

ART VPS RenderStudio – Kitchen Environments for Maya

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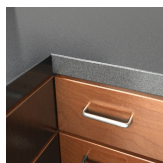
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If you have any questions about these studios, please contact the ART VPS support team:

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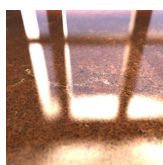
ARTVPS Kitchen1

This scene contains a bare room with a kitchen top and some drawers. There is a window in the scene with a point light outside that provides the main source of illumination. It has a large shadow radius which is providing even illumination with soft shadows throughout the scene. There is also another non-shadow casting point light providing fill light to a corner of the kitchen. All of the drawer and kitchen top surfaces have RPSHiny materials with some roughness assigned to them. The kitchen drawer handles have an RPSHiny with a very high index of refraction assigned to them. This effectively gives the material a metallic appearance.



ARTVPS Kitchen2

This scene represents a simple kitchen scene. The camera is focused on a glass on the table, with the window reflected behind it. All objects in the scene have RenderPipe materials attached to them. There is an outside plane that represents the sky outside of the room. This has a Surface Shader with an out colour greater than 1 so that bright white reflections would be present in the scene. The wood surfaces have RPSHiny with little reflectivity (index of refraction close to 1.0) attached to them so that they appear matt.



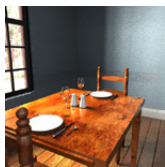
ARTVPS Dining Table

This scene contains a bare room with a dining table. The camera should be facing the table. There is a window in the scene with 4 area lights outside that provides the main source of illumination. There is also another non-shadow casting point light providing fill light to a corner of the kitchen.



ARTVPS Wood Floor

We are very close to a wooden floor. The camera has a very shallow depth of field on it. For more realistic results it is better to keep depth of field on. There is a hemisphere with an environment texture attached to a surface shader. This is working well in providing subtle reflections in the wooden floor. This floor has an RPSHiny material assigned to it with a floor texture in the diffuse colour and the same texture applied to its bump map. If necessary some roughness can be applied to the floor material.



ARTVPS Dining Room

This is a dining room, with a table in the centre with some cutlery on it. The lighting is simple but effective, with two area lights outside the window and a point light inside the room acting as a fill light. There are two small area lights rather than one large area light as large area lights tend to take longer to render and can produce noisy shadows when too big. There are various RPSHiny materials used on the wooden surfaces and ceramic tableware items on the table. The ceramic material is a combination of the RPSHiny material and a blinn material with some ambient colour. The view outside the window is a poly plane with a surface shader assigned to it. In the colour channel of the surface material is a texture map which has had its colour value increased beyond the value of 1. This not only bleaches out the view, giving the impression of a bright exposure, but gives bright high contrast reflections.