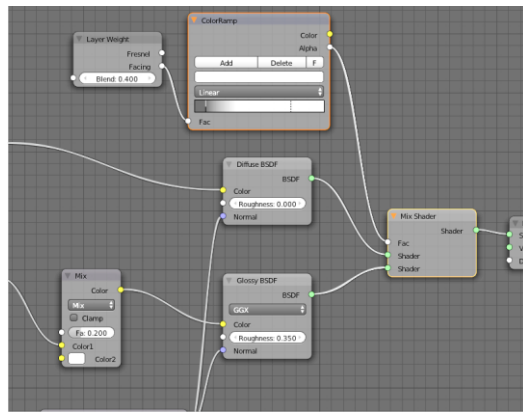
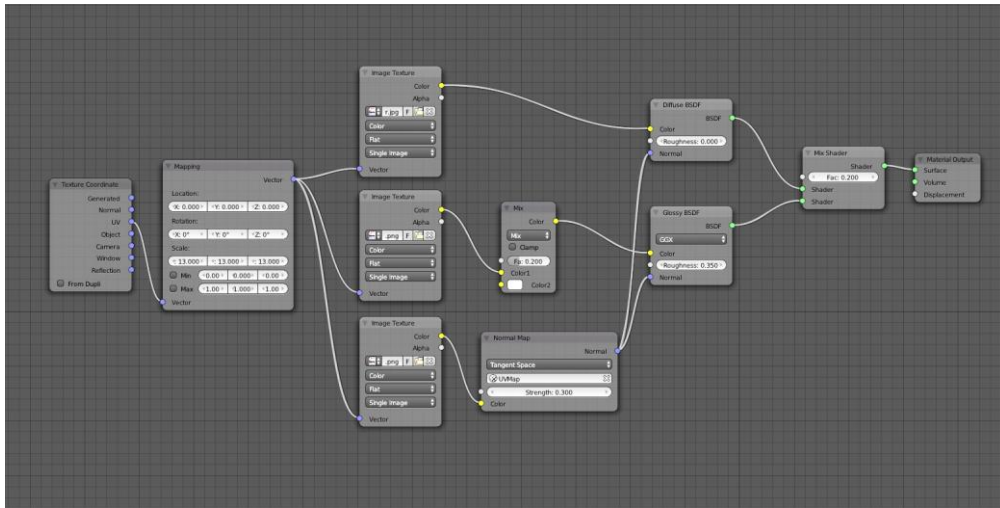
Gaussian

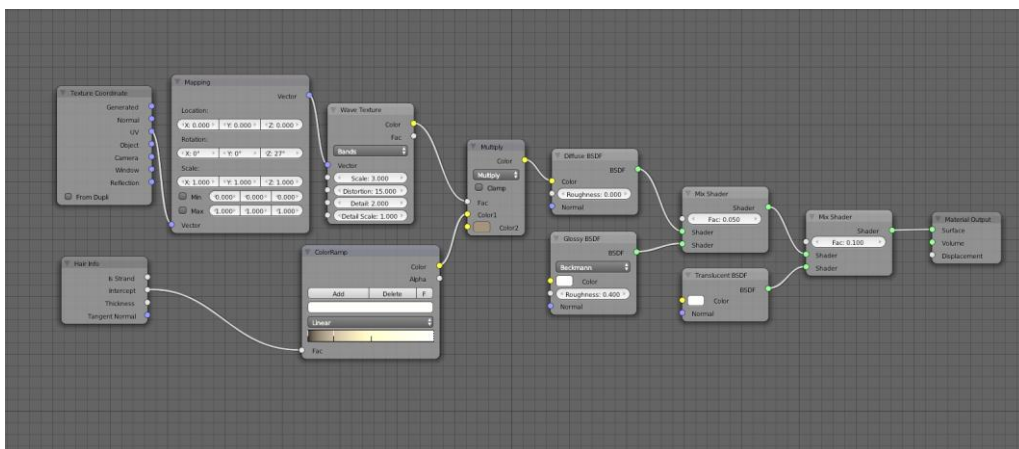
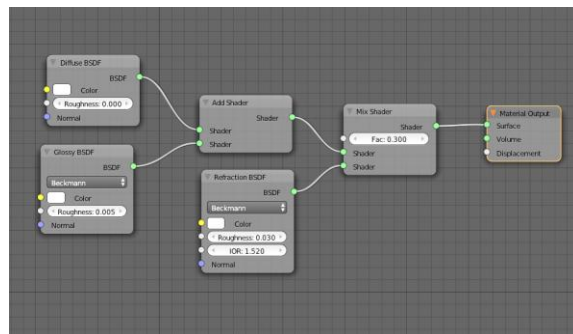
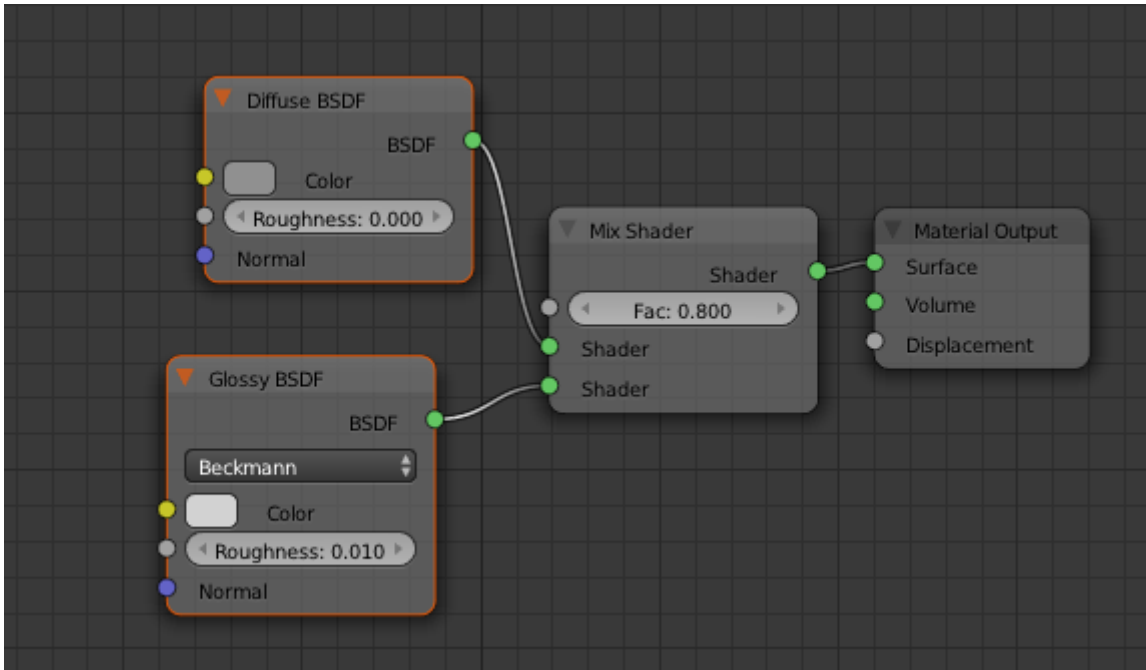
Width: 1.50

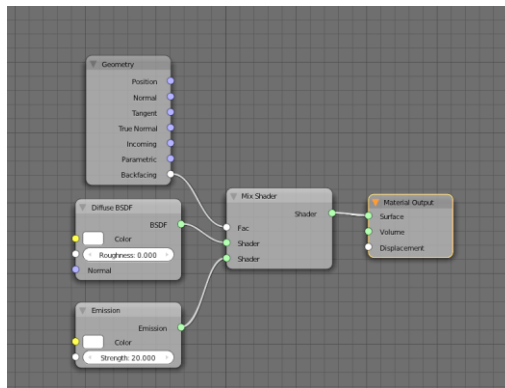
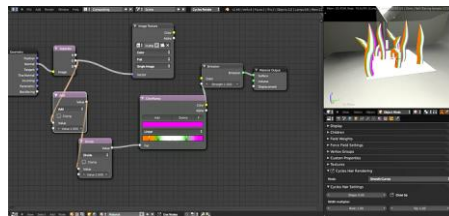
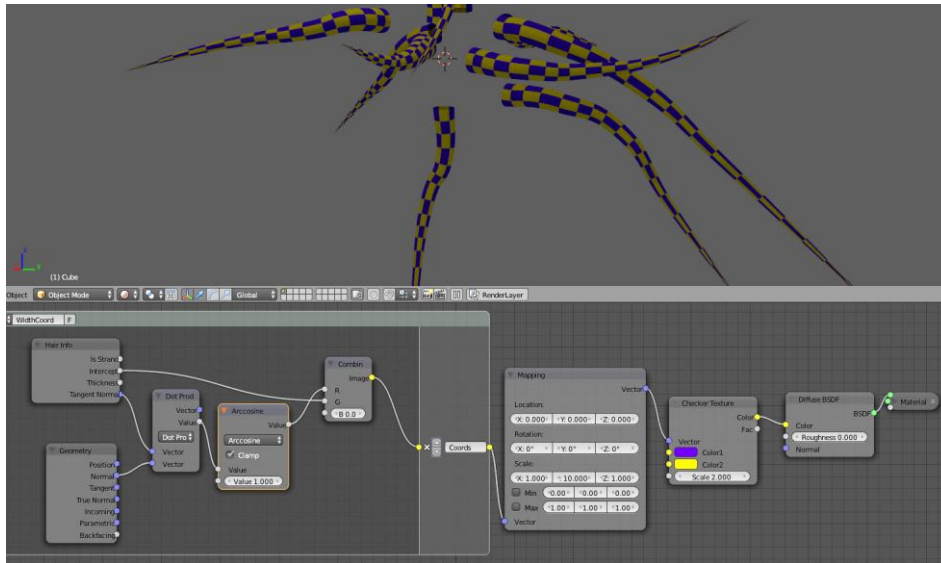
Transparent

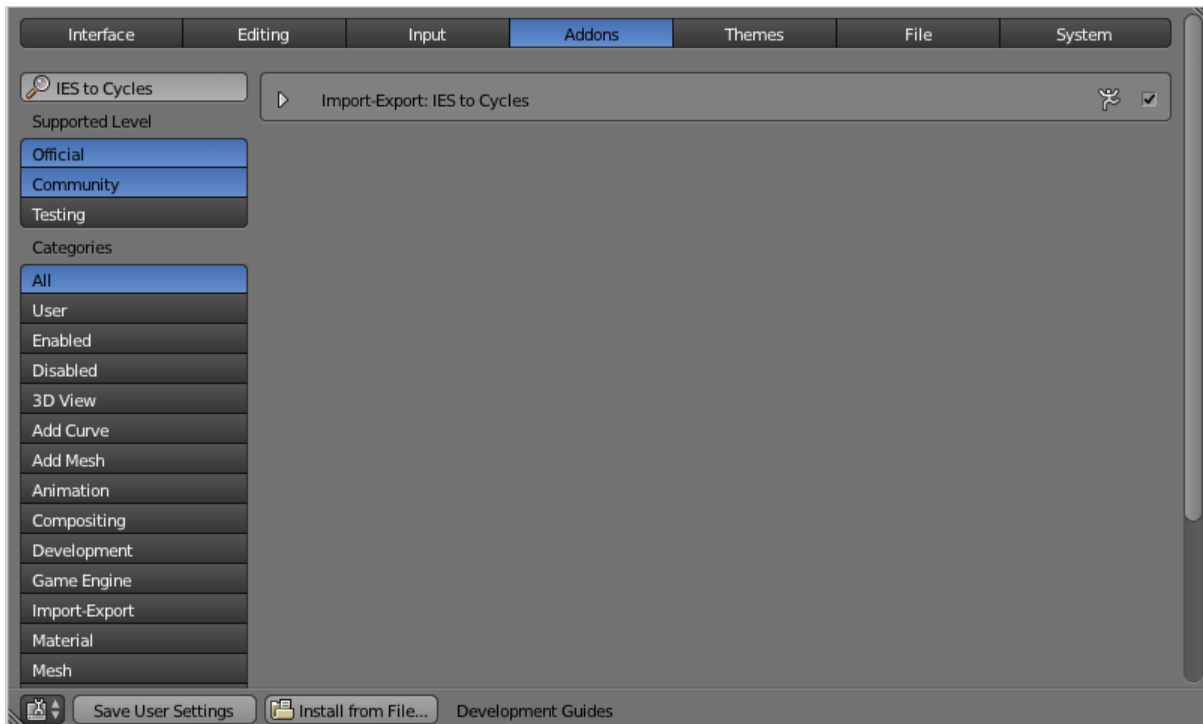
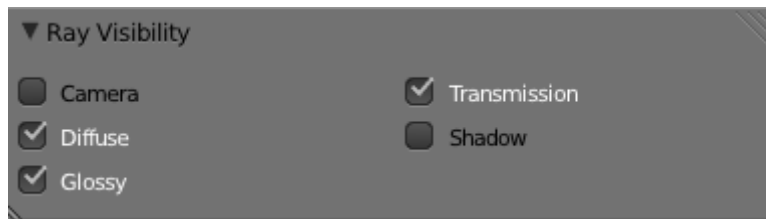
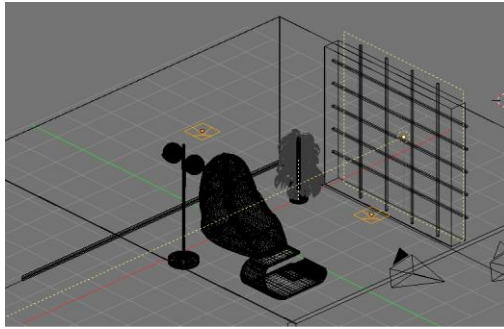


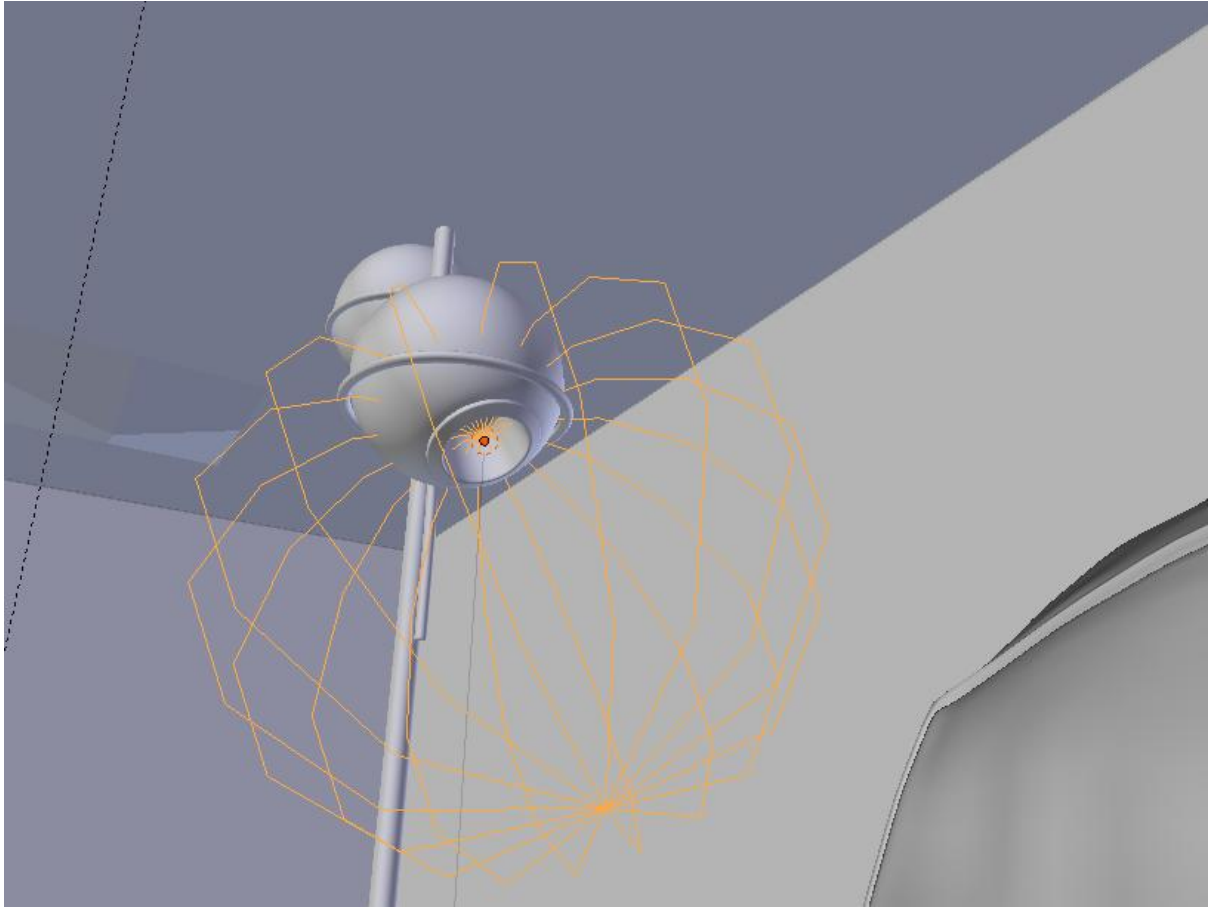














## Chapter 4: Creating an Exterior Scene




▼ Sun Position

✕ Disable

Cycles sky       Use object

Sky Texture ✕       Sun ✕

Object group

 Show Map


Latitude: 28.000      28° 00' 00" N

Longitude: 7.000

Show North      Python: SunPosSettings.Latitude

Azimuth: 120.000      bpy.data.scenes["Scene"].SunPos\_property.Latitude



Show refraction      Distance: 50.30

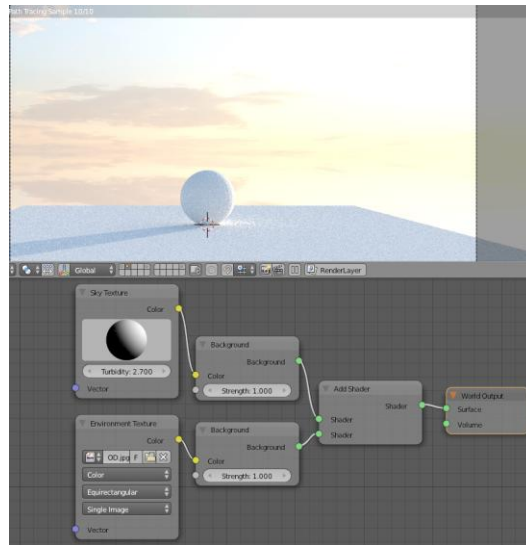
Month: 6      Day: 21 

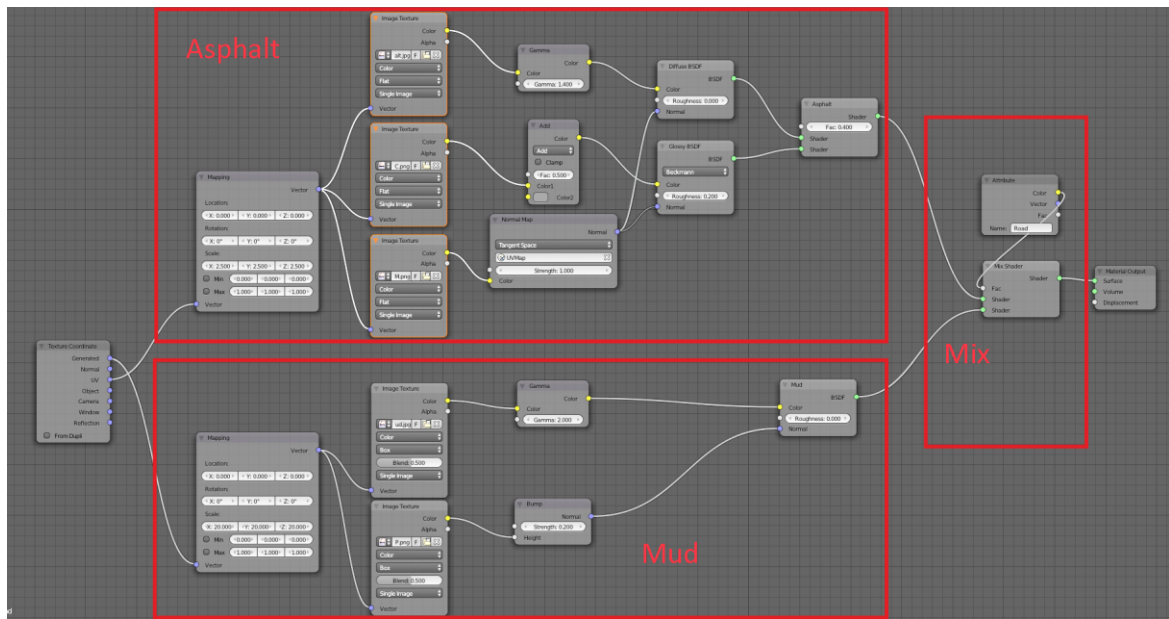
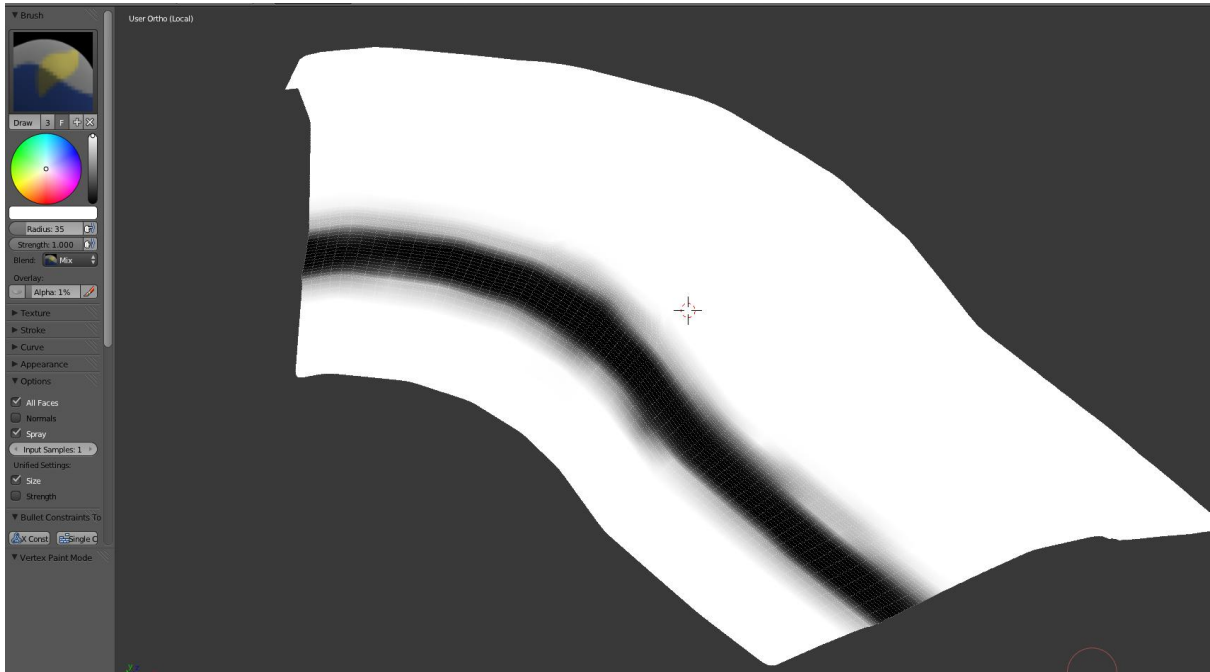
Year: 2012      UTC zone: 0

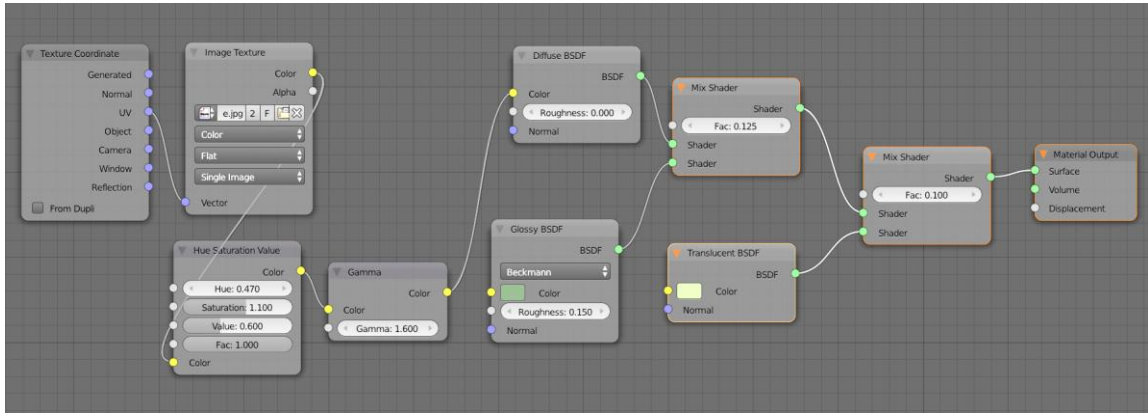
Time: 6.0000      Local: 6:00:00

Daylight Savings      UTC: 6:00:00

 Sunrise: 4:36:16       Sunset: 18:31:27







**Groups**

Add to Group +

GrassBlades ×

Dupli Visibility:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

X: 0.00000 ▶

Y: 0.00000 ▶

Z: 0.00000 ▶

From Cursor

**Render**

Material: 1 ▶ Parent:

