

RenderStudio – Generic Studios for 3ds max and VIZ

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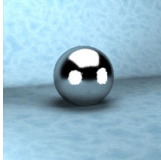
14th July 2003

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

?? E-mail: support@artvps.com

?? Web: www.artvps.com

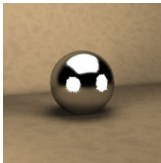
?? Phone: +44 1223 424466



Blue Studio

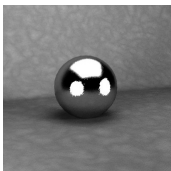
Here is a standard photographic studio setup. You can import an object into this scene for testing out how it will react with the lighting setup. The sphere has been placed as an aid for the positioning of any imported geometry.

There is a poly floor with wraparound edges. This will reflect onto the object. The scene has two spotlights and one omni light. All three lights have a large area size which gives us soft shadows in the scene.



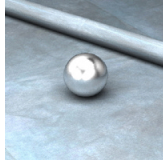
Brown Studio

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



Grey Studio

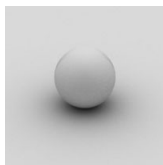
This studio is identical to the blue studio, except that it has a dark grey smoke map assigned to the background.



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.

There is an omni light directly above with a large area size. Its light source is visible and is large enough so that no extra illumination is necessary.



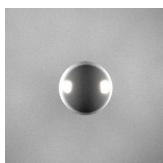
Skylight Studio

This is a simple studio containing a skylight. This is a very versatile light that is more suited to outdoor conditions due to the evenly distributed lighting it provides. The sphere also has an RPSSI material assigned to it, to take away some of the dark area on the underneath of the sphere. To give the impression of harsh sunlight, place a directional light in the scene. Alternatively you could duplicate the existing skylight and reduce its spread parameter to 0. This will achieve a similar result.



Sun and Skylight Studio

This is exactly the same as the Skylight Studio scene except that it has two skylights. They are both Skylights as in the Skylight Studio scene, except that one has a shadow spread of 0. This is giving us the harsh sunlight shadow. But we are also getting the soft shadow within it formed by the other skylight.



Light Grey Background Studio

Here is a scene that portrays a basic photographic shoot. The sphere has been placed

against a simple background with a black and white noise map applied. It is useful for lighting conditions that require high contrast on the objects being illuminated. The light sources are visible so that the reflections can accurately describe the object being lit.