Architectural Visualization Workflow in Autodesk Building Design Suite 2013

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Class Summary

- What is Arch-Viz?
- Revit vs. 3Ds Max
- Workflow
- Post Production
Class Summary

- What is Arch-Viz?
- Revit vs. 3Ds Max
- Workflow
- Post Production
Learning Objectives

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

- Link and open a Revit model in 3ds Max Design
- Create a photorealistic rendering in a short amount of time
- Generate render elements with the Render Pass System in 3ds Max Design 2013
- Make modifications and add effects to the rendering with Autodesk Composite 2013
Importance of Architectural Visualization
Importance of Architectural Visualization

- Communication
- Inspiration
- Motivation
- Marketing
Standard Render Settings

- Communication
- Inspiration
- Motivation
- Marketing
Adding Drama

How to add drama to your images:

1) Create image

2) Add Mordor

9GAG.COM/GAG/4410154
What are the elements that makes a good rendering?

- Composition
- Story/ Scenario
- Environment/ Effects
- Lighting and Mood
What are the elements that makes a good rendering?

- Composition
- Story/ Scenario
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A. Weirer
Studio 33
Mood Creation with Light

Hugh Ferriss
Mood Creation with Light

Hugh Ferriss
3D Render vs. Postprocessed Image

Pure Render

Luxigon
Revit Architecture vs. 3ds Max Design
Revit vs. 3ds Max

Advantages of Revit

- Modeling
  - Families
  - Boolean Operation
  - Alignment
Revit vs. 3ds Max

Advantages of Revit

- Modeling
  - Families
  - Boolean Operation
  - Alignment
  - Temporary Dimensions
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Nature
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Nature
- Scatter
Revit vs. 3ds Max

Advantages of Revit

- Modeling
- Texturing
- Families with Materials
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Substance Maps
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Substance Materials
- UVW Map
Revit vs. 3ds Max

Advantages of Revit

- Modeling
- Texturing
- Lighting
- Sun & Sky presets
Revit vs. 3ds Max

Advantages of Revit

- Modeling
- Texturing
- Lighting
- Sun & Sky presets
- Light families with IES data
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Lighting
- Nitrous Viewport
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Lighting
- Nitrous Viewport
- Environment and Effects
Revit vs. 3ds Max

Advantages of Revit

- Modeling
- Texturing
- Lighting
- Rendering

- Few Render Settings
- Adjust Exposure
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Lighting
- Rendering
- Render Time
- Effects
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Lighting
- Rendering
- Render Time
- Effects
- Camera Correction
Revit vs. 3ds Max

Advantages of 3ds Max

- Modeling
- Texturing
- Lighting
- Rendering
- Render Time
- Effects
- Camera Correction
- Render Elements
Importing & linking files in 3ds Max
DWG vs. FBX

- DWG
  - Layers
  - Curves & Lines

- FBX
  - Lights
  - Materials
  - Cameras

> Export > FBX or DWG
Linking Files

- Combine By Revit Material
- Combine By Revit Category
- Combine By Family Type
- As One Object
- Do Not Combine Entities

> Import > Link Revit
Linking Files
Preparing the Scene
Activating Nitrous Viewport

Realistic > Lights and Shadows > Illuminate with scene lights + Shadow + Ambient Occlusion
Environment

- mr Photographic Exposure Control
Material Override
Ambient Occlusion
Ambient Occlusion
Render Settings
Image Resolution

- Image Resolution

Rendering > Print Size Assistant…
Final Render Settings

- Increasing Final Gather Precision
  
  *(For high quality GI set the FG Precision to Low or Medium)*

- Increase the FG Bounces
  
  *(For exterior renderings set the FG bounces to 2)*
Interior Render

- Activate GI

*(Recommended for Interior Renderings)*
Interior Render

- Activate GI
  
  *(Recommended for Interior Renderings)*

- Optimize GI
  - Activate the Photon Target
Final Render Settings

- Activate GI
  
  *(Recommended for Interior Renderings)*

- Optimize GI
  - Activate the Photon Target
  - *Use mr Sky Portal*
Render Elements
Render Elements
Render Elements
Autodesk Composite 2013
Material ID
Material ID
Z-Depth
Z-Depth
Refractions/ Reflections
Refractions
Add Life
Add Life
Add Life
Thank you