Working with OSL Shaders for
Realistic Rendering in 3ds Max

Steven Schain
4D Technologies/CADLearning
Post-Production Supervisor | M&E Content Development Manager
Welcome
Learning Objectives

- Identify 3ds Max OSL assets and third-party resources.
- Apply OSL Shaders to objects in 3ds Max 2020.
- Customize OSL shaders to create photorealistic materials.
- Configure the Arnold renderer to produce high-quality renderings.
Question

- Who is working with 3ds Max?
- Who is using OSL shaders?
- Writing your own shaders?
Introducing OSL
What is OSL?

- Open Shading Language
- Sony Pictures Imageworks
- Open Source
OSL Basics

- High level language
- Simpler to program
- Works with Arnold 5.0 & newer
OSL Shader Resources

GitHub
- imageworks/OpenShadingLanguage
- ADN-DevTech/3dsMax-OSL-Shaders
- gkmotu/OSL-Shaders

Facebook
- OSL Shaders group

3ds Max OSL
- Mads Drøschler - http://www.masd.dk/
Learning OSL

- Youtube Learning Channel
- ZAP Andersson OSL Lessons
- Autodesk Area
Using OSL Shaders

- OSL Map
- Direct Shader Instance
- Editable in Material Editor
- Render with Arnold 5.0
- Accurate Viewport Rendering
Demo

OSL in the Viewport
The Project
Linking to a Revit Model

- Keep model up to date
- Change resolution
- Apply new materials
Converting the Scene
The Scene Converter

- Compatible materials
- Physical camera
- Exposure
- Lighting
Finish the Scene
Adding Entourage

- Trees
- Automobiles
- Powerlines
- Etc…
Working with Materials
Editing OSL shaders
Configuring Arnold Rendering
Configuring the Renderer

- Arnold
- Sampling and Ray Depth
Adjusting Scene Exposure

- Physical Camera Exposure Control
- Exposure Adjustment
The Result
Thank you for your time.

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