

ART VPS RenderStudio – Still Life Environments for Maya

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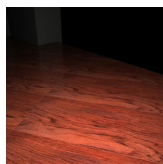
14th July 2003

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

?? E-mail: support@artvps.com

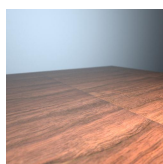
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ARTVPS Mahogany Table

A simple setup, with a poly plane representing the surface of a mahogany table. The table has a walnut texture map assigned to the diffuse colour of an RPSHiny material shader called table1. This material has a low roughness setting, which helps blur the reflection of any objects that are reflected on it and give a realistic result. There is only one shadow casting area light with a reflector above it in this scene.



ARTVPS Walnut Table

This is a simple room setup, with a window and poly plane that looks like a table. The table has a walnut texture map assigned to the diffuse colour of the RPSHiny material. There is also a small amount of roughness assigned to it. There is a poly plane outside the window that represents the sky. This has a surface shader attached to it that has an out colour greater than 1 (1.6). This means that the reflections will appear bright as if from light coming in through the window.



ARTVPS White Table

This scene is an example of what can be achieved with the RP Selective Secondary Illumination (SSI) material shader. The table has an RP SSI material assigned to it.



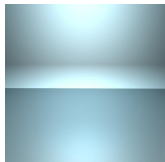
ARTVPS Mirror Studio

Here we have a nurbs surface with a wave deformer attached to it. There is an RPMirror material with a subtle blue anodization assigned to it. This is contained within a cube with a white surface shader which is reflected on the nurbs plane. The sphere is centred above the nurbs plane and is there as a placement holder for any objects that are imported into the scene.



ARTVPS Reflective White Studio

A Maya blinn shader with a high reflectivity and a low diffuse amount has been applied to the horizontal surface. This gives the impression of a mirror. The back wall has a surface shader with a grey ramp on it, which is reflecting on the mirror surface.



ARTVPS Shiny Blue Studio

This is similar to the white studio, but has a blue RP Shiny material assigned to it. This material is called floor and has a subtle blue lacquer and some roughness to take away any harsh reflections from the background.



ARTVPS Oak Floor

This is an oak floor with a RP Shiny material assigned to it. There is a bright point light with a

large shadow radius in the scene. This gives realistic soft shadows in the scene. There is a poly plane outside the window that represents the sky. This has a surface shader attached to it that has an out colour greater than 1 (in this case 2). This means that the reflections will appear bright as if from light coming in through the window.