

RenderStudio – Still Life Studios for 3ds max

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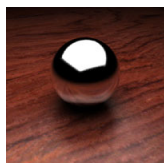
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If you have any questions about these studios, please contact the ART VPS support team:

?? E-mail: support@artvps.com

?? Web: www.artvps.com

?? Phone: +44 1223 424466



Mahogany Table Studio

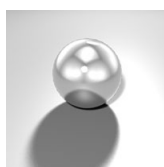
Here is a standard photographic studio setup. You can import an object into this scene for testing out how it will react with the lighting setup. The sphere has been placed as an aid for the positioning of any imported geometry.

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



Walnut Table Studio

Like the mahogany table, but with walnut wood instead.



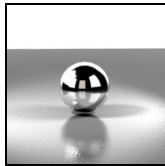
White Table Studio

Like the mahogany table, but with a white table instead.



Mirror Studio

This is a fantasy themed environment, with a water drop effect created with a mirrored surface. Change the anodization, lacquer and coating colours of the material 'floor' to change the overall mood.



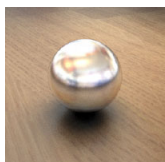
Reflective White Studio

This is an ideal environment, for example, for a perfume bottle or other toiletry product. Spotlights are pointing at the product and producing an interesting shadow effect. There are also some reflectors located in the scene to provide interesting hi-lights on the object being rendered.



Shiny Blue Studio

This is similar to the white studio, but has a blue RPSHiny 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.



Oak Floor Studio

This is an oak floor with an RPSHiny assigned to it. There is a bright omni light with a large shadow radius in the scene. This gives realistic soft shadows in the scene.