Emitter  Unborn

Parents  Died

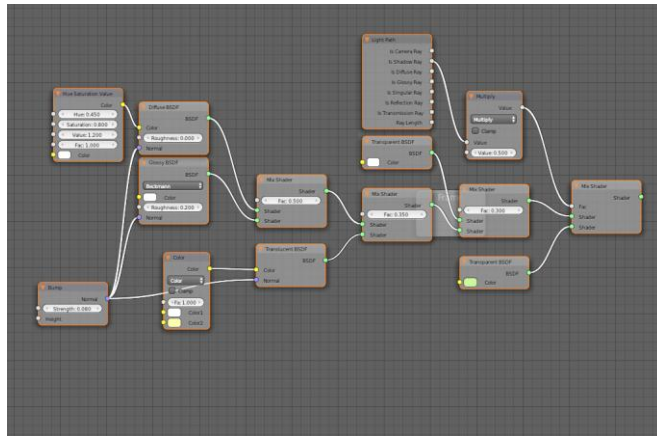
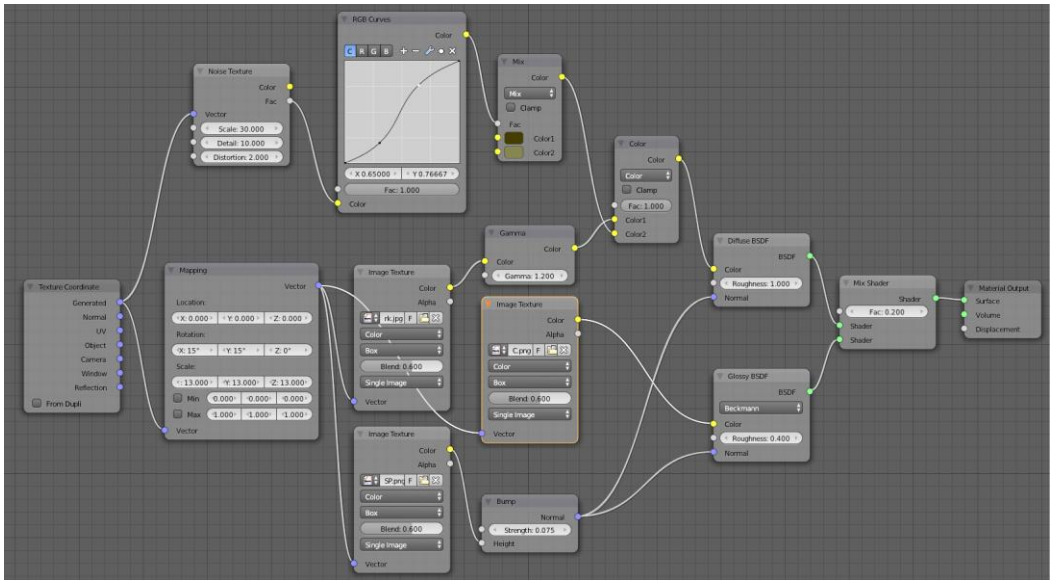
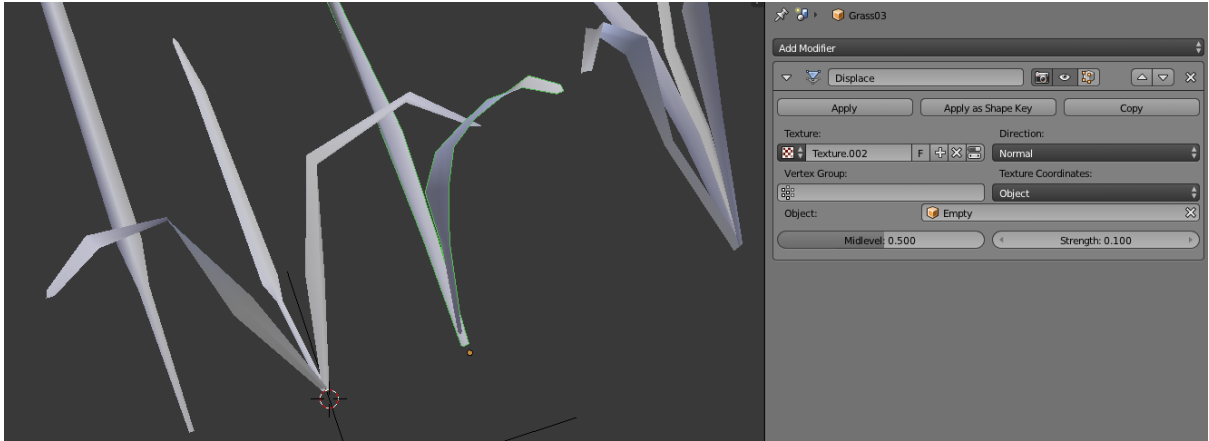
None Path Object **Group**

Dupli Group: GrassBlades ×

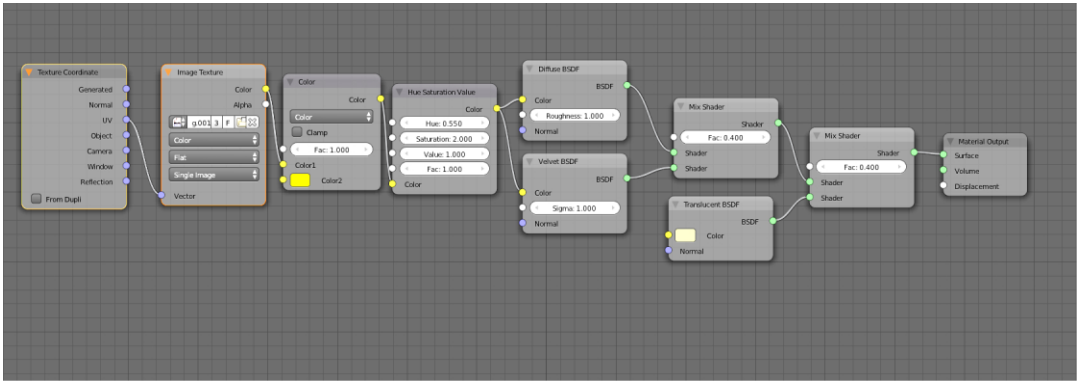
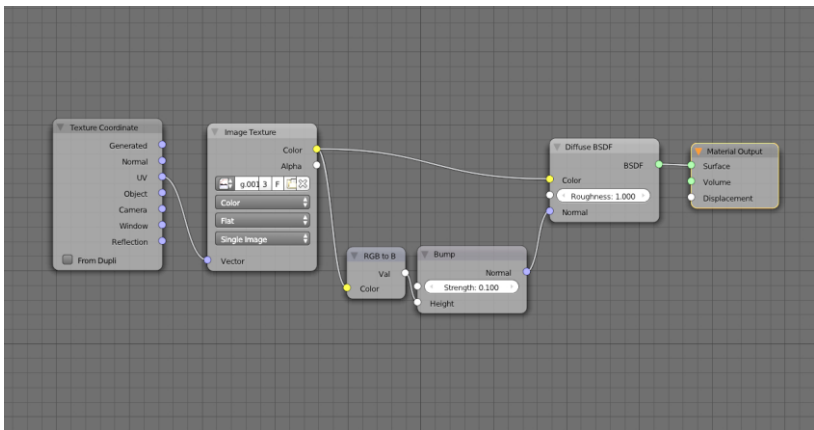
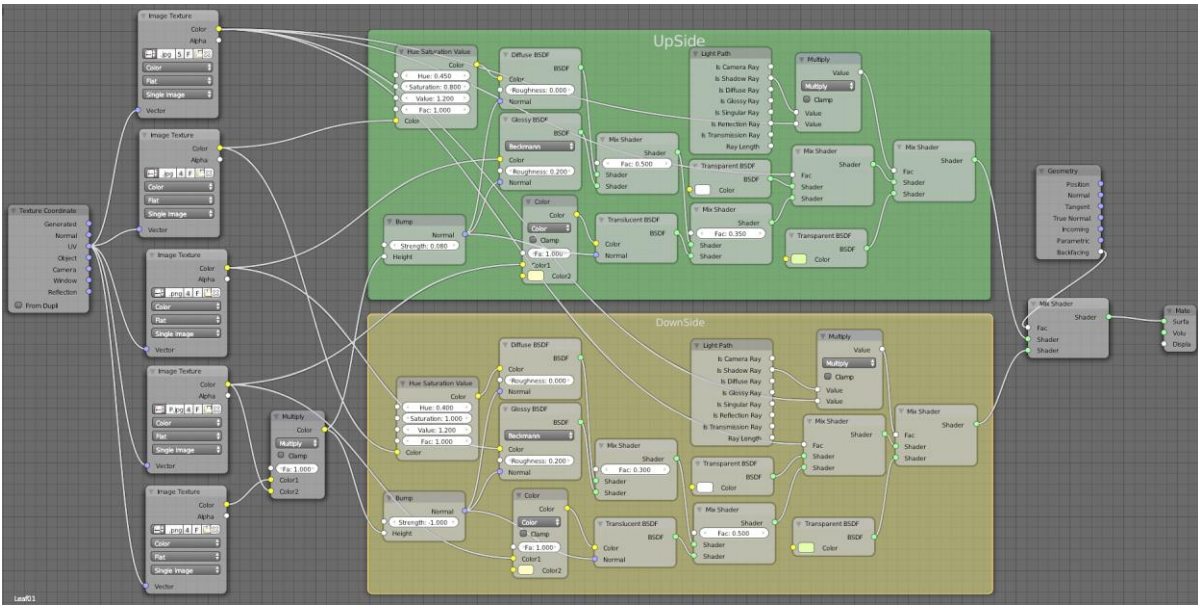
Whole Group  Global

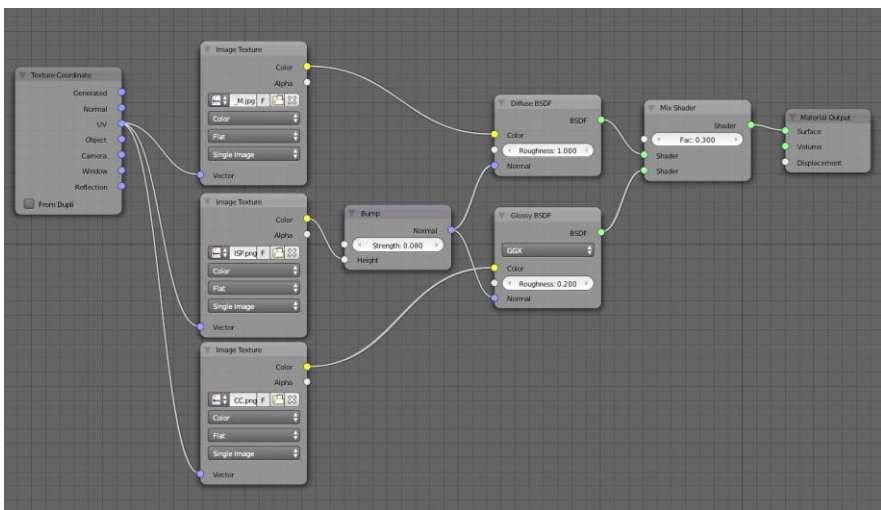
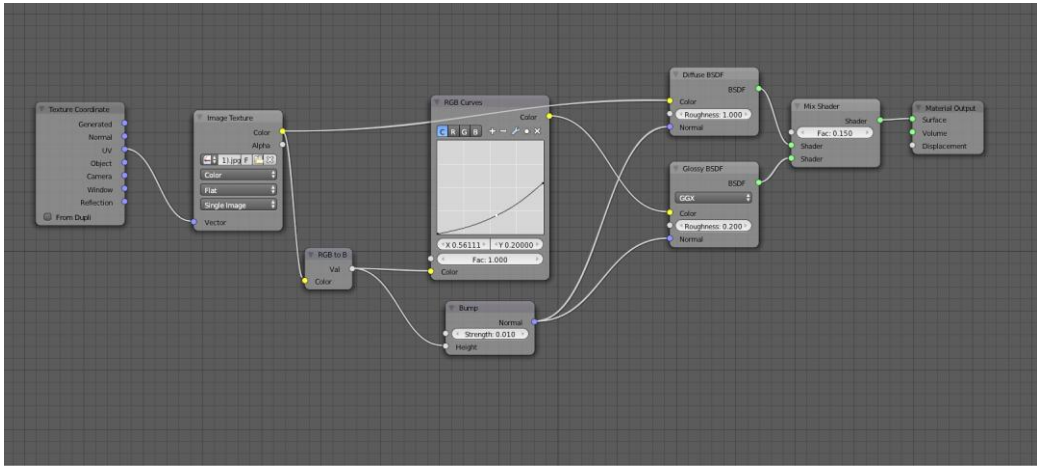
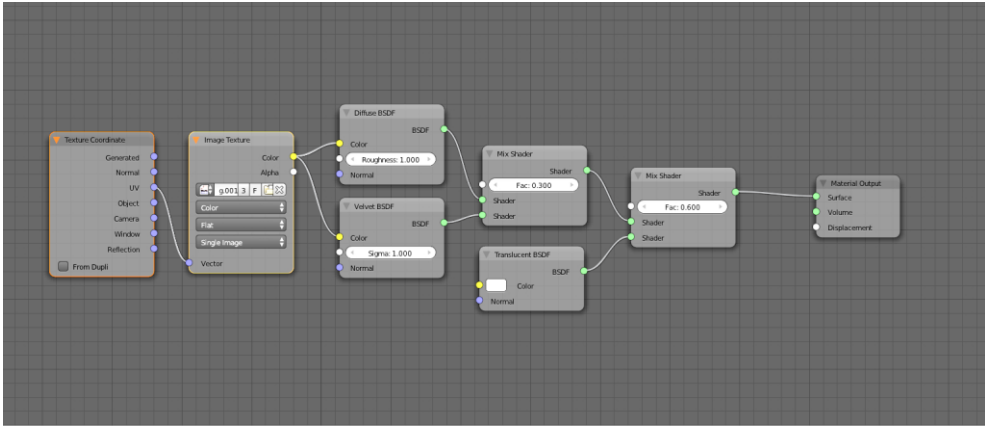
Pick Random  Rotation

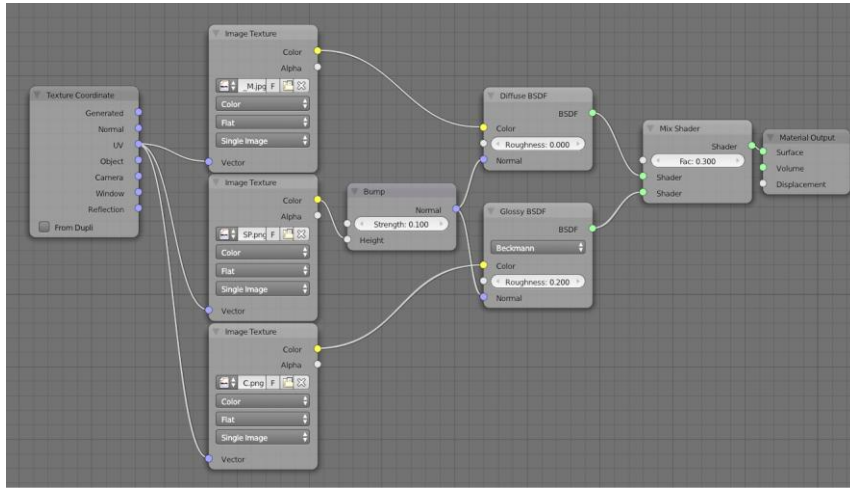
Use Count  Scale













▼ Sampling

Progressive

Seed: 0

Clamp: 4.00

Samples:

Render: 150

Preview: 10

▼ Light Paths

Integrator Presets

Transparency:

Max: 8

Min: 8

Shadows

No Caustics

Filter Glossy: 0.00

Bounces:

Max: 8

Min: 3

Diffuse: 8

Glossy: 8

Transmission: 8

Motion Blur

▼ Film

Exposure: 1.00

Transparent

Gaussian

Width: 1.50

▼ Performance

Threads:

Auto-detect Fixed

Threads: 4

Acceleration structure:

Dynamic BVH

Use Spatial Splits

Cache BVH

Tiles:

Top to Bottom

X: 480

Y: 270

Viewport:

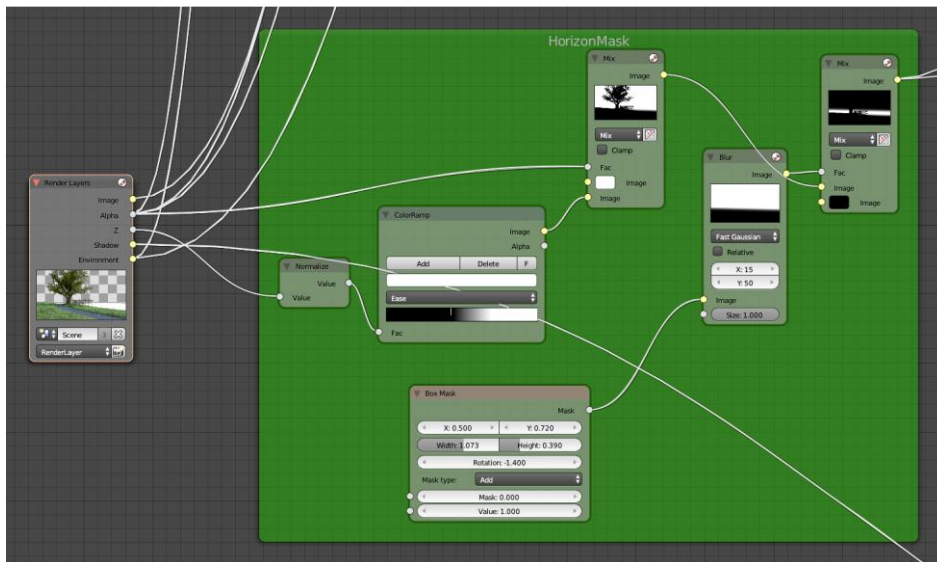
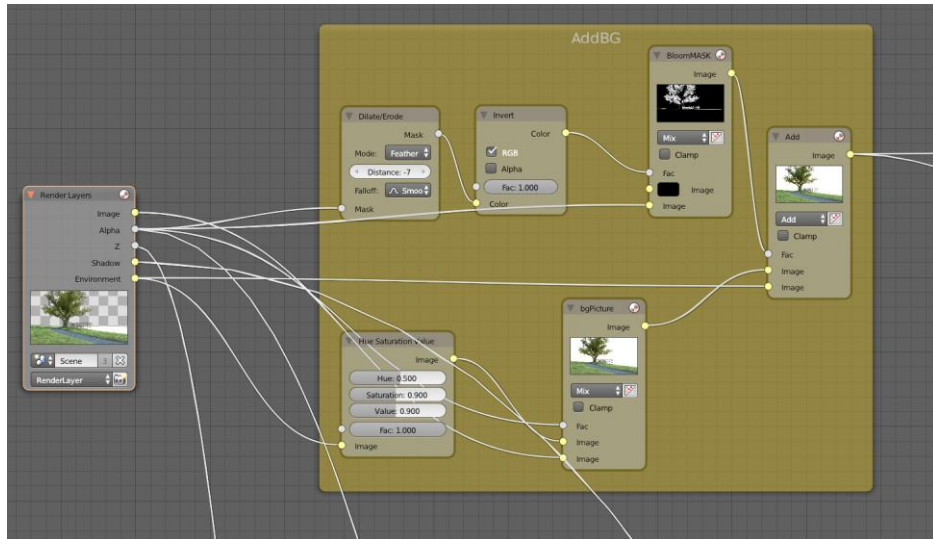
Start Resolution: 64

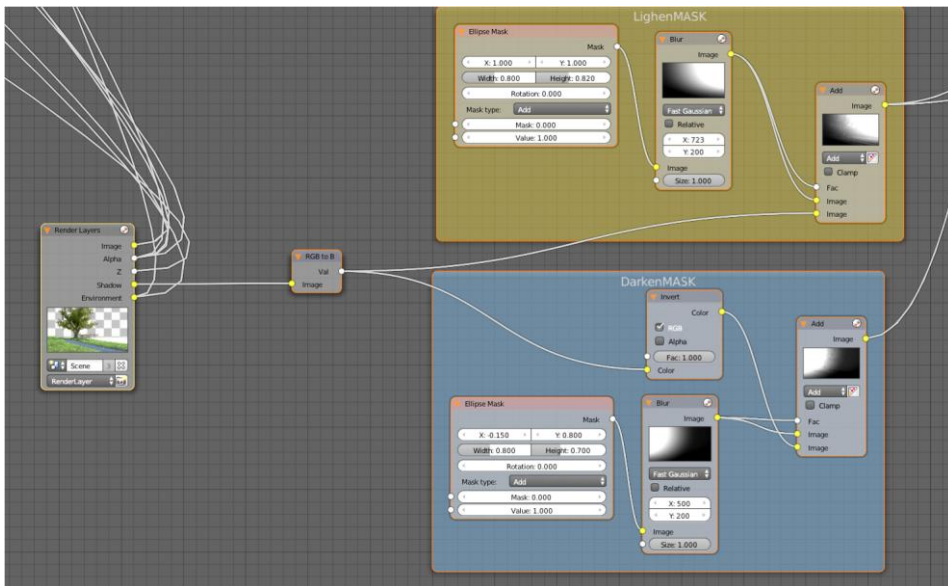
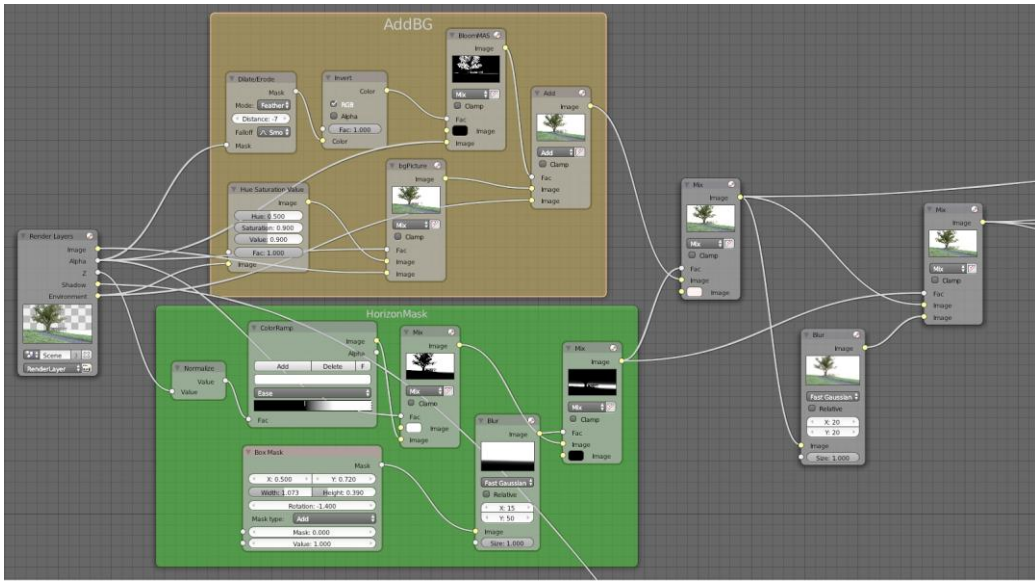
Final Render:

