RenderStudio – Generic Studios for Maya

14th July 2003

If you have any questions about these studios, please contact the ART VPS support team:

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ARTVPS Blue Studio

Here is a standard photographic studio setup. You can import an object into this scene for testing out how they will react with the lighting setup. You will see that it imports at 0 0 0 of world space in Maya which is in the centre of this scene.

There is a poly floor with wraparound edges. This will reflect onto the object.

The lights are constrained to a locator, so that when they are moved around they orient themselves to the locator. The locator should be placed near the product and can be moved to change rotation values of the lights. There is also a point light in the scene, which has a locator attached to it. The locator can be moved up and down in order to change the intensity of the point light.

ARTVPS Brown Studio

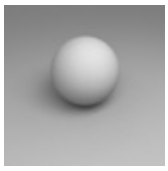
This studio is identical to the blue studio, except that it has a brown fractal texture assigned to the background.

ARTVPS Grey Studio

This studio is identical to the blue studio, except that it has a dark grey fractal texture assigned to the background.

ARTVPS Blue Stonebase Studio

Here we have a a plane with a blue stonewash texture map applied. The cylinder has a similar material but with an RPSSI (RenderPipe Selective Secondary Illumination) material assigned to it. This takes away some of the dark areas underneath the cylinder as the RPSSI material promotes colour bleeding in this area.



ARTVPS Area Light Box Studio

This is a simple studio containing a box of area lights that provide even illumination to any object within. There is a smaller area light which is shadow casting.

ARTVPS Light Grey Background Studio

Here is a scene that portrays a basic photographic shoot of two wine bottles. They have been placed against a simple background with a black and white fractal map applied. The scene is contained within a polygon box. This represents a real room which will reflect in the bottles and gives the render extra realism.

An RPGlass material with a dark brown volume colour and low volume range was applied to the bottles. The bottles were modeled with thickness so that any refractions and reflections would be physically accurate as in the real world. The low volume range ensures that the volume colour is solid and therefore not very transparent.

The large visible hi-lights on the bottles were achieved by placing large white polygon planes. These are positioned in the scene in a similar position to the point lights providing the background illumination. In real life specular highlights are reflections of bright objects, whereas in most typical Maya shaders the specular highlights are calculated from the position of lights. RenderPipe shaders work in the same way as real-life surfaces, reflecting bright objects. Therefore for the best results when using RenderPipe all light sources should be physically modelled as in the real world.