Photoreal Rendering for Designers

Corey Rubadue
Manager, Oonix Solutions

Join the conversation #AU2017
Corey Rubadue

- Manager, Oonix Solutions
- V-Ray Licensed Trainer
- 20+ years experience with visualization technologies in AEC and Design
- Render in Design Time
  - 30 minute rule
  - digital toolbox
- BOXX - i7-7700K, 32 GB RAM and GTX 1070
This class will focus on achieving photorealism in day to day architectural design visualization in 3ds Max using Chaos Group’s physically-based V-Ray rendering software.
Key Learning Objectives

At the end of this class you will be able to:

- Understand importance of environment, natural and artificial lighting
- Create realistic materials
- Build character with supporting content
- Design and visualize more efficiently using interactive rendering
Global Illumination | Exterior

- Makes the image more realistic
- Adds the light coming from the environment
- Adds the bounced light
Global Illumination | Interior

- Contribution of GI is important
- Lots of secondary bounces
- Optimize with skylight portals
Lighting | Dome Light

- Image based lighting
- Virtual objects in real world environments
- HDR in Environment Map
Lighting | IES Light

- Simulate real architectural light profiles
- Precise intensity and colors
- Softness of shadows
Materials | Reflective

- Fresnel reflections
- Fresnel IOR
- BRDF options
Materials | Refractive

- Color of refraction and IOR
- Glossiness – controls the blurriness of the refractions
- Fog color - simulate the fact that thick objects look less transparent than thin objects
Materials | Two-Sided

- Thin objects like paper and cloth
- Front and back side
Volumetrics | Fog

- Simulate effects like fog, dust, smoke or other tiny particles floating in the atmosphere
- Random Colors
Dynamic Geometry | Proxy

- High poly count scenes require more RAM
- Loading bit by bit during rendering
Demonstrations
Thank you!

- Handout and Supporting will be available next week.
- My email: corey@oonix.io