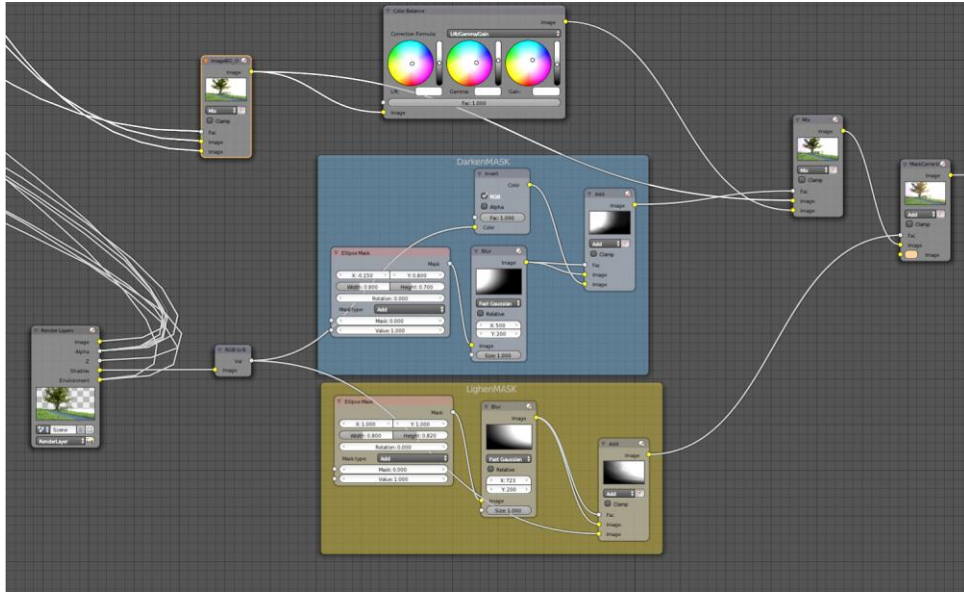
Progressive Refine

Save Buffers

Persistent Images

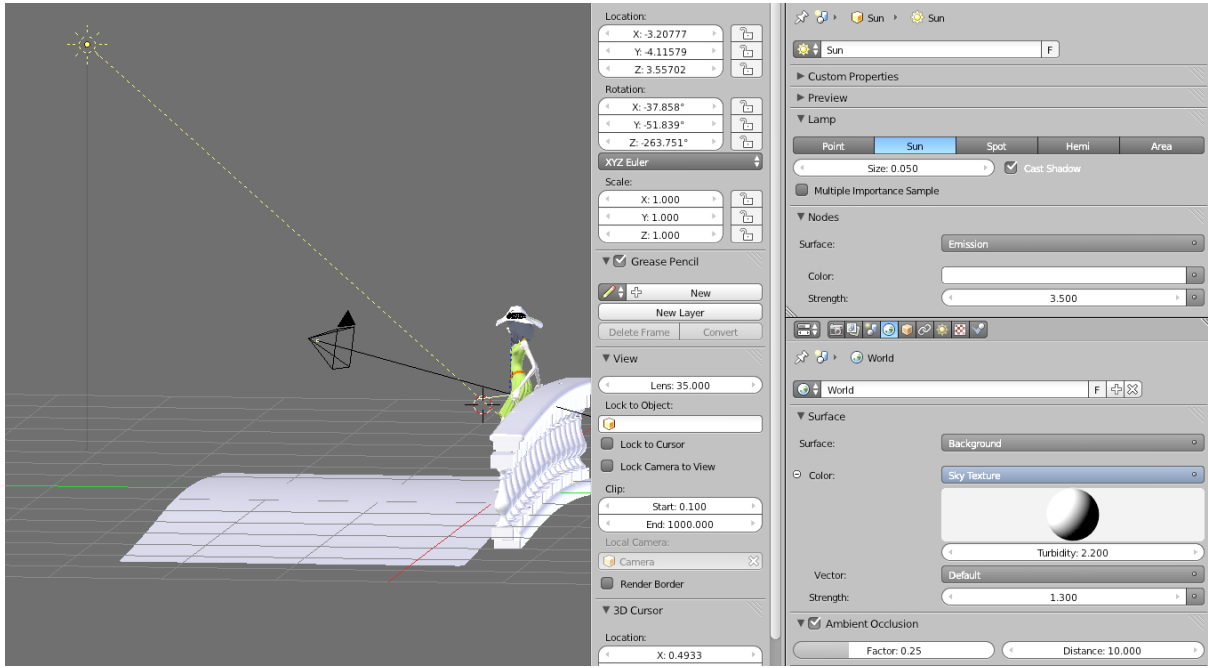






## Chapter 5: Creating a Cartoonish Scene





▼ Sampling

Progressive

Seed: 0

Clamp: 4.00

Samples:

Render: 600

Preview: 50

▼ Light Paths

Integrator Presets + -

Transparency:

Max: 8

Min: 8

Shadows

No Caustics

Filter Glossy: 0.00

Bounces:

Max: 4

Min: 3

Diffuse: 4

Glossy: 4

Transmission: 8

Motion Blur

▼ Film

Exposure: 1.30

Transparent

Gaussian

Width: 1.50

▼ Performance

Threads:

Auto-detect Fixed

Threads: 8

Viewport:

Dynamic BVH

Start Resolution: 64

Tiles:

Top to Bottom

X: 400

Y: 400

Progressive Refine

Save Buffers

Final Render:

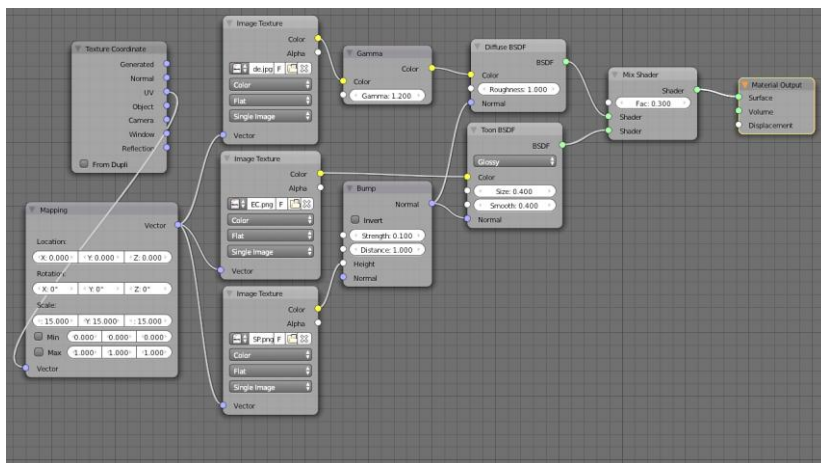
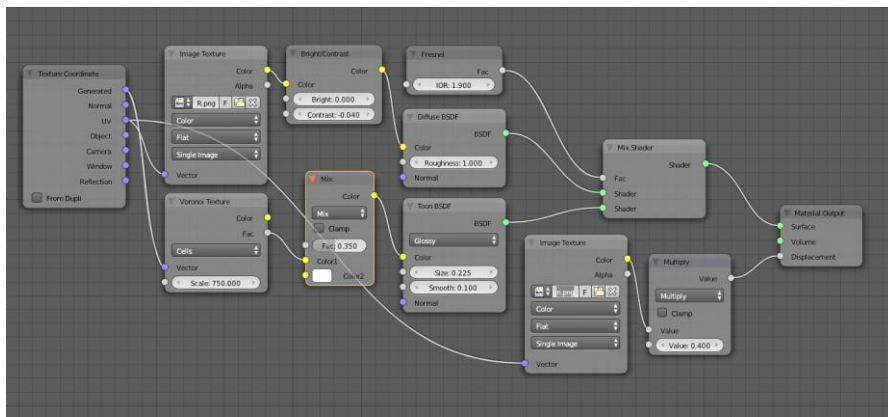
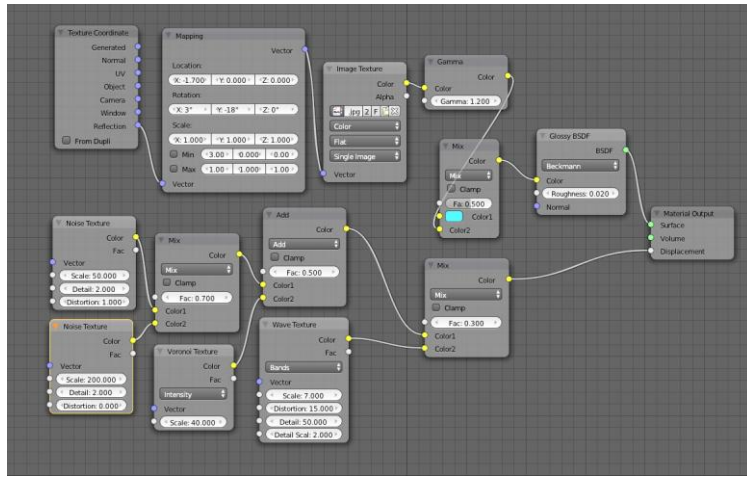
Cache BVH

Persistent Images

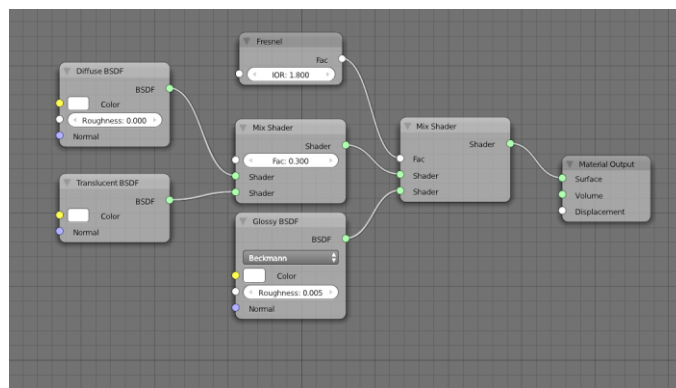
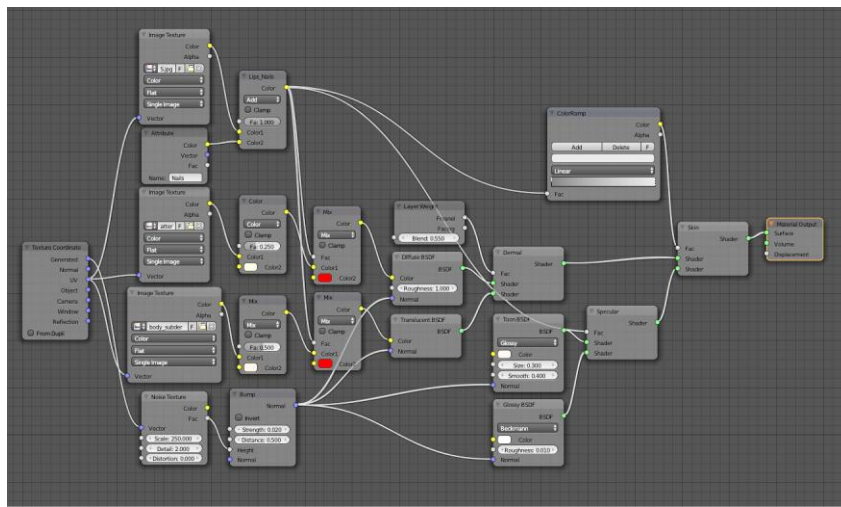
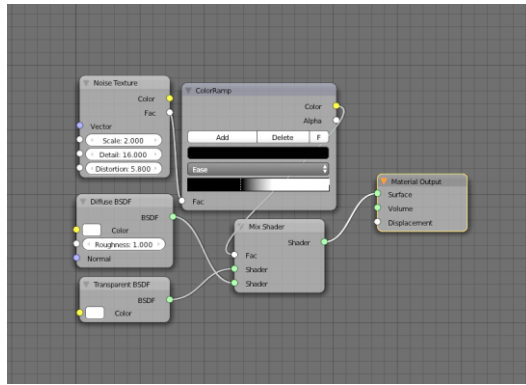
Acceleration structure:

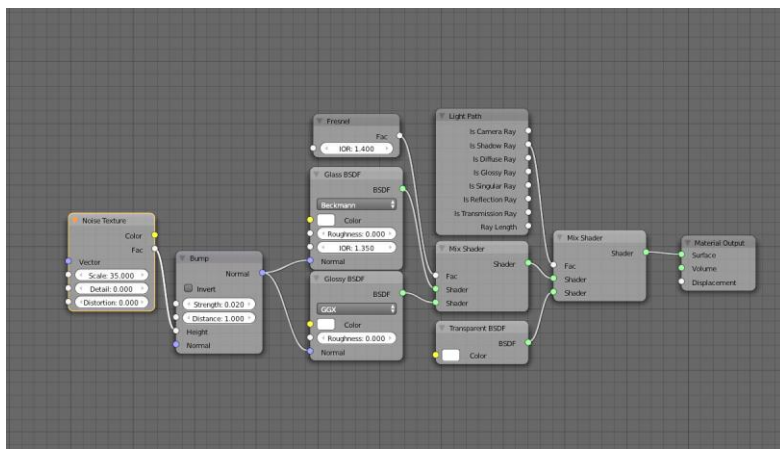
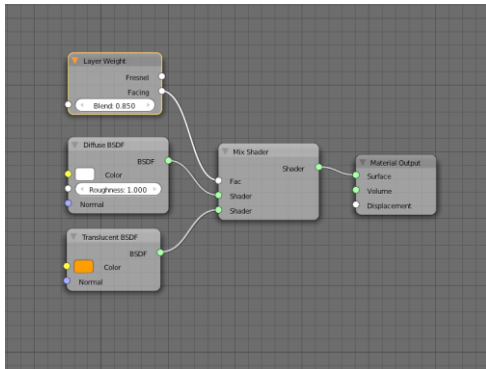
Use Spatial Splits

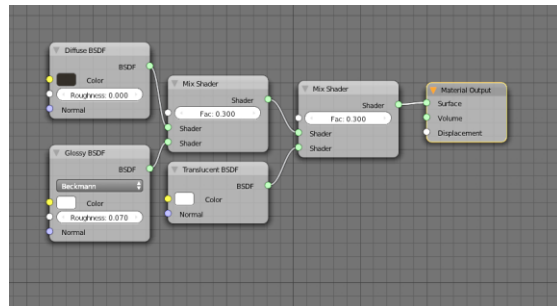
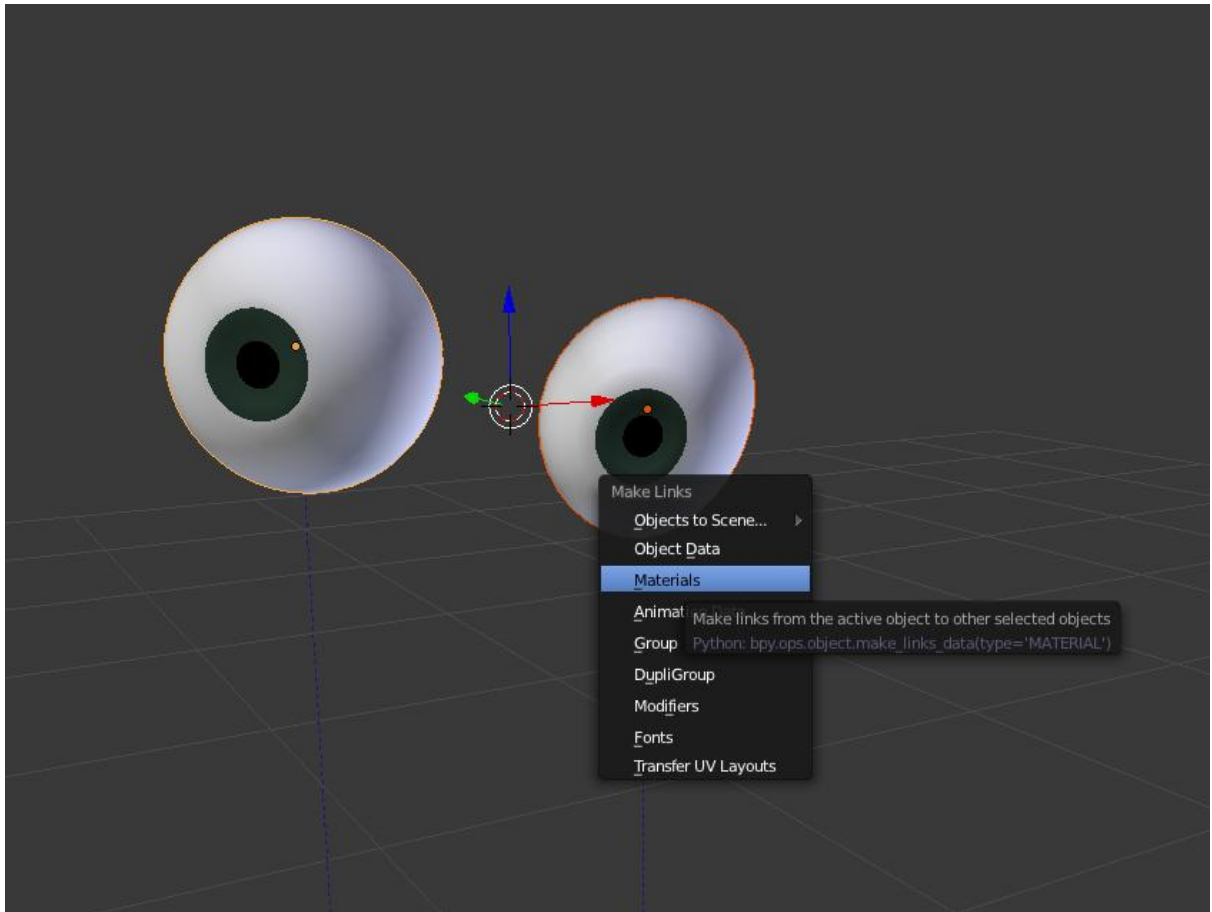


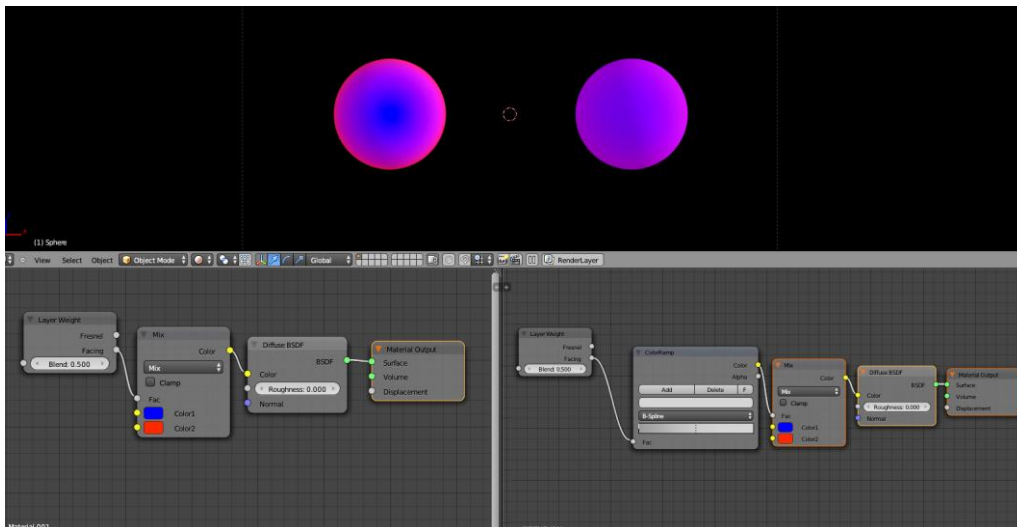












▼ Render

Material: 1 Parent:

Emitter  Unborn

Parents  Died

None Path Object Group

Strand render Timing:

Adaptive render  Absolute Path Time

Degrees: 5 Start: 0.000

Pixel: 3 End: 1.000

B-Spline Random: 0.000

Steps: 7

Child Simplification

▼  Cycles Hair Rendering

Mode: Accurate

Min Pixels: 0.00 Max Ext.: 0.10

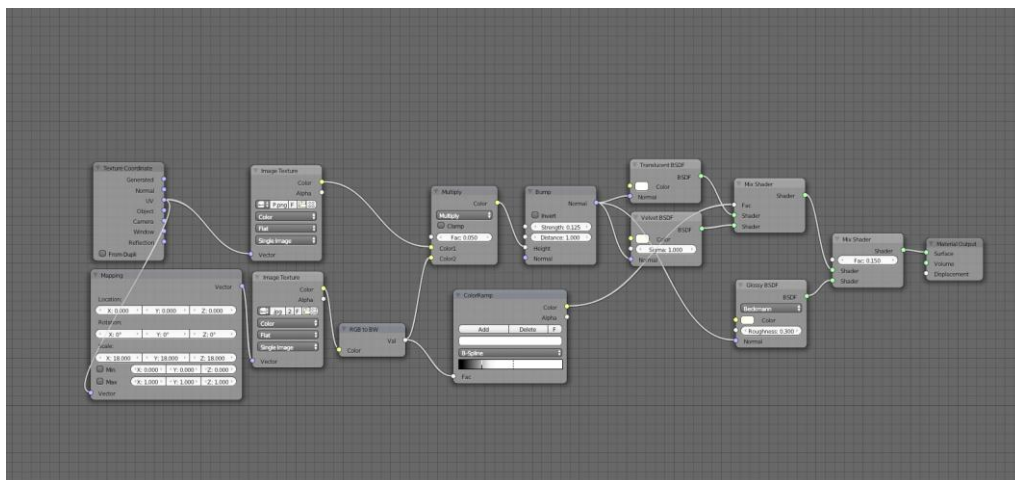
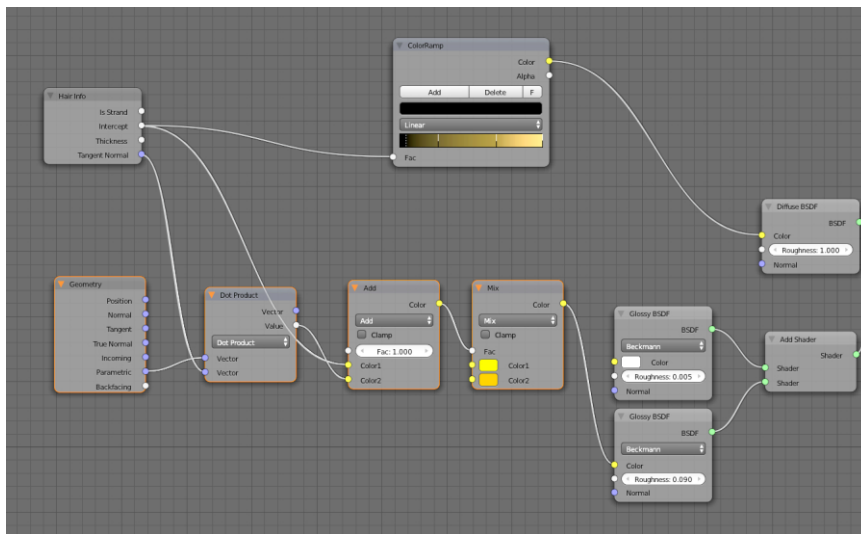
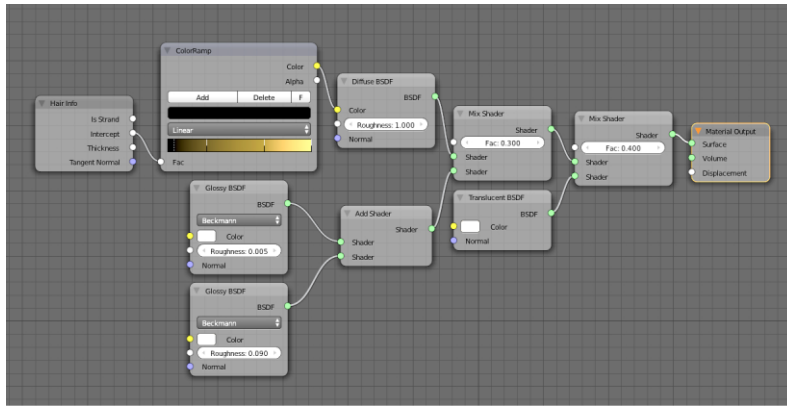
▼ Cycles Hair Settings

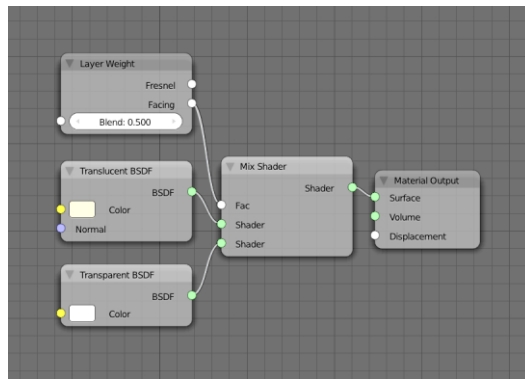
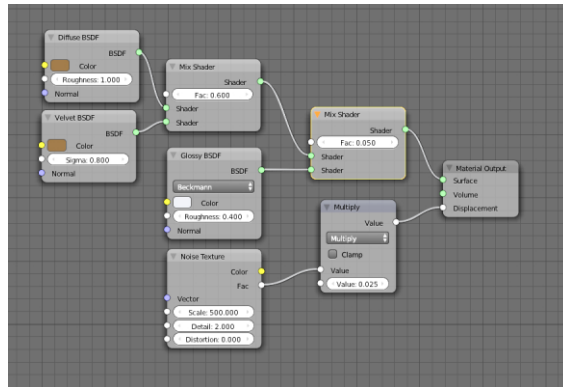
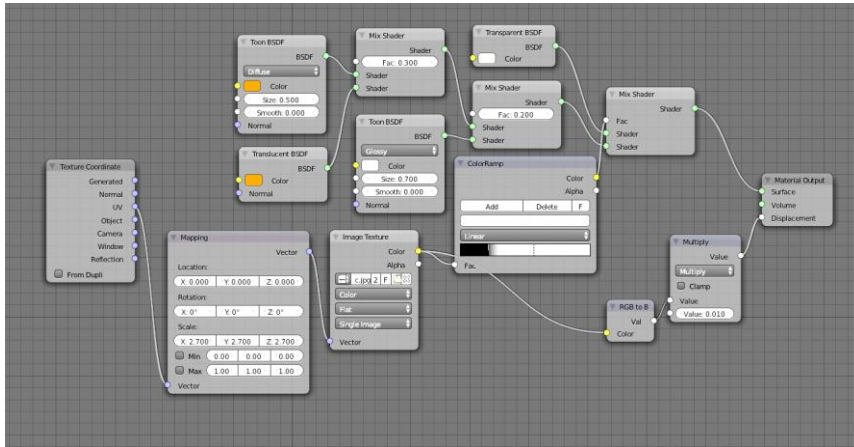
Shape: -0.60

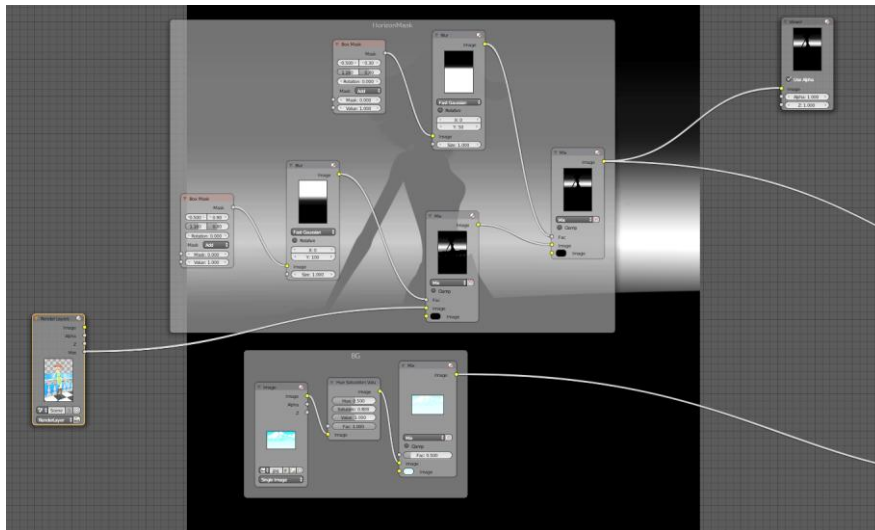
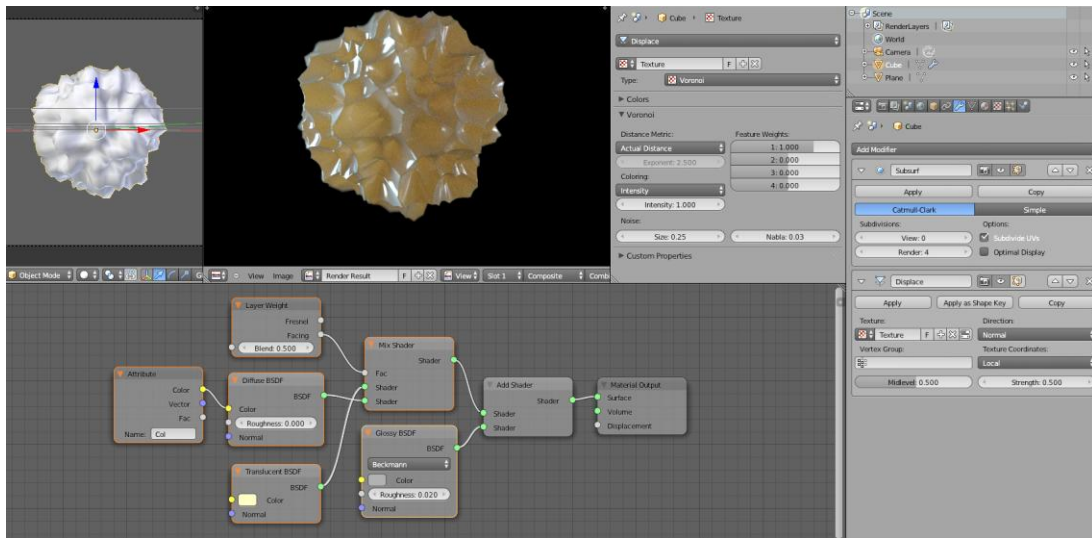
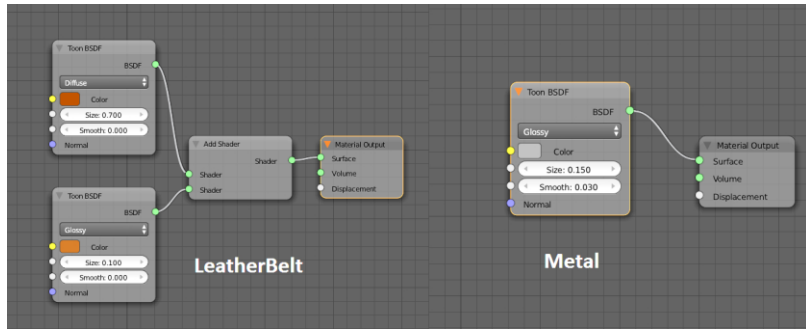
Thickness:

Root: 0.09 Tip: 0.00

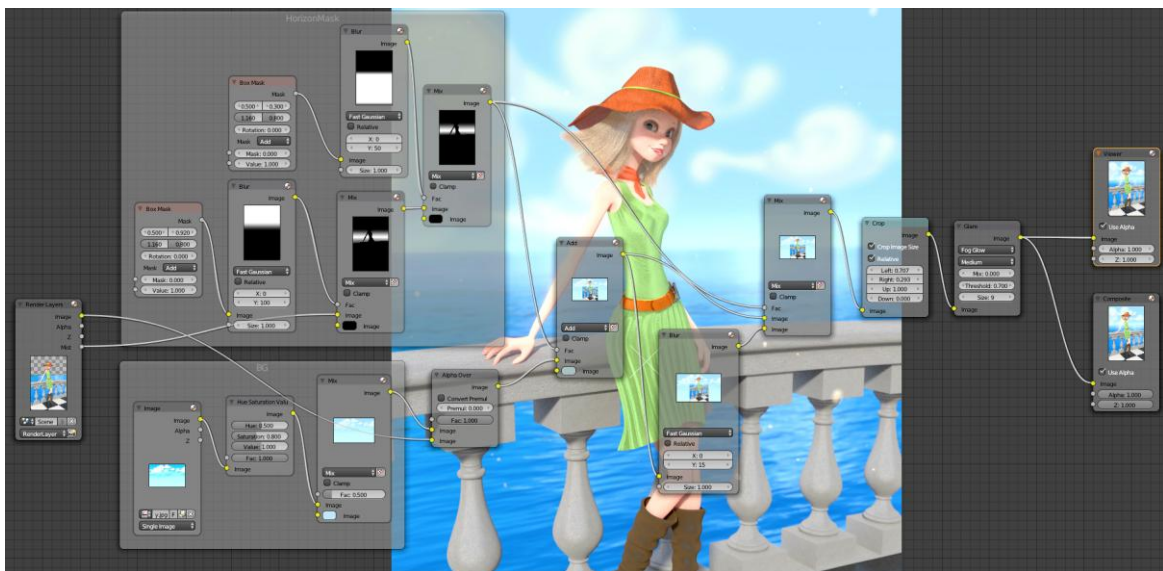
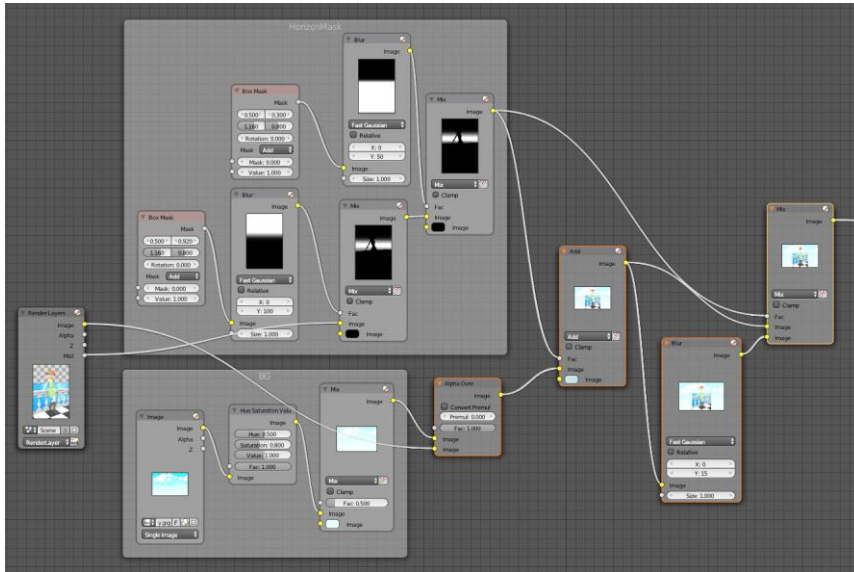
Scaling: 0.01  Close tip



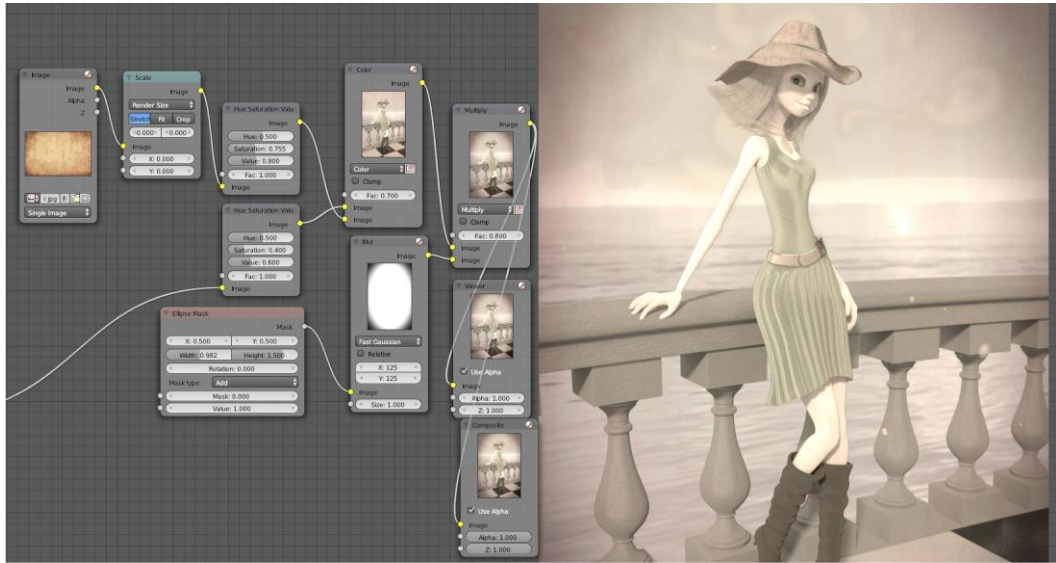






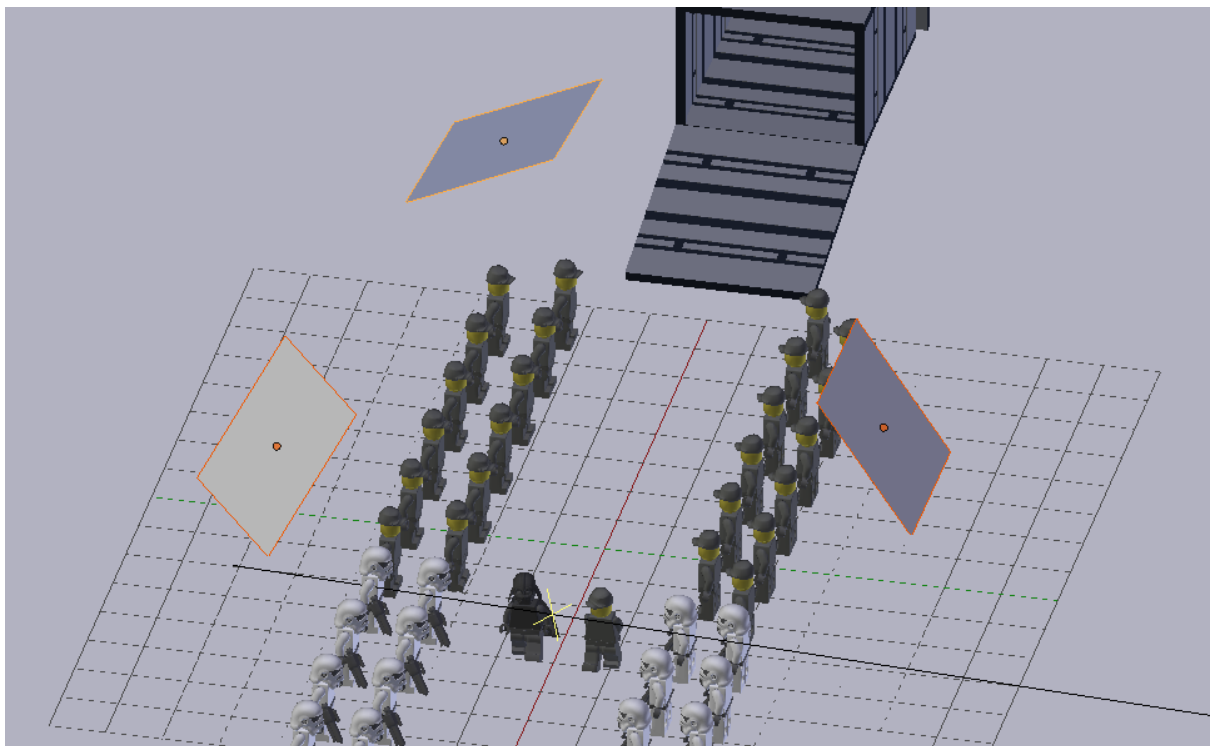
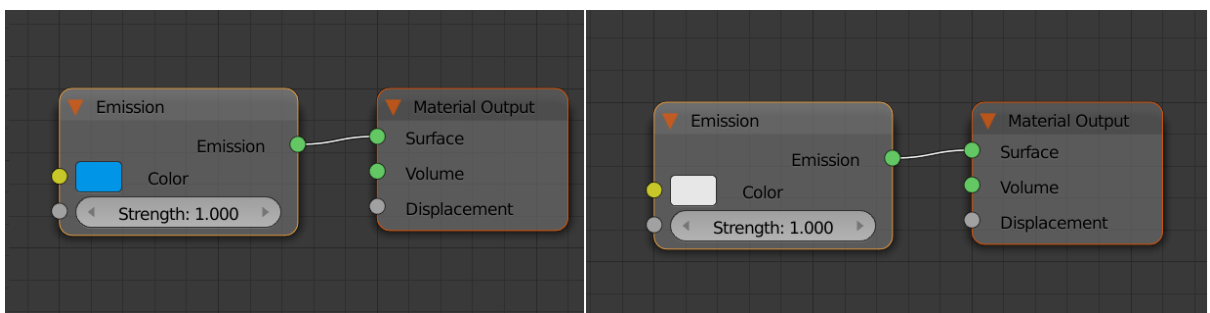
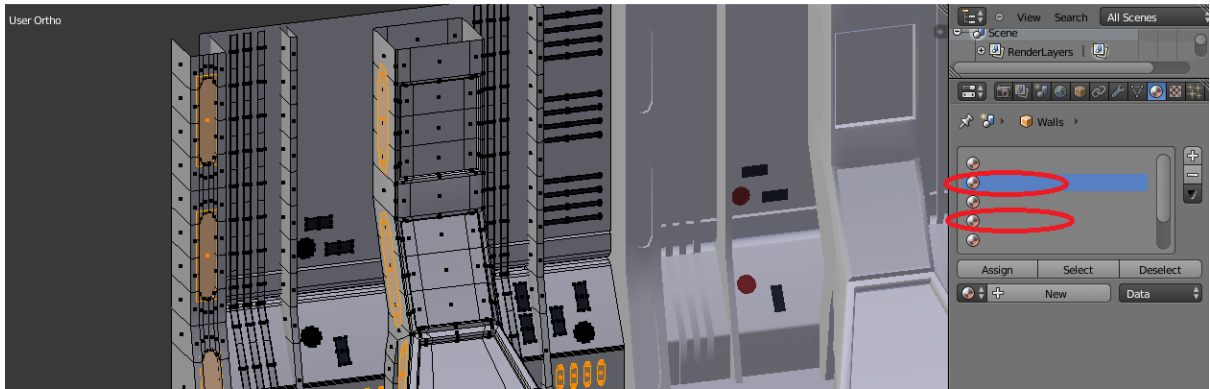


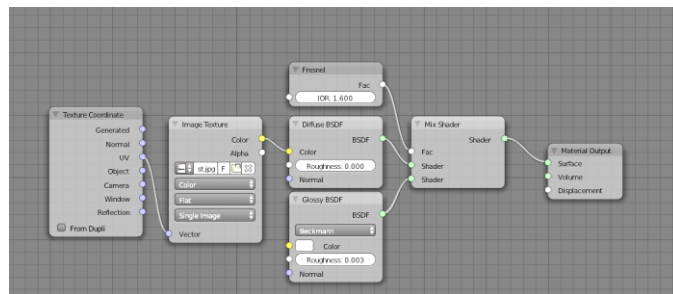
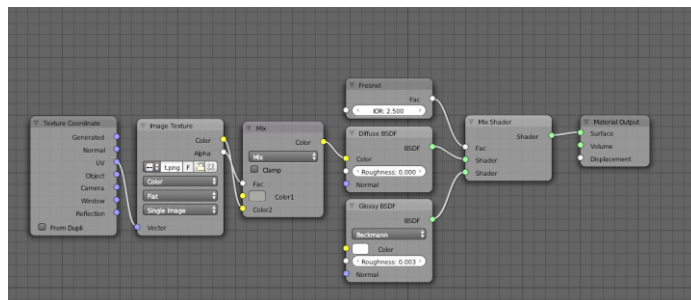
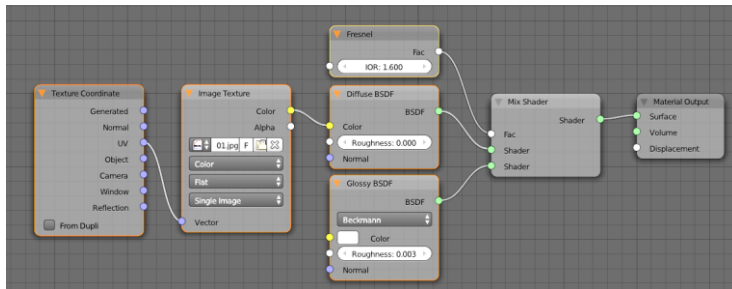
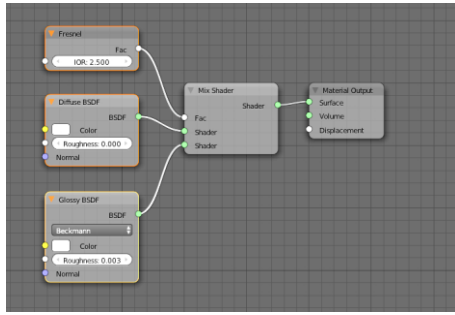


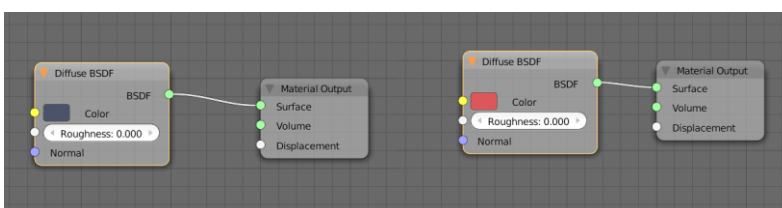
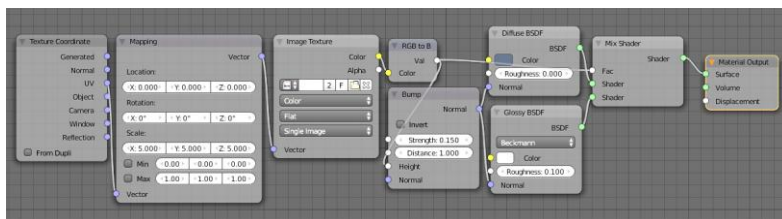
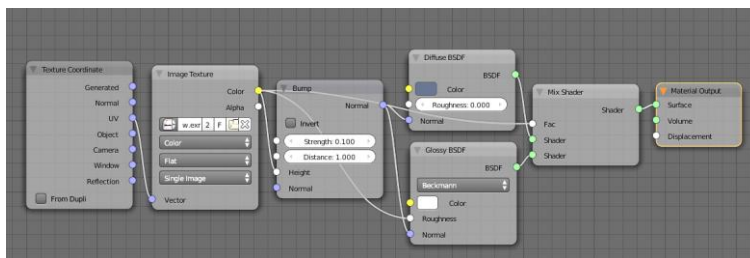
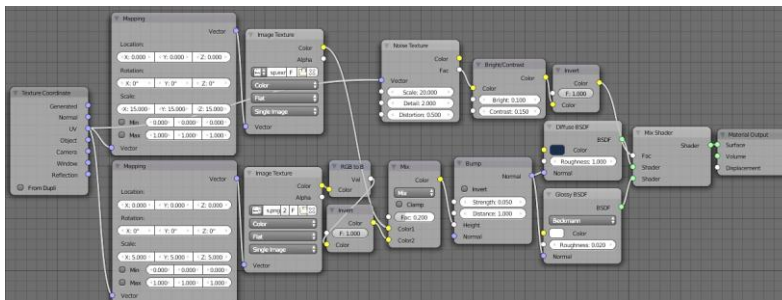
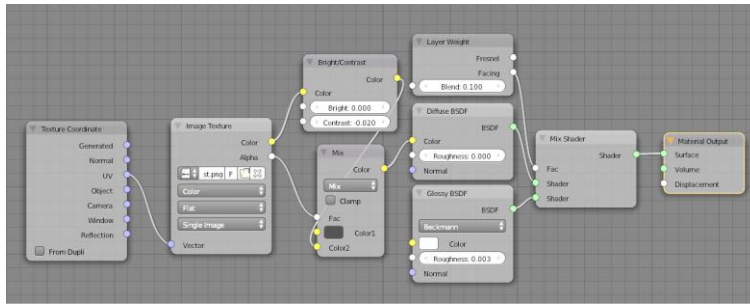


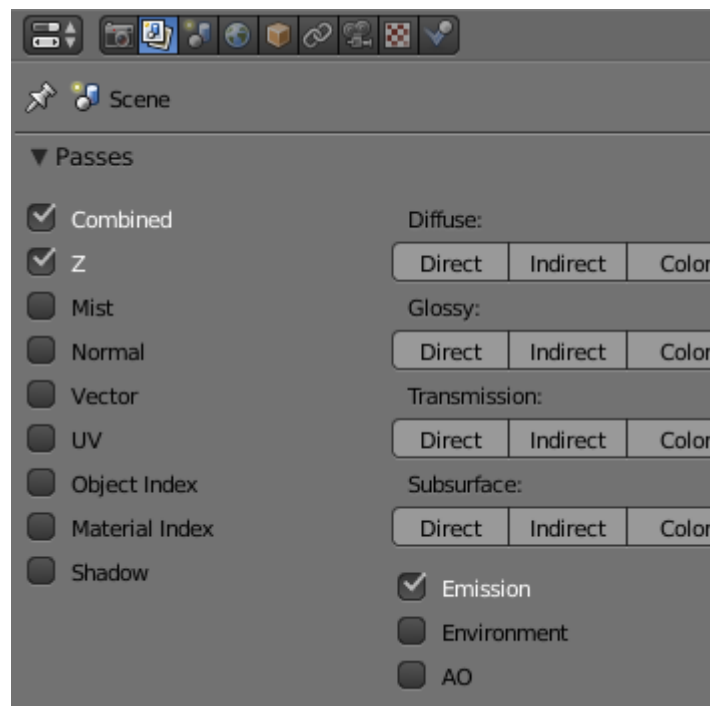
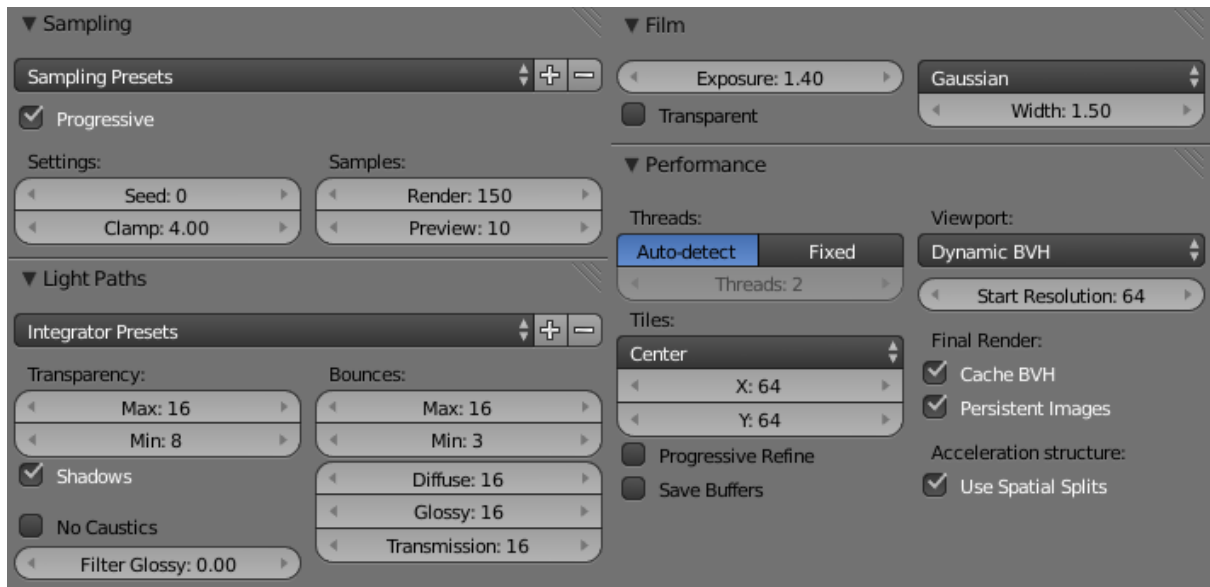
## Chapter 6: Creating a Toy Movie Scene

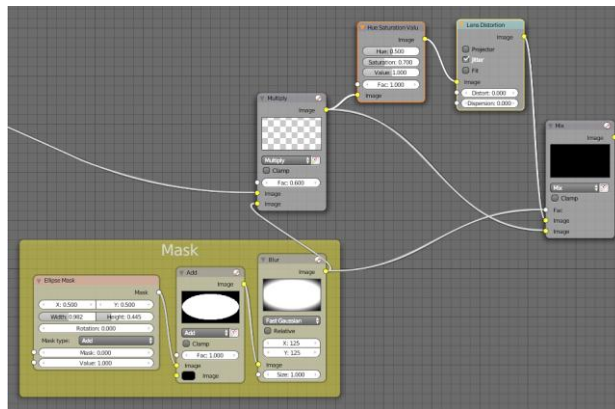
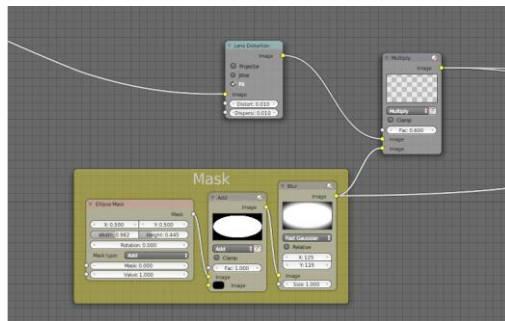
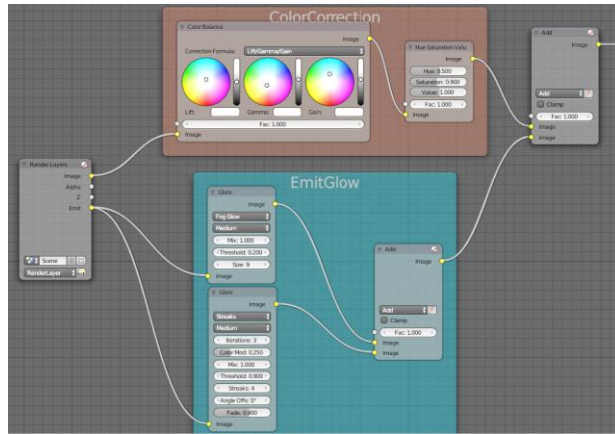






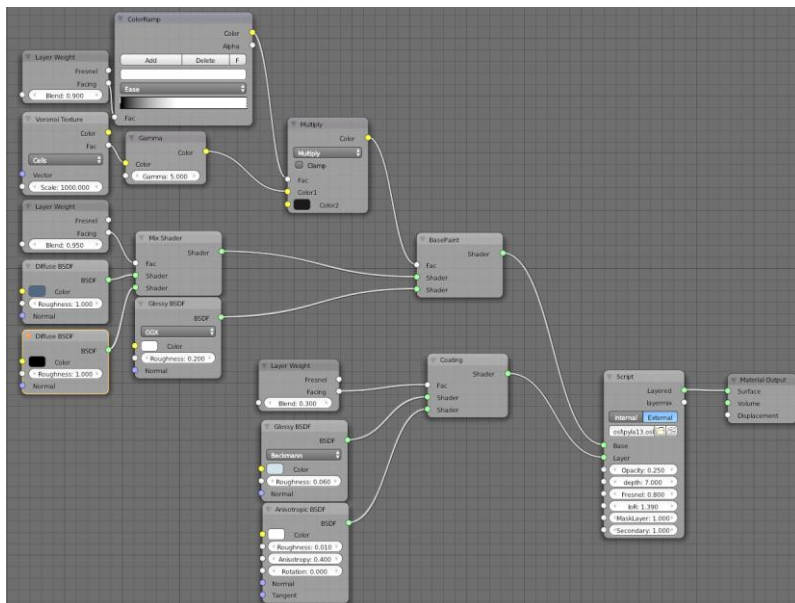


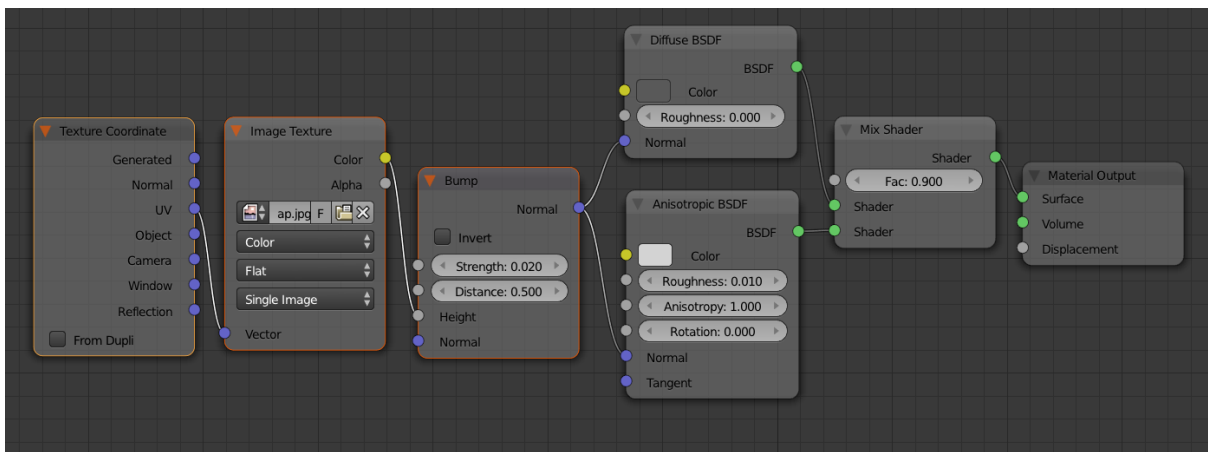
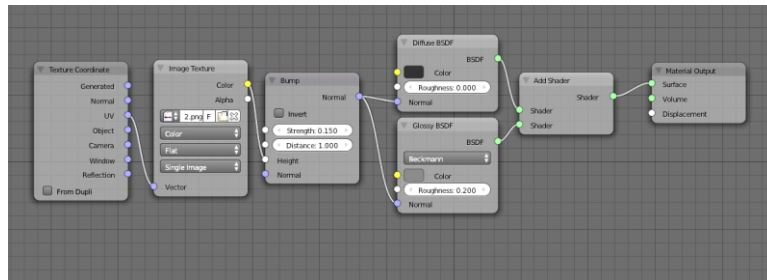
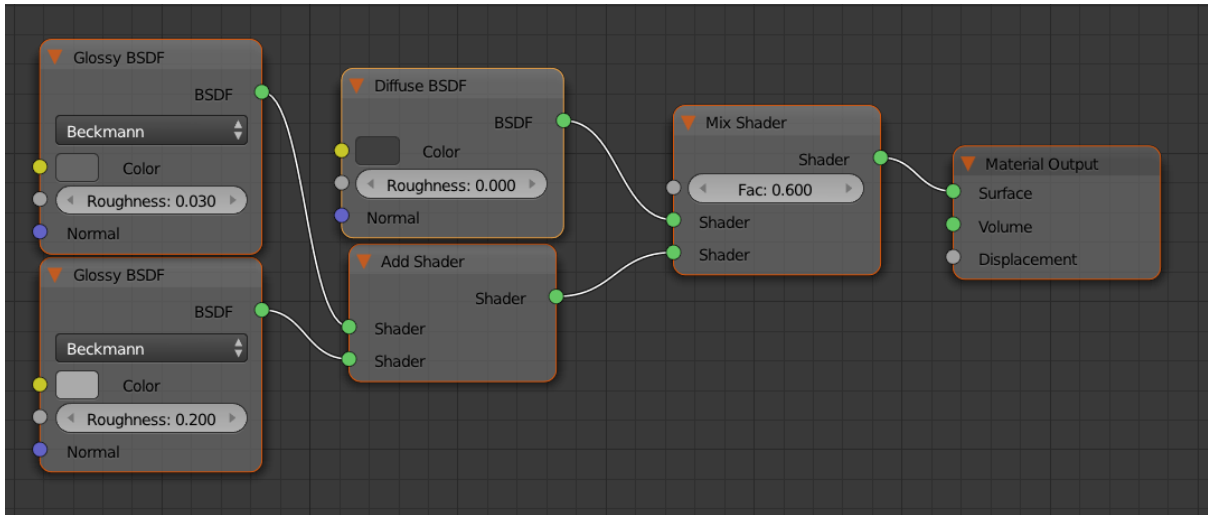




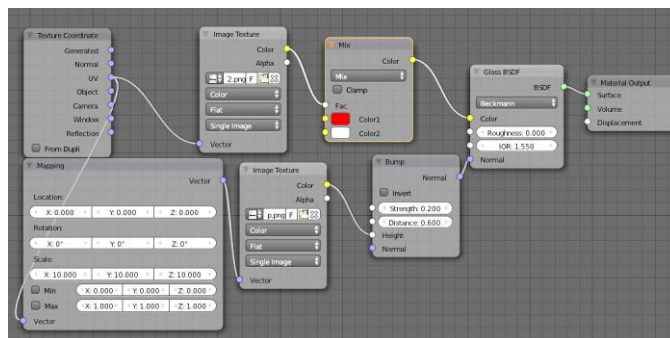
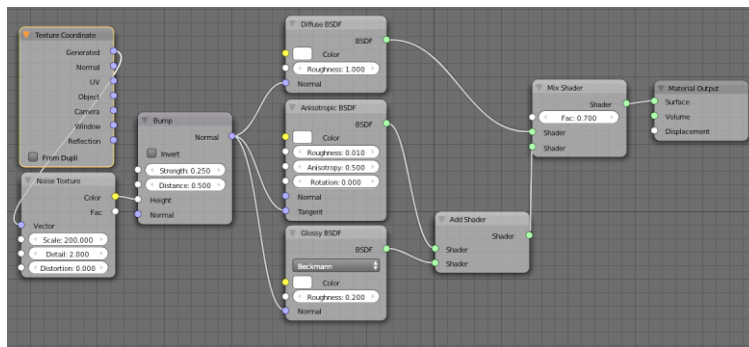
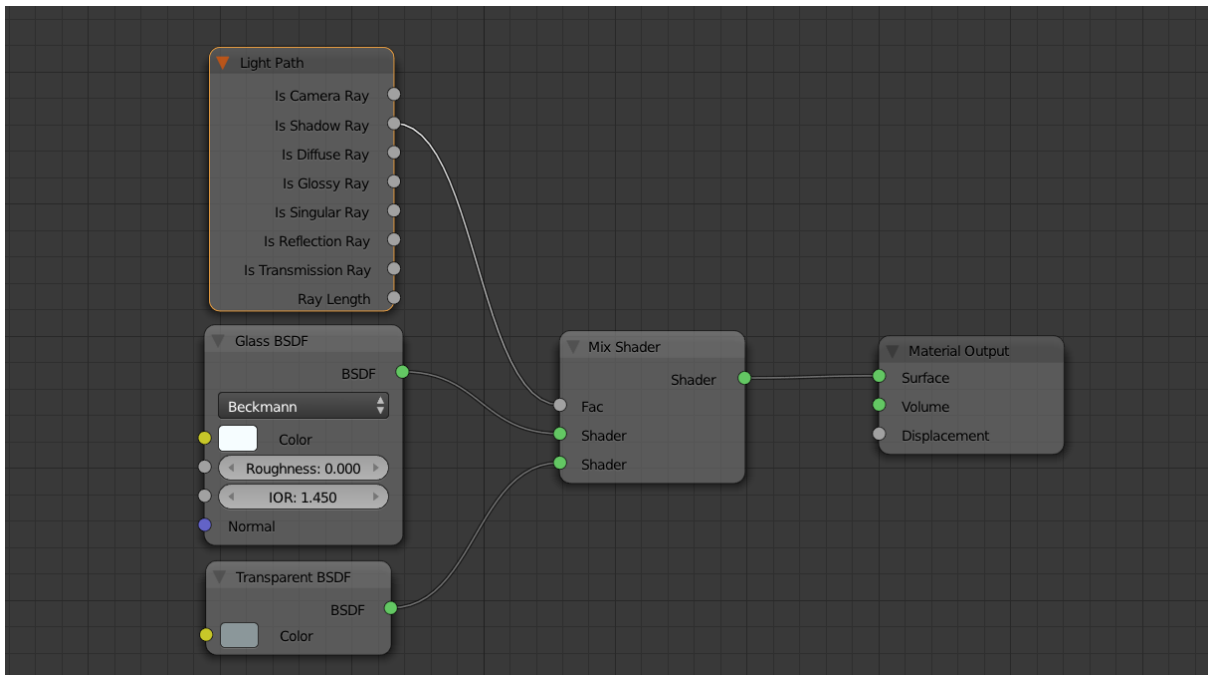


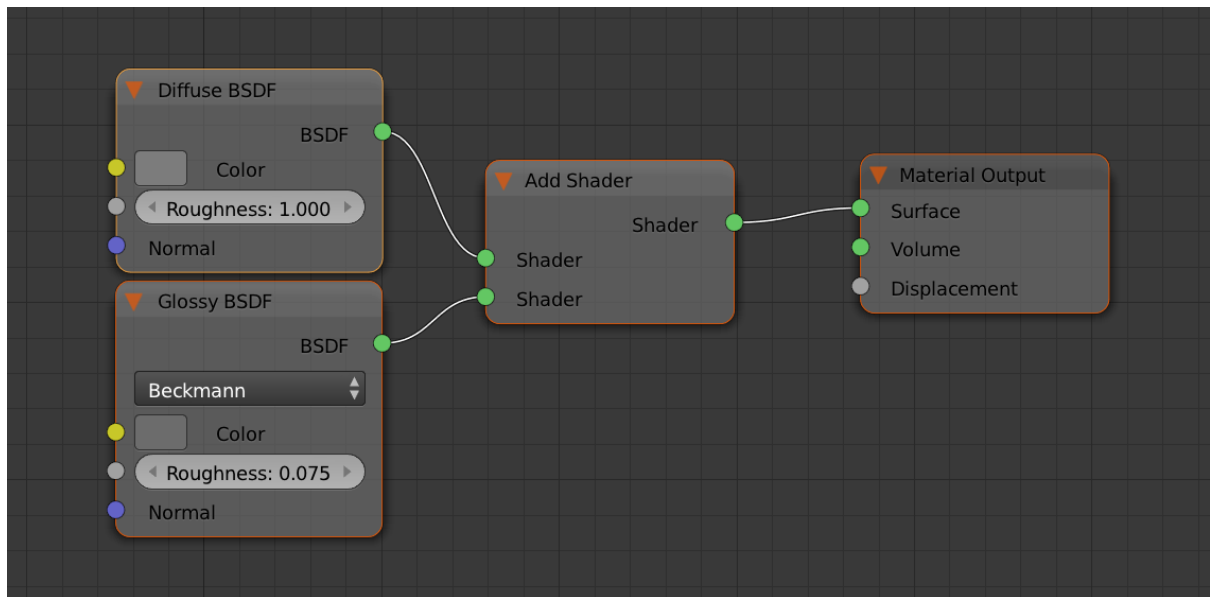
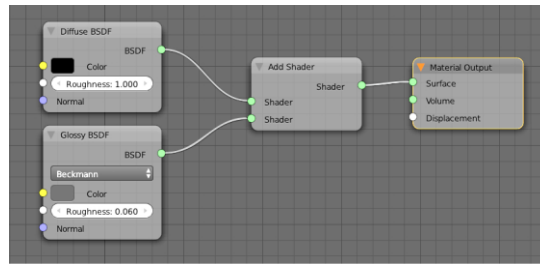
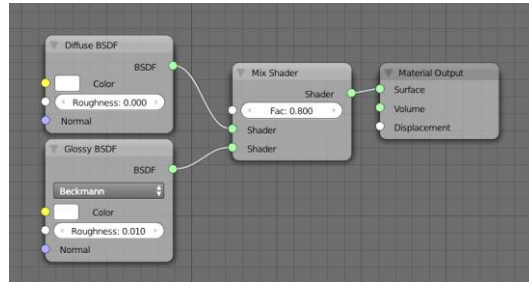
## Chapter 7: Car Rendering in Cycles

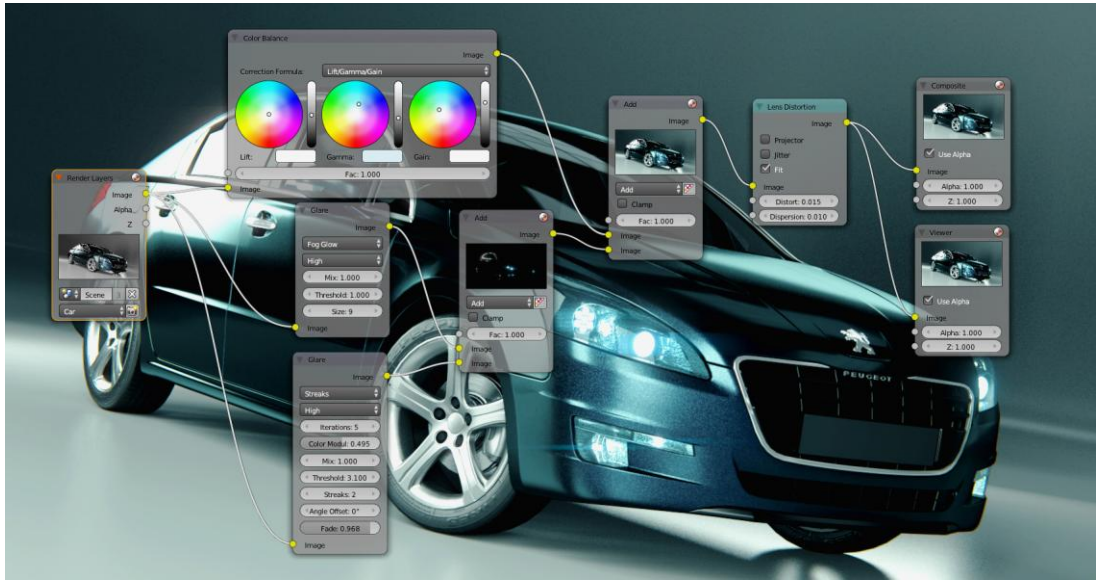






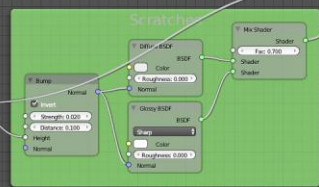
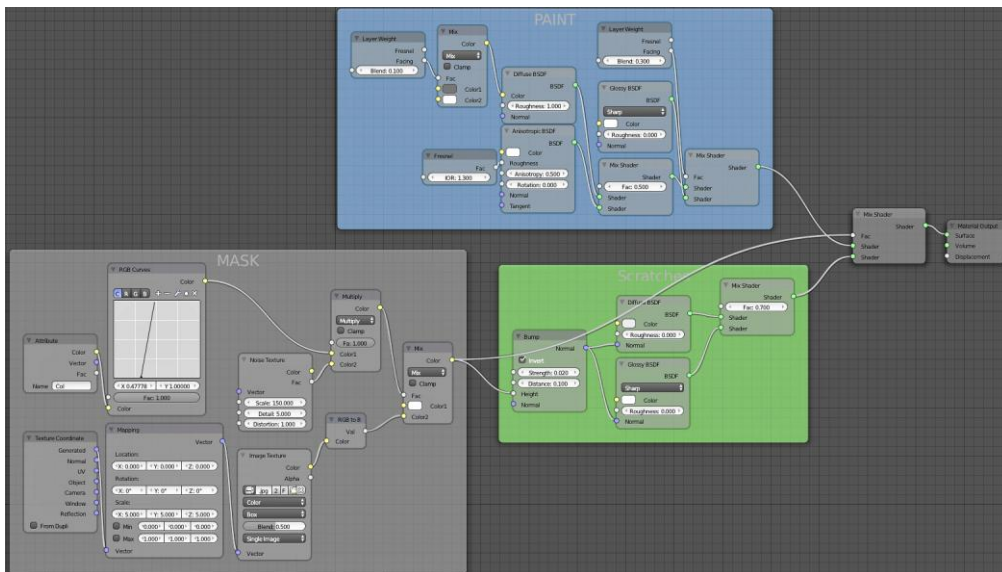
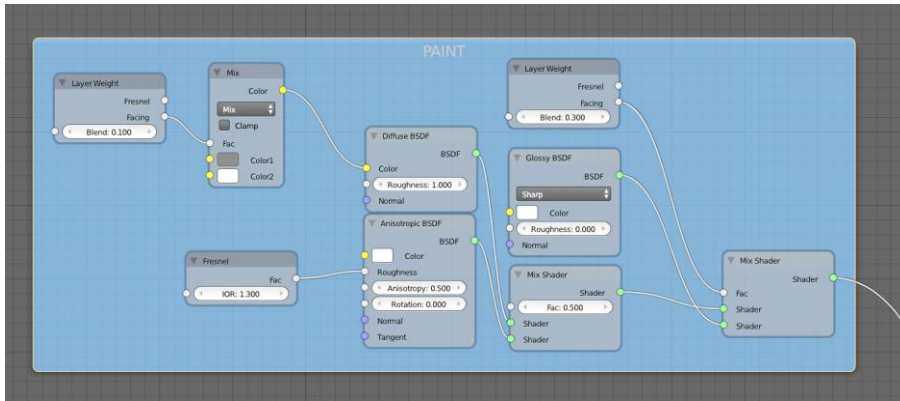
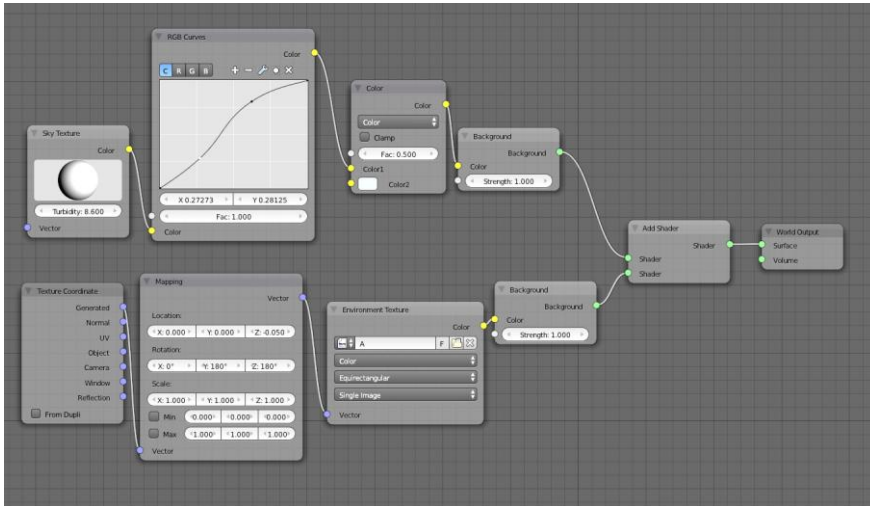


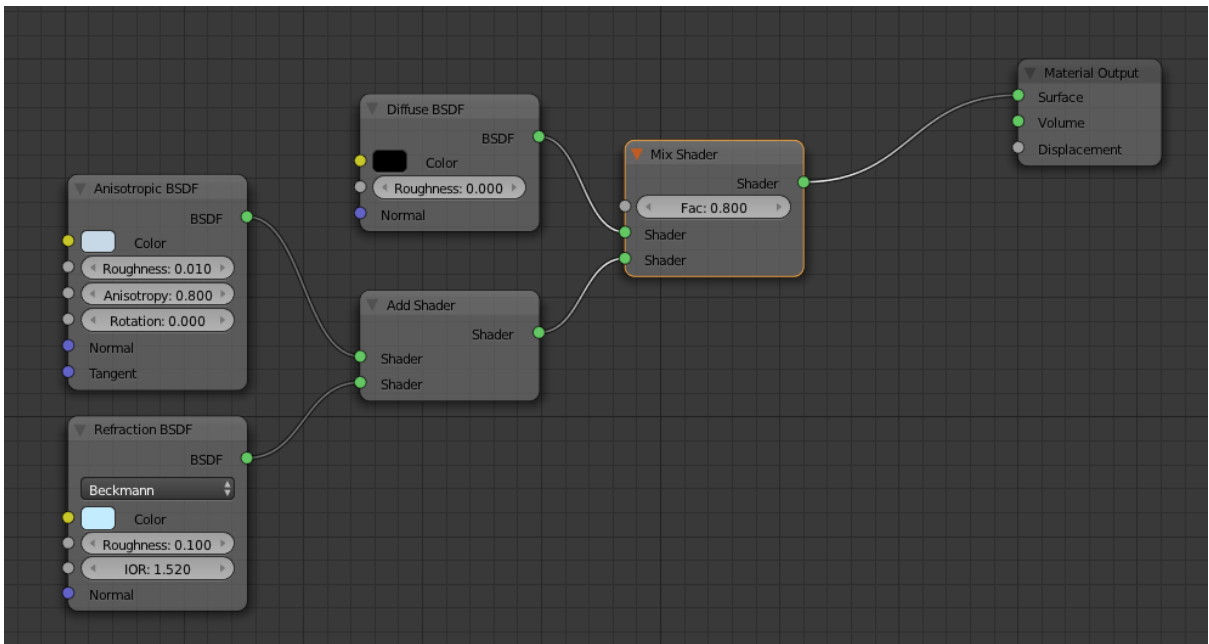
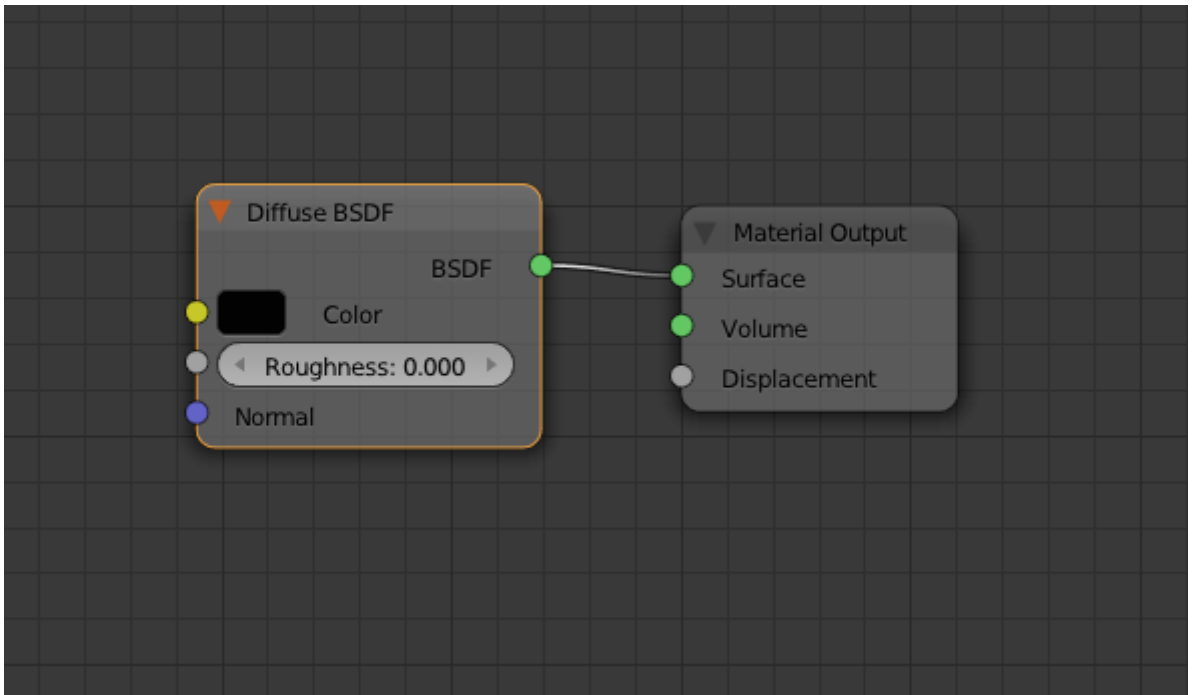


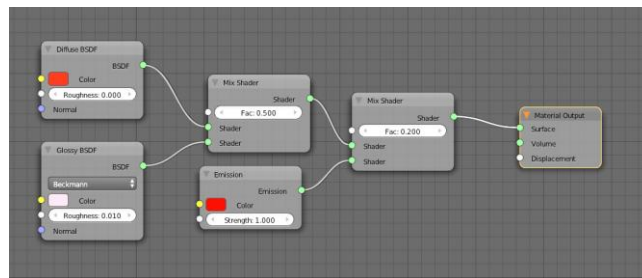
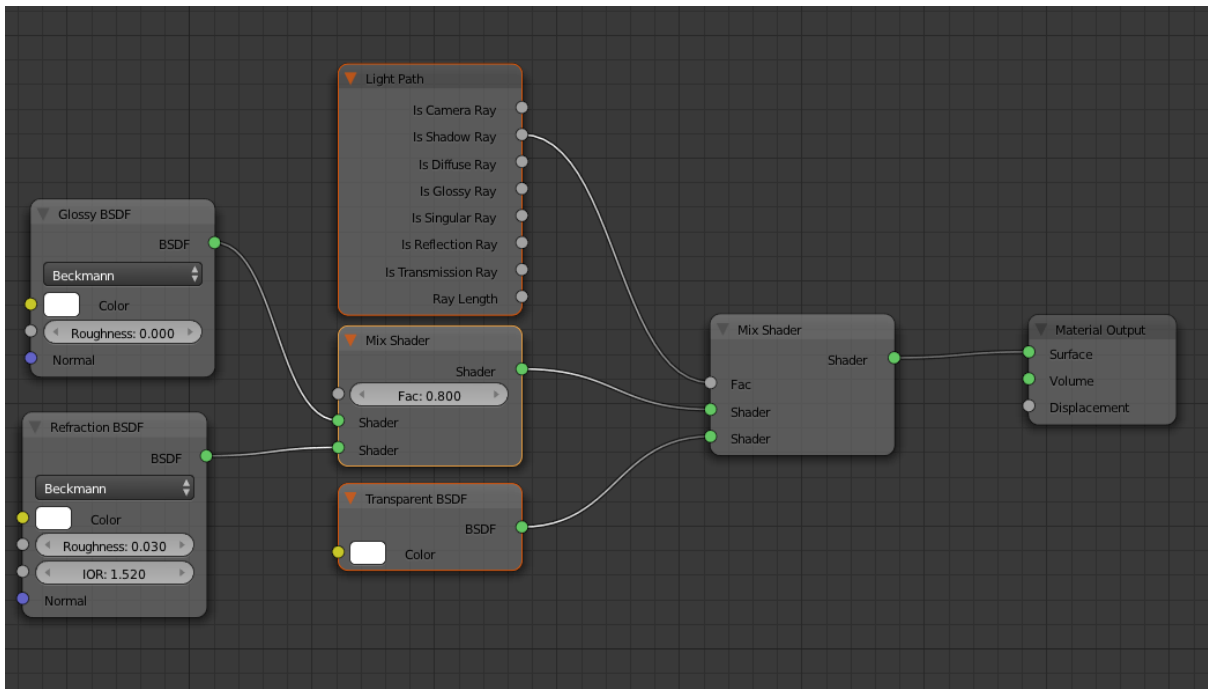


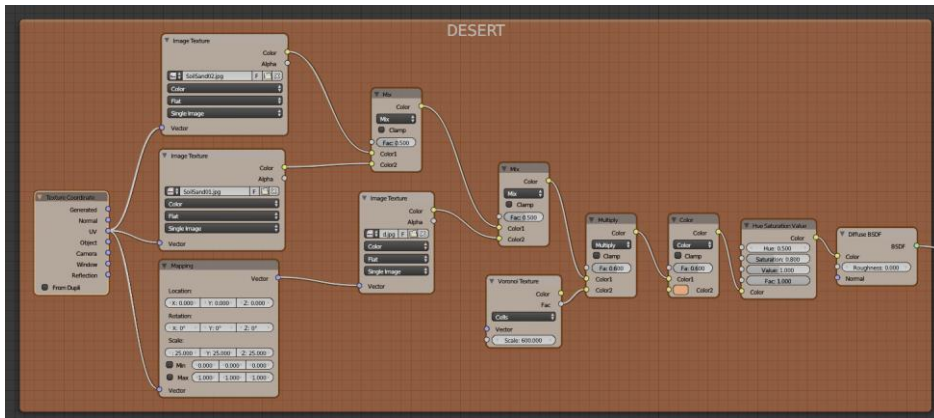
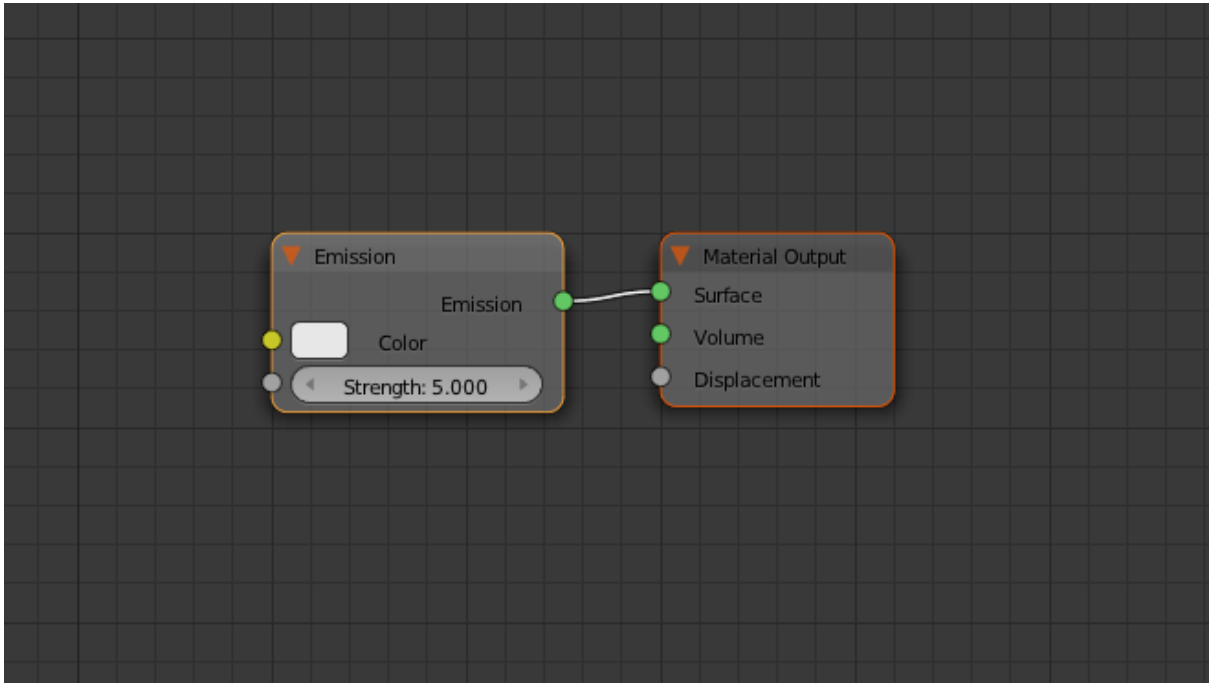
## Chapter 8: Creating a Car Animation



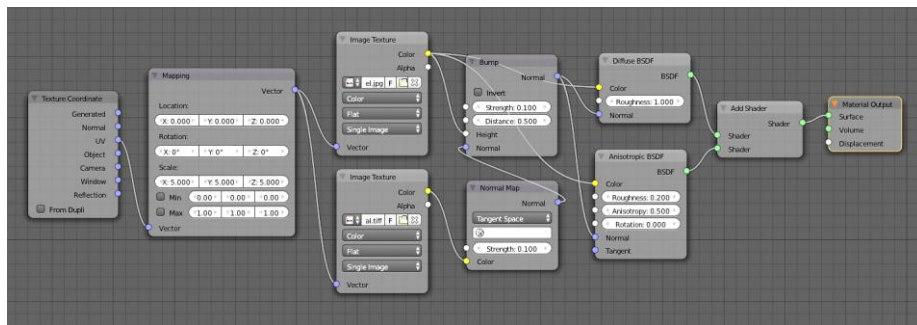
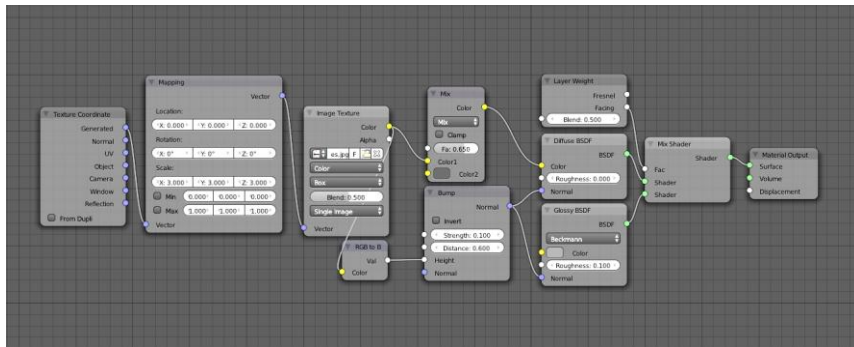
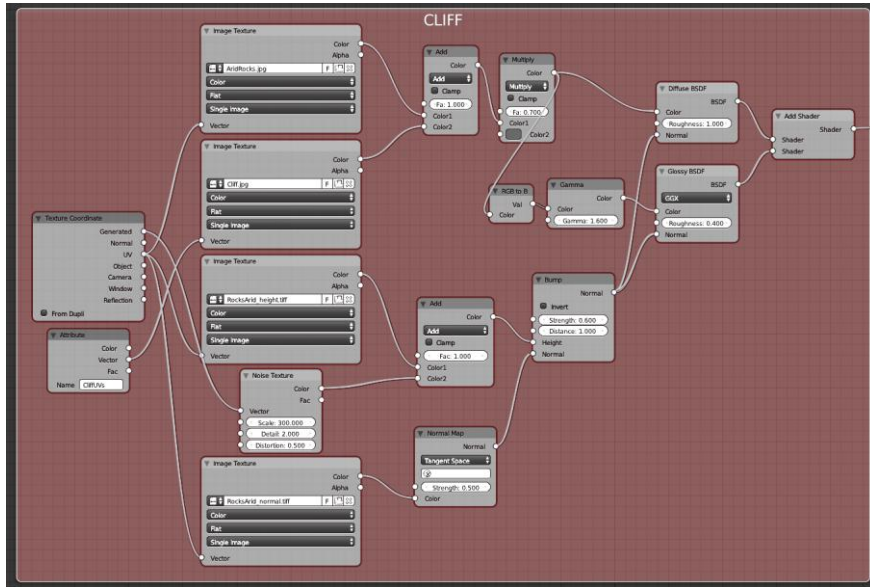


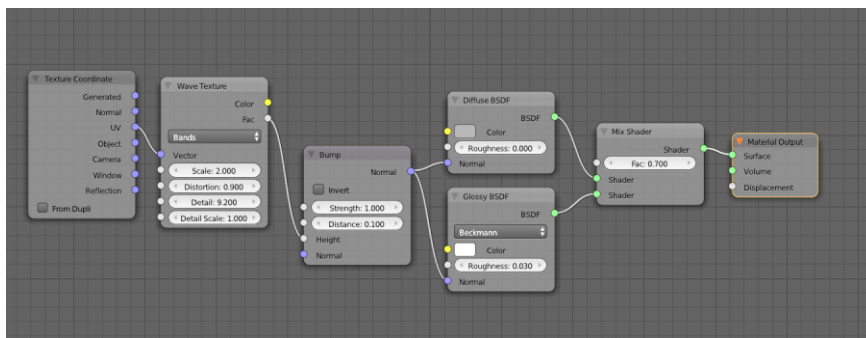
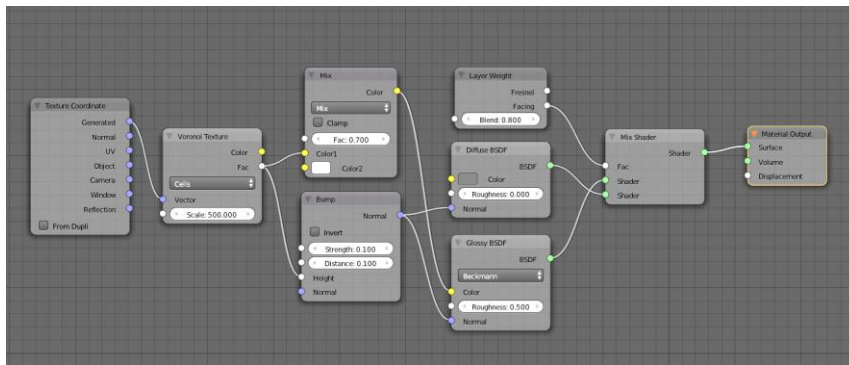
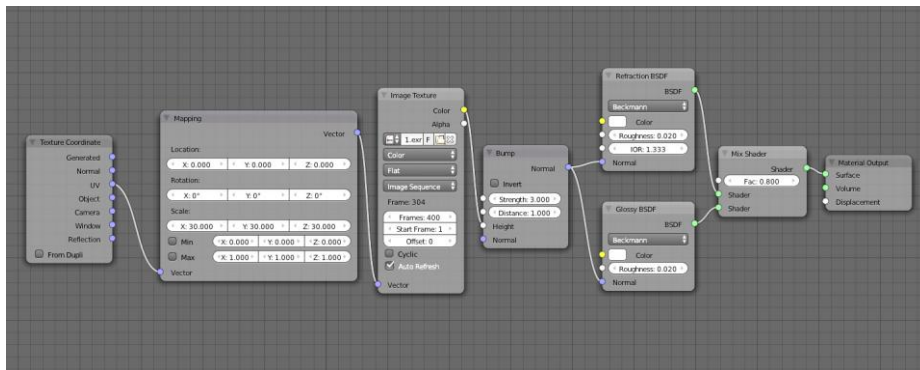
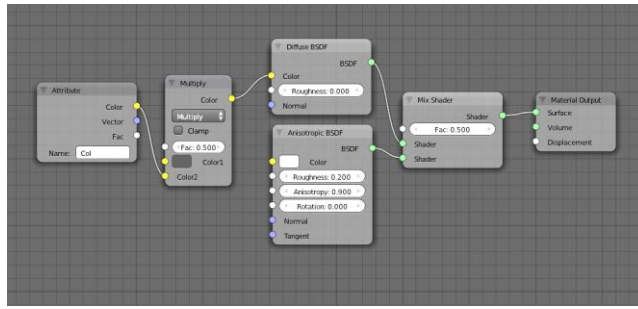


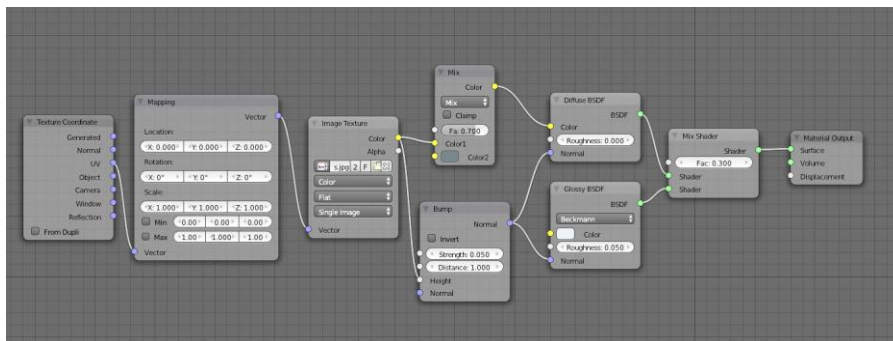
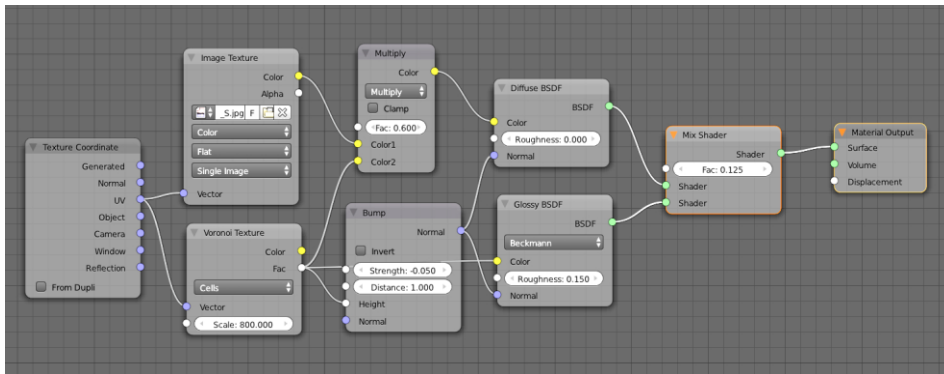












Timeline: F 167, 50, 100, 150, F 206, 200, 250, 300, 350, 400, 450, 500

View Marker Frame Playback Start: 1 End: 375 199 No Sync

Land

Add Modifier

Subsurf

Apply Copy

Catmull-Clark Simple

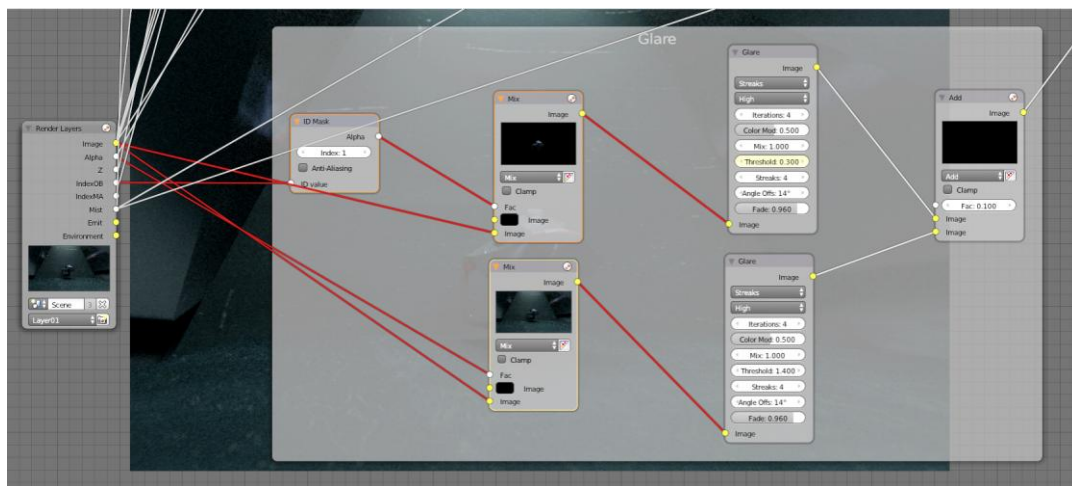
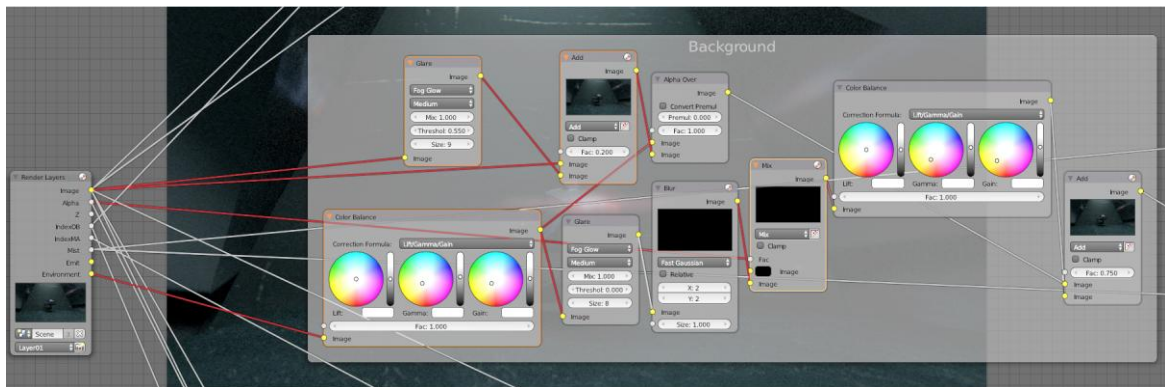
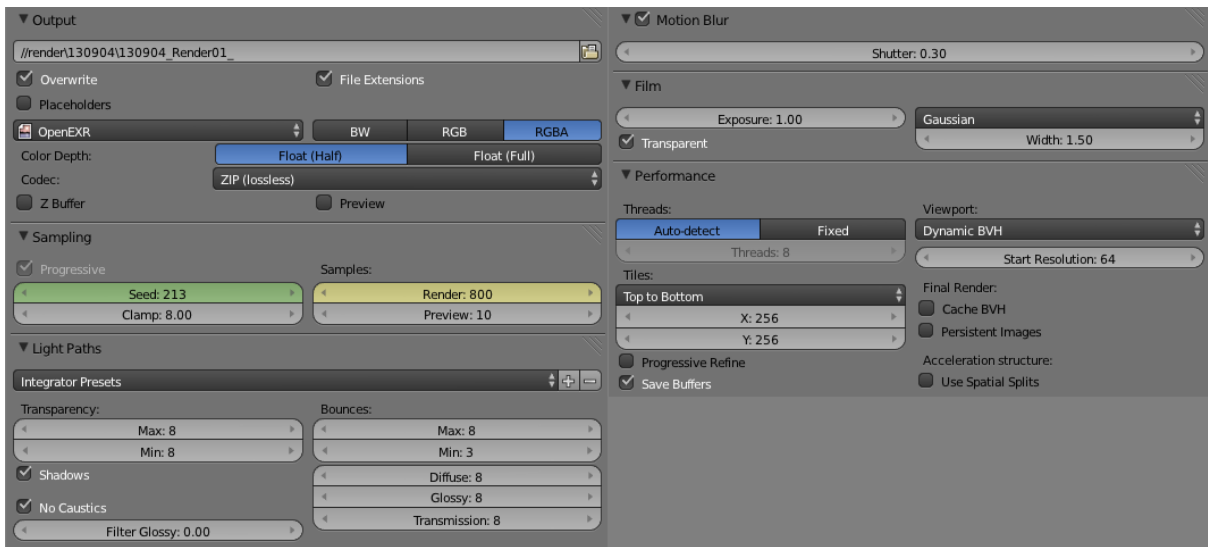
Subdivisions: View: 0 Render: 5

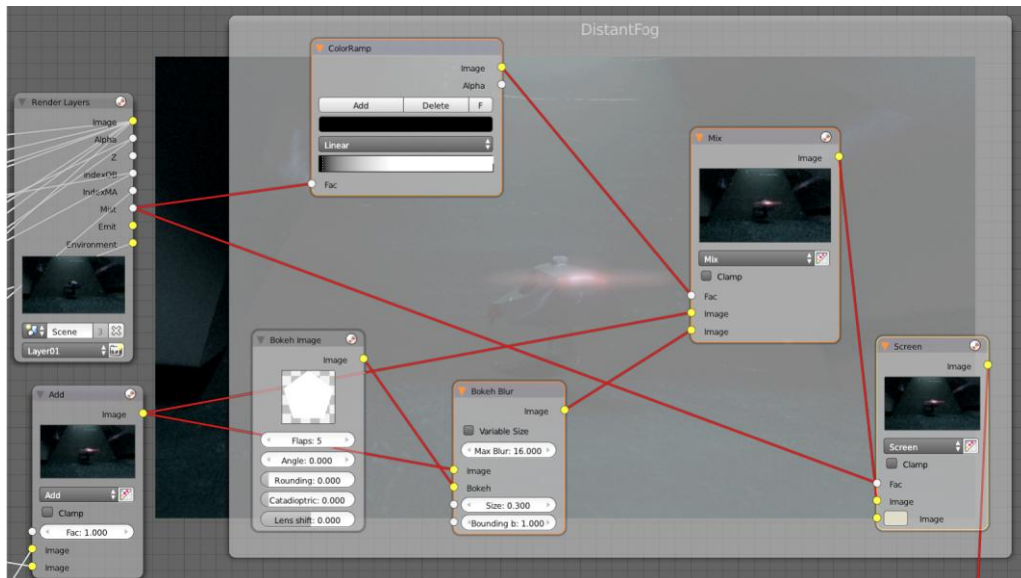
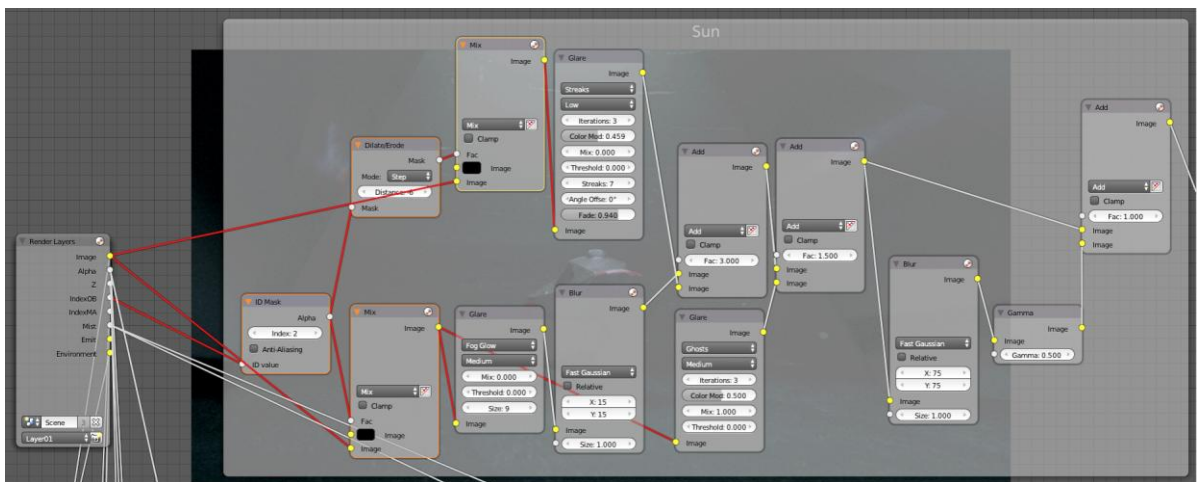
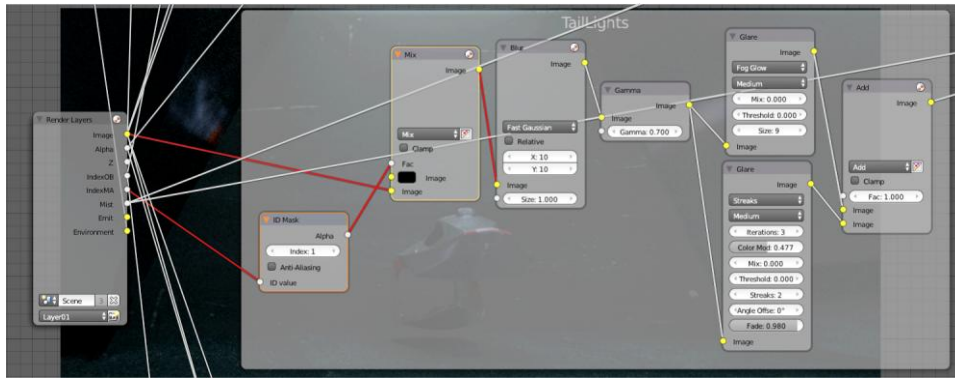
Options:
 

- Subdivide UVs
- Optimal Display

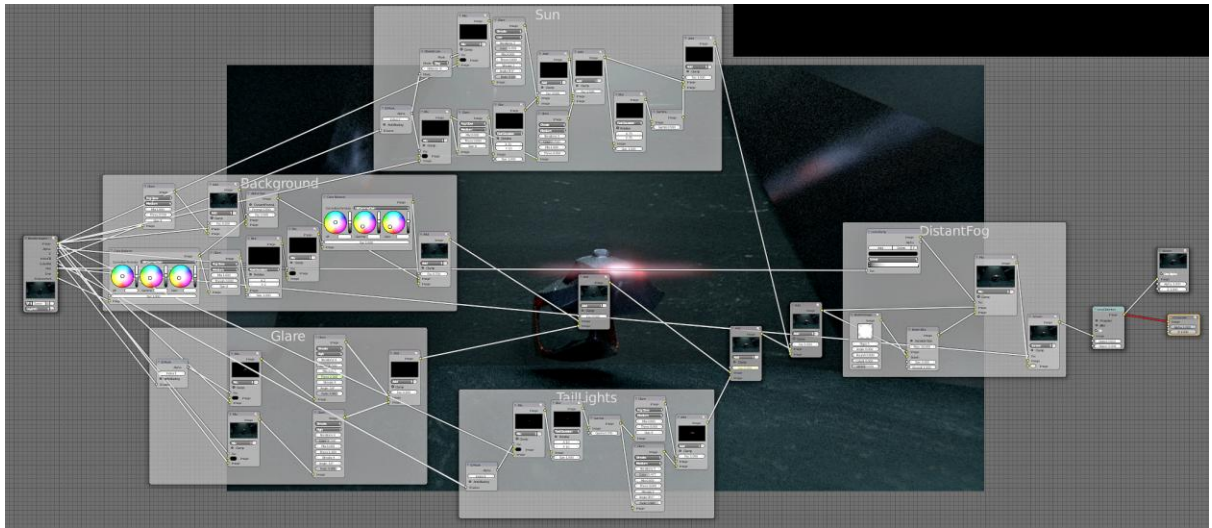
Displace

Python: SubsurfModifier.render\_levels  
bpy.data.objects["Land"].modifiers["Subsurf"].render\_levels

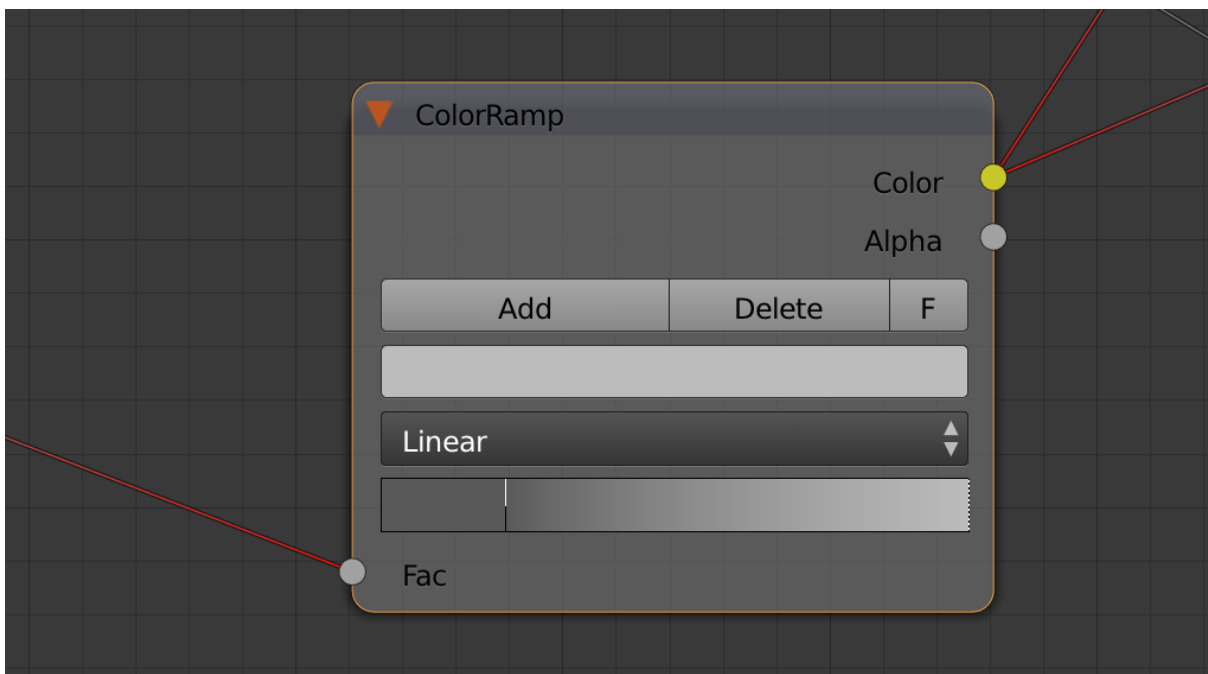
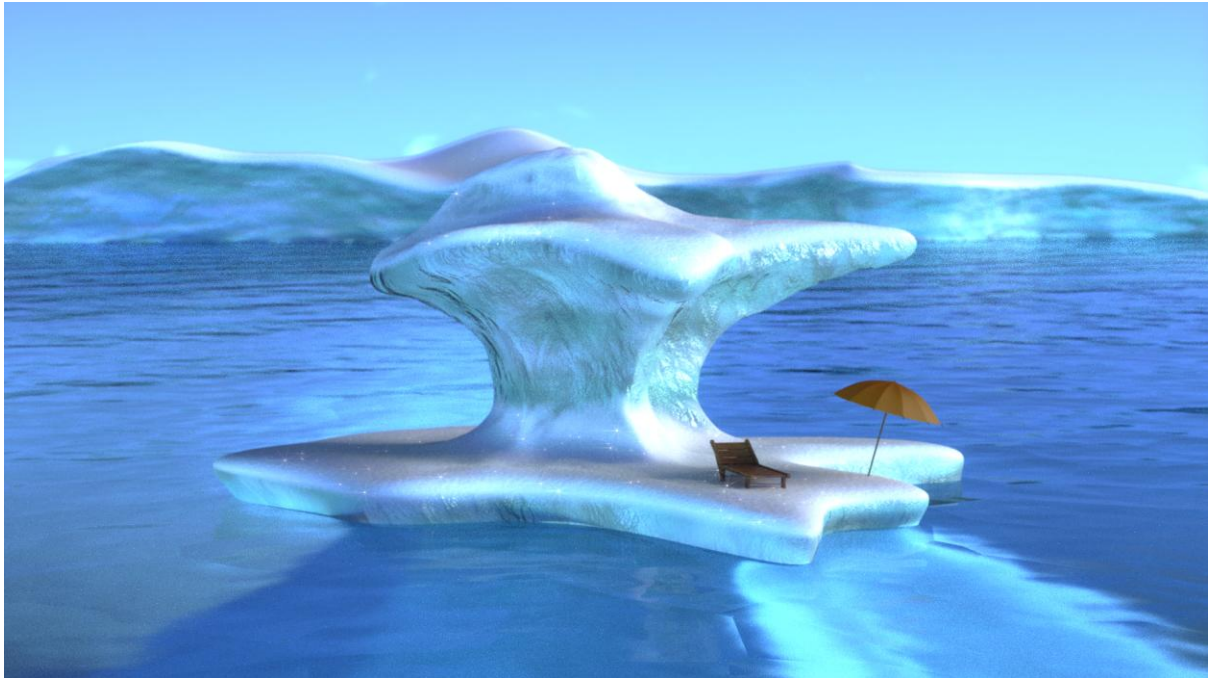


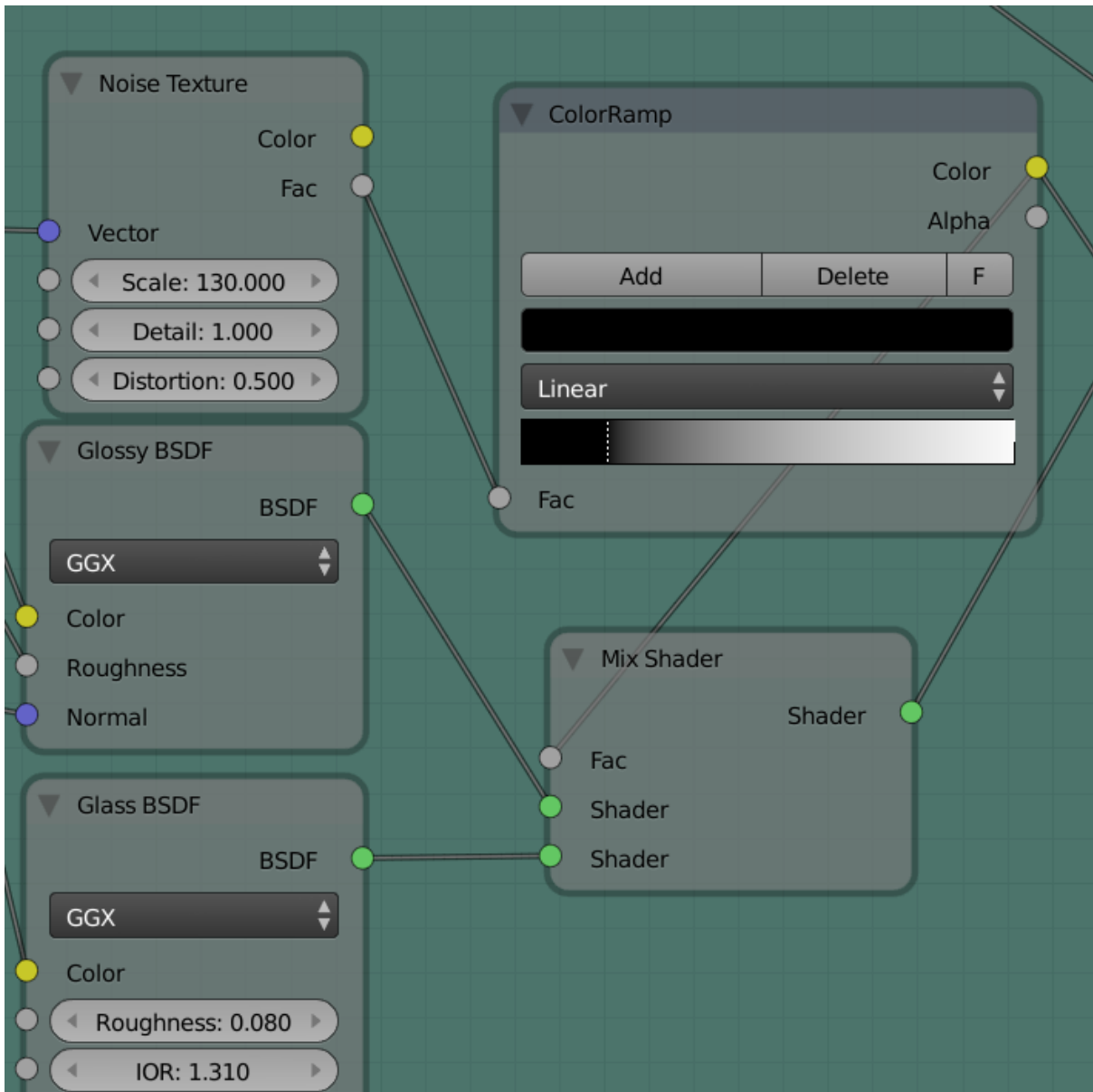




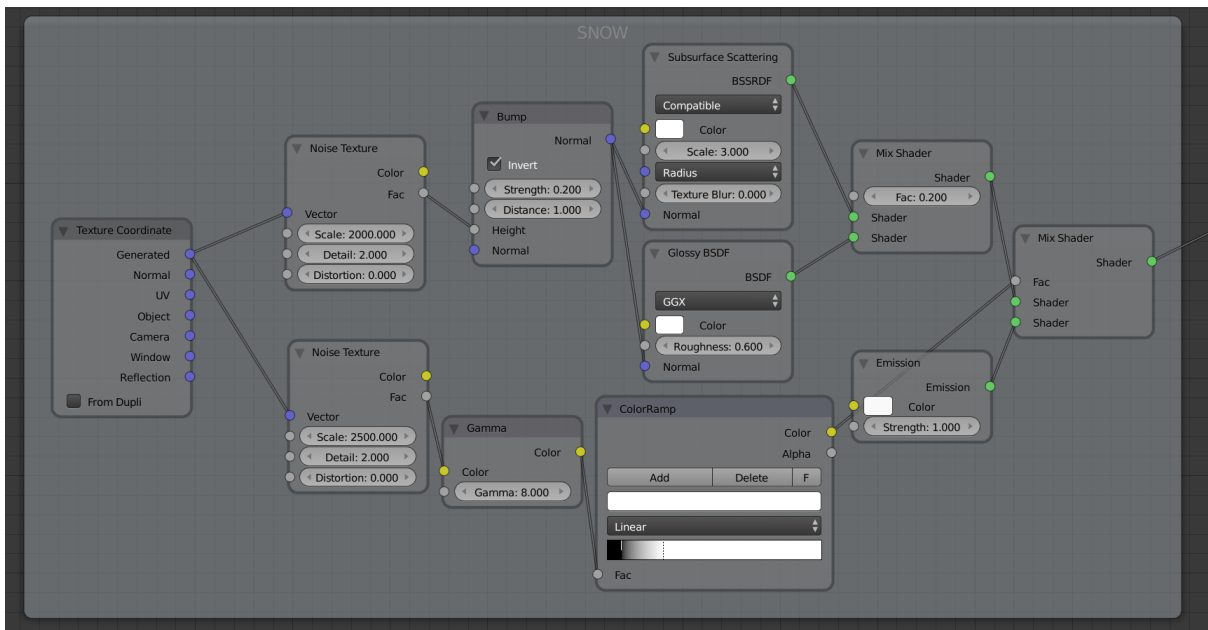
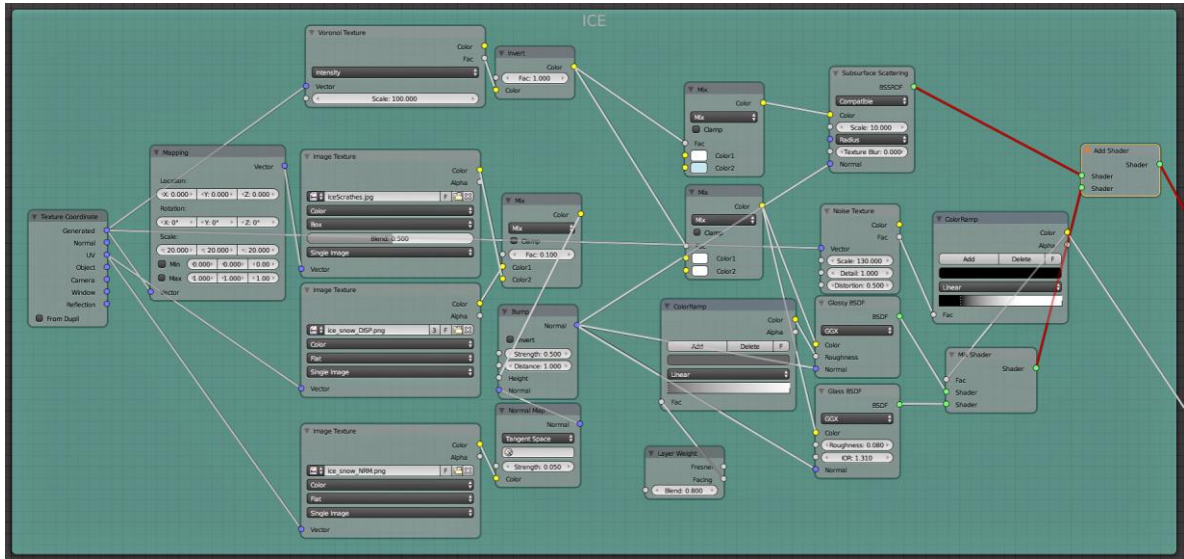


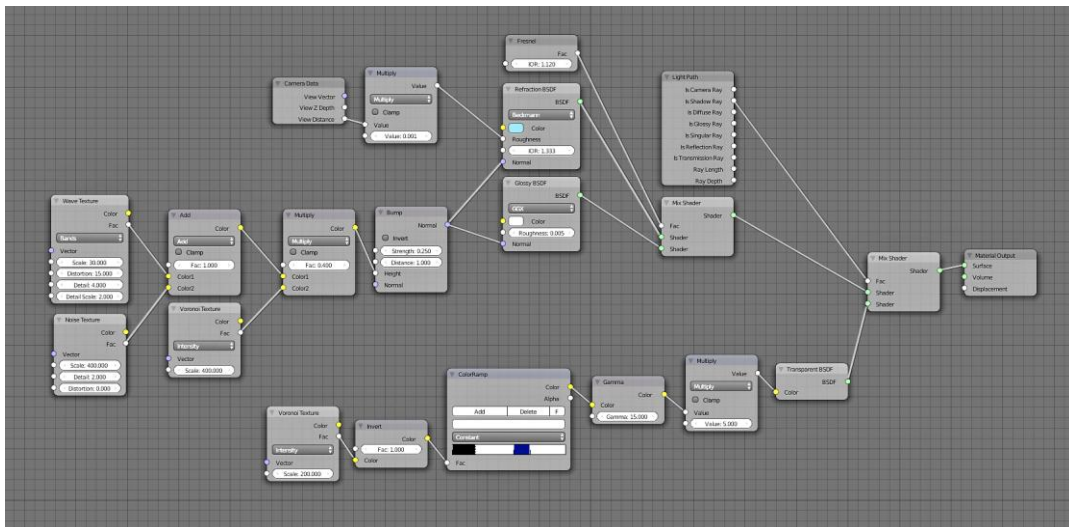
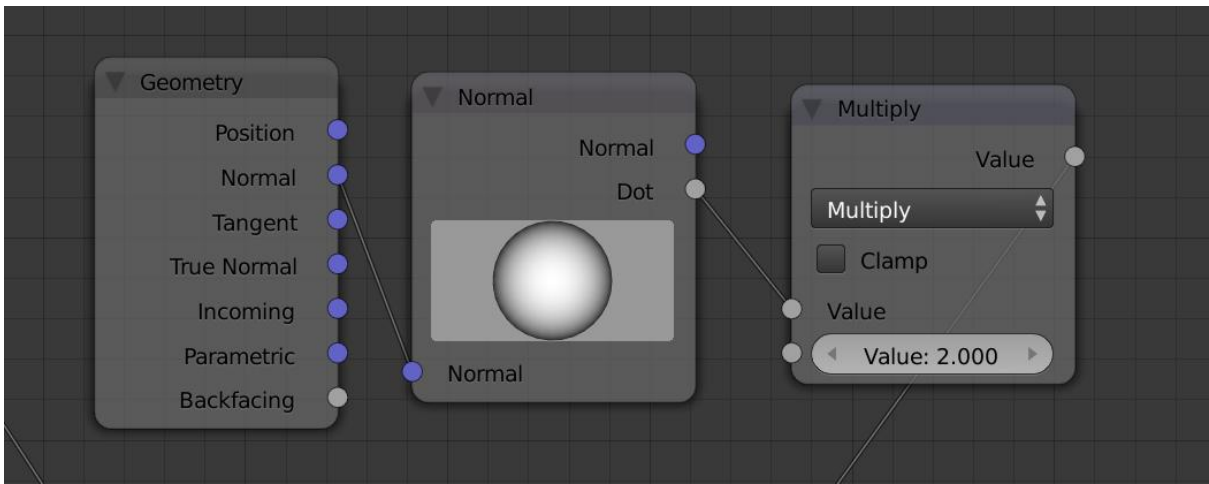
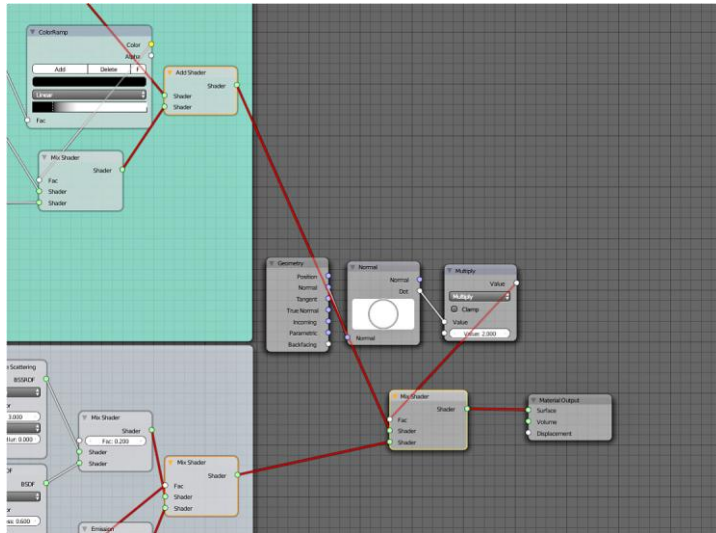
## Chapter 9: Creating an Iceberg Scene

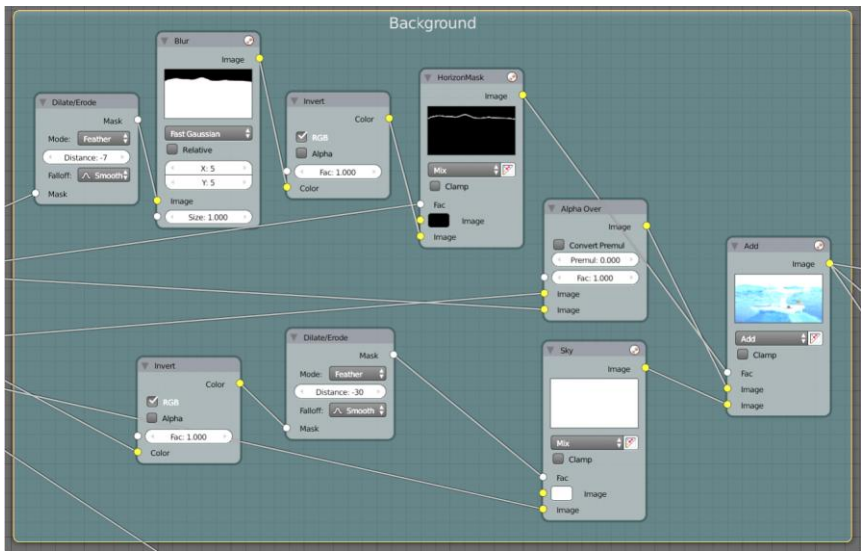
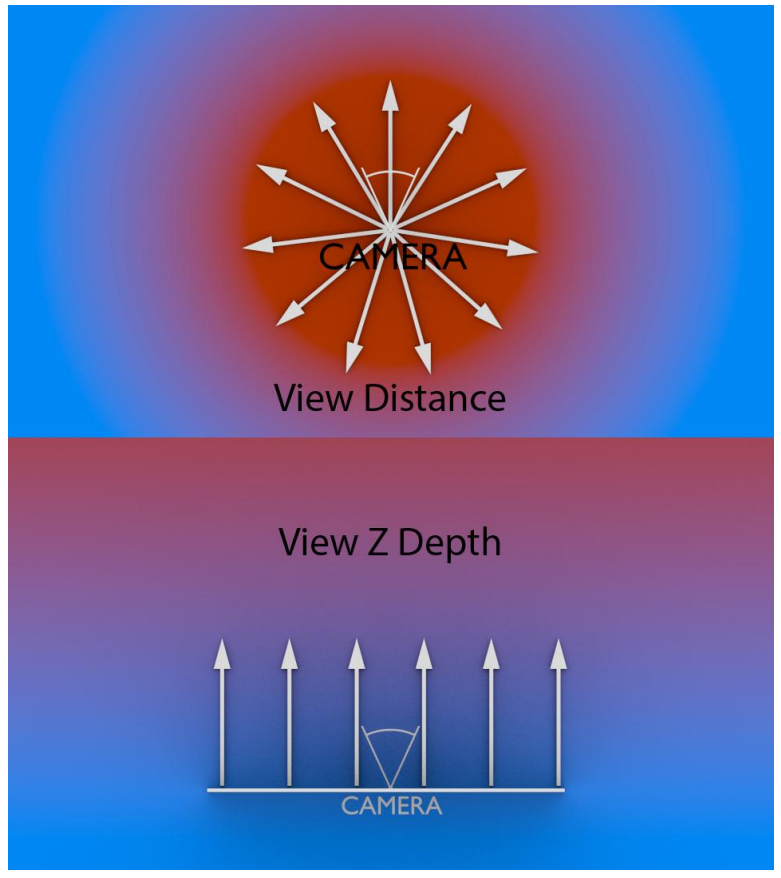


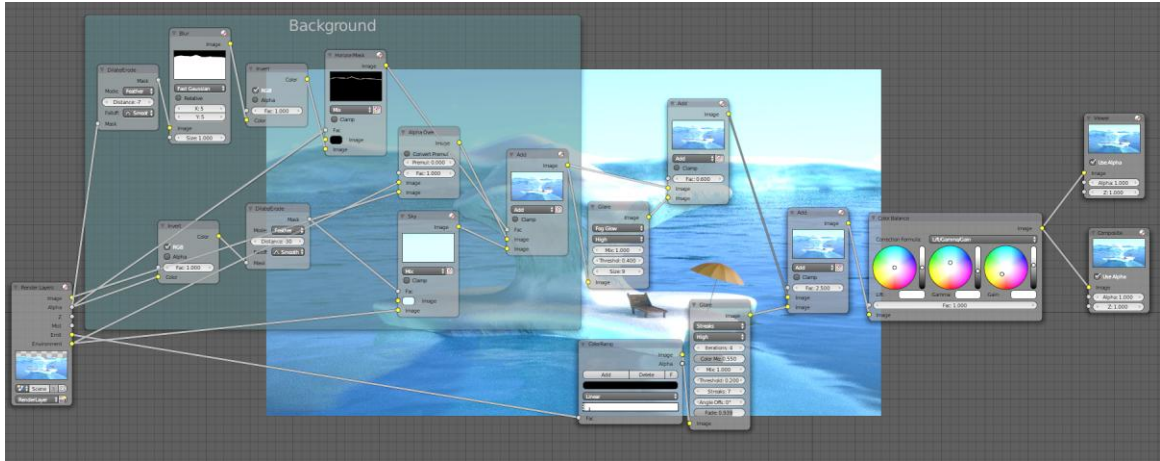




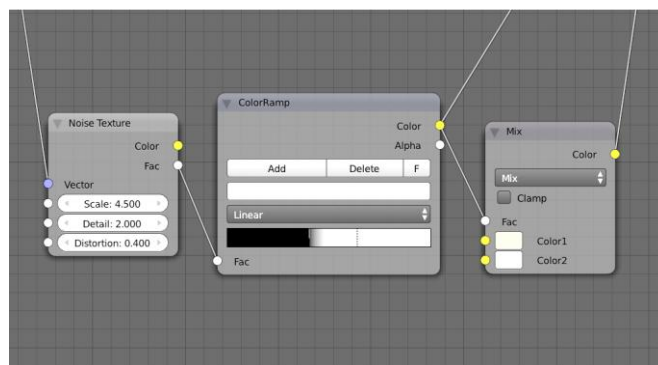




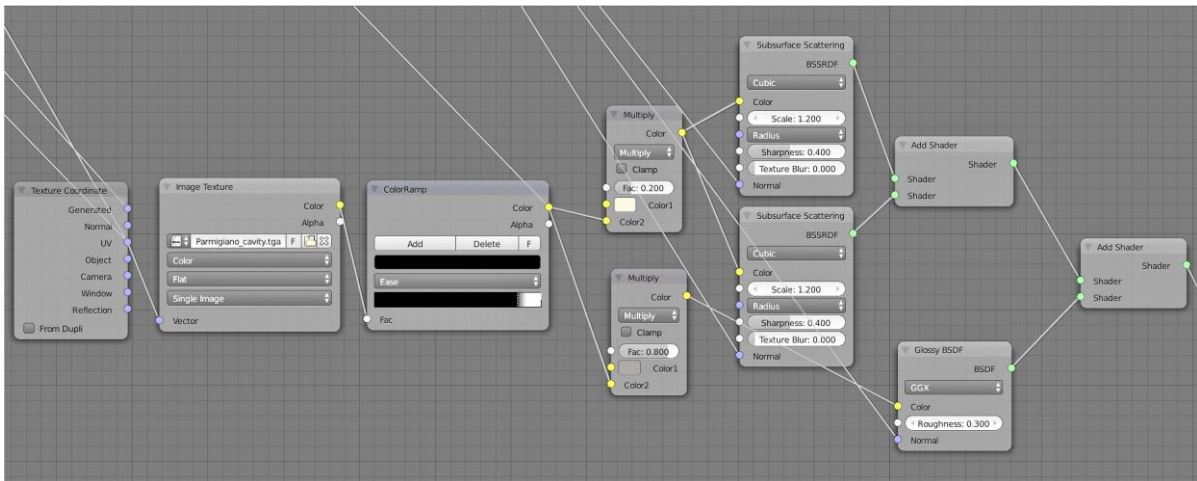
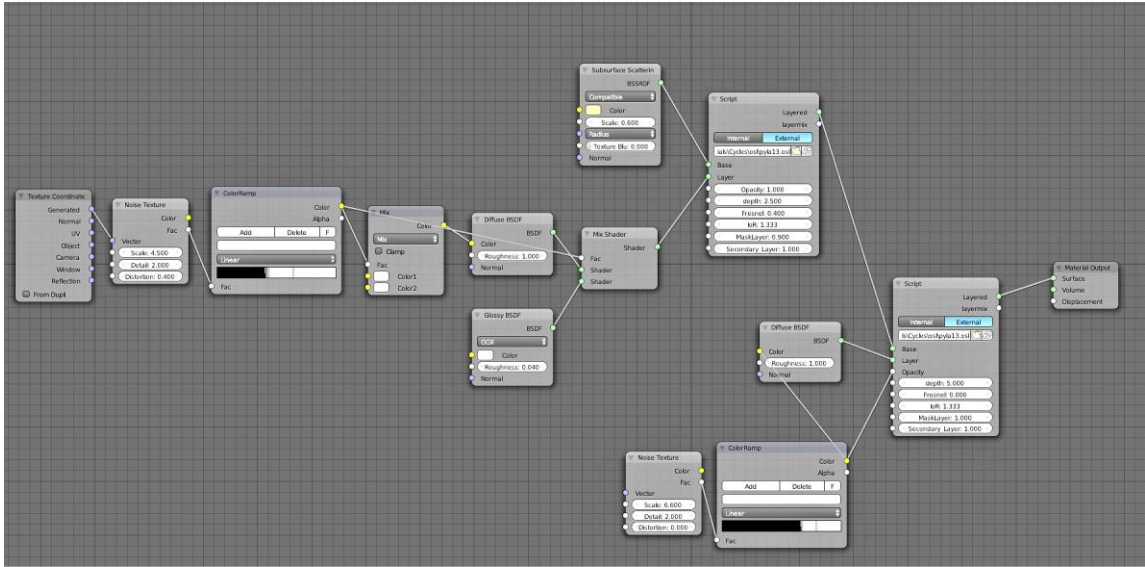


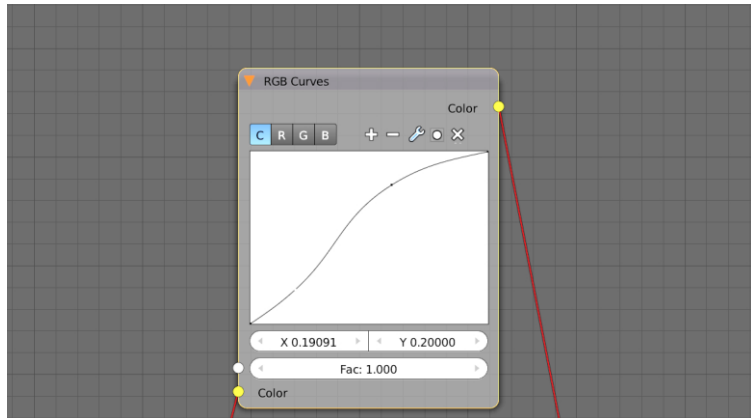
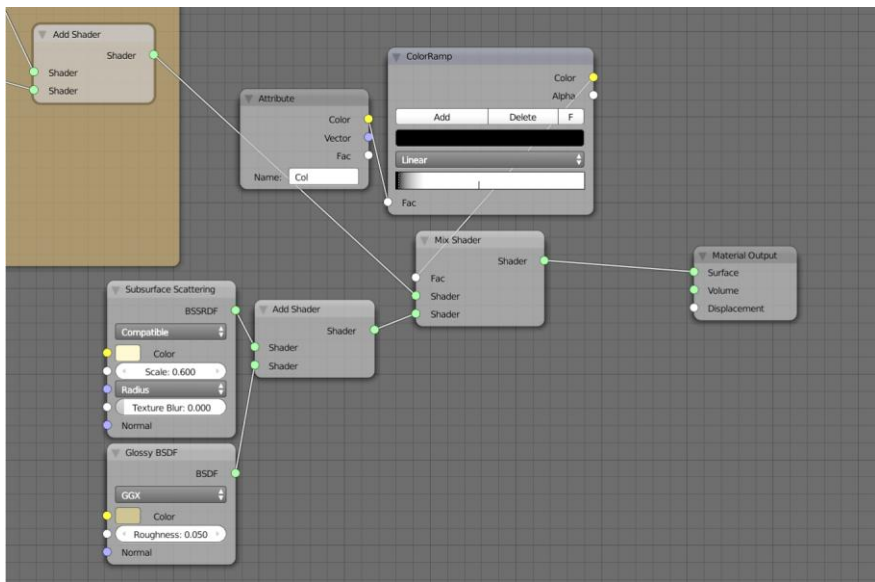
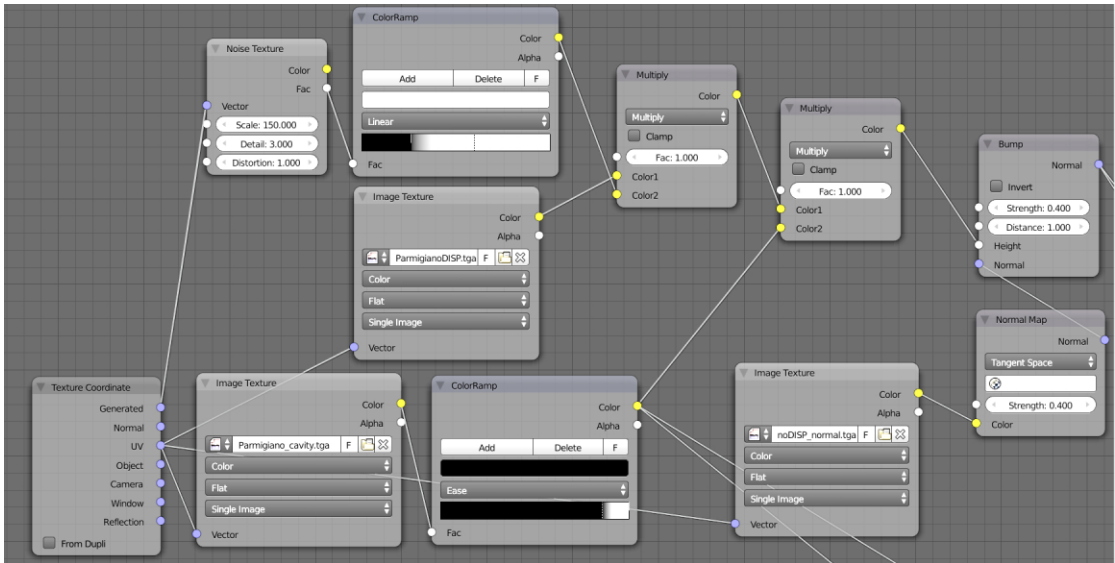


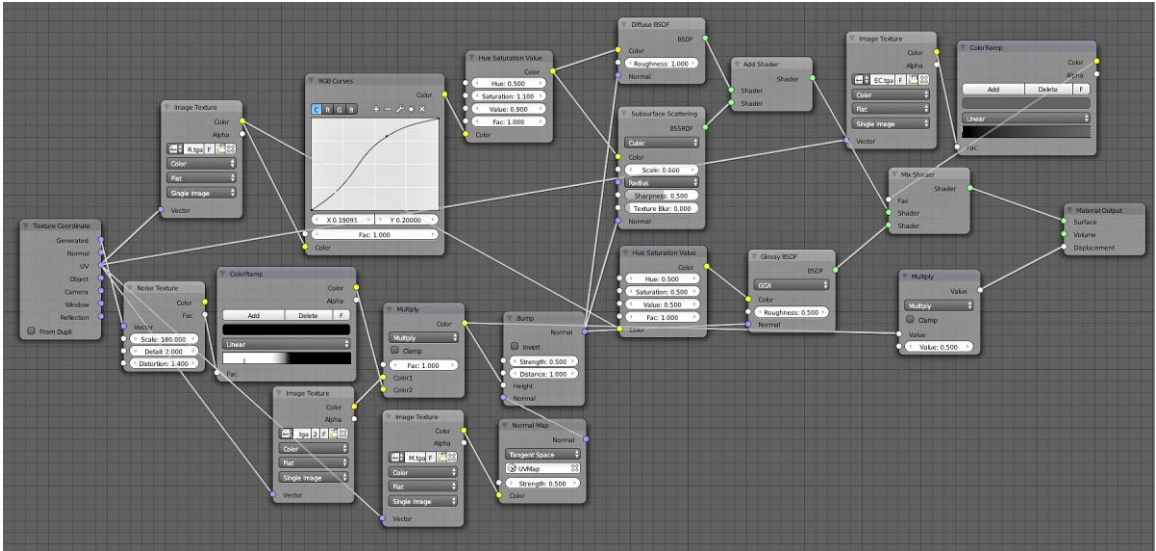
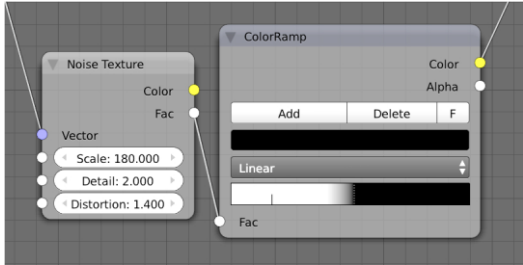
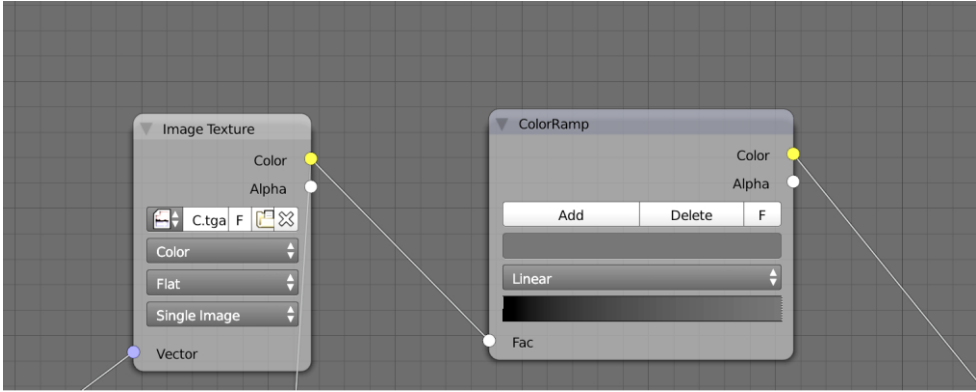
## Chapter 10: Creating Food Materials in Cycles













▼ Sampling

Sampling Presets ⌵ + -

Branched Path Tracing ⌵

Square Samples

Settings:

Seed: 0  
Clamp: 10.00

AA Samples:

Render: 4  
Preview: 4

Samples:

Diffuse: 4  
Glossy: 5  
Transmission: 3  
AO: 1  
Mesh Light: 3  
Subsurface: 5

Total Samples:  
16 AA, 256 Diffuse, 400 Glossy, 144 Transmission  
16 AO, 144 Mesh Light, 400 Subsurface

▼ Light Paths

Integrator Presets ⌵ + -

Transparency:

Max: 8  
Min: 8

Shadows

No Caustics

Filter Glossy: 0.00

Bounces:

Max: 8  
Min: 3  
Diffuse: 16  
Glossy: 16  
Transmission: 16