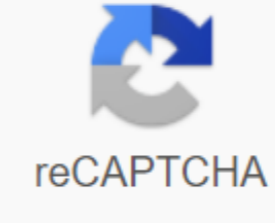I'm not robot

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Vray 3.4 exterior render settings 3ds max

External settings render V-Ray and SketchUp In order to fully understand the possible rendering output in V-Ray using a variety of environment parameters such as V-Ray Sun and Sky, Domelight and V-Environment Ray - HDRI, I did a simple rendering experiment that highlights different parameters or settings that normally affect the tone and atmosphere of the rendered image. During the test imaging experiment, I turned on the override of the material and installed a water pool on the Can Be Overrided. I also added a model of sphere inside the stage with silver polished material to see the reflection of the sky. For V-Ray Sun and Sky System, I created the main scene in the default setup and lit it in several different ways, (turning it on and off) V-Ray Sun, background, and GI (Skylight). For the V-Ray dome of light with HDRI texture, the comparison test render was made using the default setting and optimized settings. For the V-Ray Environment with HDRI texture, the render test will highlight possible output when rendered in an optimized environment using HDRI as a light source and V-Ray sun as an additional light source. TOTAL SETTING 1. V-Ray Sun and Sky System In V-Ray settings by default, V-Ray Sun and V-Ray Sky are special features that V-Ray Renderer provides. When installing in the default settings, note that sunlight is on. If you go to V-Ray Asset Editor's Settings, you can see that the default background is set on V-Ray Sky or technically V-Ray Sun (V-Ray Sunshine). In a redefinition environment, GI Skylight is technically off in the default settings. However, when you turn on the GI Skylight option and choose V-Ray Sky as a light source, the render result will be similar to the default V-Ray settings. Compared to the Dome light and V-Ray Environment settings, the shadow was sharper when rendered using V-Ray Sun and sky system. 1.0 V-Ray Sun 1.0 V-Ray Sun Settings 1.1 (default) and 1.2 show a similar rendering, creating such a clearer environment. Here, allowing the GI to hatch with the V-Ray sky as the light source does not affect the output when the V-Ray sun is turned on. This atmosphere goes the same in Setting 1.9 with a slight difference in background. Settings 1.3 and 1.4 show a similar rendering. Turning on the GI window with V-Ray Sky as a light source while the V-Ray sun is off doesn't produce such a bright environment. Here, the light force using the GI hatch with the V-Ray sky as a light source does not produce a brighter environment compared to the V-Ray sun when switched on. V-Ray sky as a background image allows you to illuminate in the material of the 3-D object. Installation 1.7 creates almost the same atmosphere, similar to 1.3 and 1.4, but with different backgrounds. Installation 1.5 shows that turning off the V-Ray sun and GI sky light (which means there is any light source) makes the model illuminate the dark environment, while the background is still visible when turned on. Installation 1.6 shows that when using V-Ray the sun and GI hatch without a light source (No) the environment becomes warmer, cloudy or foggy. This atmosphere goes the same in the 1.8 settings with a slight difference in terms of background. Installation 1.10 shows that the increase in the value of the G.I. hatch with the V-Ray sky as a light source while the V-Ray sun is disabled to produce brighter lighting materials. 1.2 V-Ray Sun 2 Settings. THE HDRI Light Dome Using V-Ray for SketchUp, when the HDRI light dome is loaded into the default setting, the render result will be darker in nature (see image 2.0/ Installation 2.1.A). Therefore, optimizing Dome light settings is essential to creating a suitable environment in relation to the HDRI map. (See image 2.0/ Installation 2.1.B). To set up the Dome light, tap the Dome light icon and place it in the SketchUp scene. To change the dome light settings, follow the procedures: according to 'V-Ray Asset Editor'; go to 'Lights'; click on the V-Ray Dome light under the light dome you can see two main parameters (Basic and Options). Follow the settings I did for this test visualization experiment (see image 2.1 Setting the dome light). The shadow in the DOME light HDRI setting seems to be smoother than the V-Ray sunset. This can be illustrated in the test visualization example (see image 2.0/ Installation 2.1.B and Installation 2.2.B). Using the setting of domed light, the lights come from the HDRI card as direct light, and all effects such as shadows, reflection, etc... will be obvious. 2.0 Dome of Light 2.1 Dome Light Setting 3. V-Ray Environment and HDRI In the dome of light, adjusting the intensity tends to affect both background and light at the same time. The advantage of using a V-Ray environment than a dome of light is that you can use different maps for lighting and background at the same time by adjusting the intensity of the separately multipliers. Optimizing the V-Ray environment is important to create the right environment for your scene. Turning on the V-Ray sun while the GI hatch is on (optimized) is not necessary, since you don't need to have two light sources in your scene. Having two light sources in one scene will simply increase the rendering time. 3.0 V-Ray Environment 3.1 V-Ray Environment Settings 4. V-Ray Sun Sky Model Hosek et al. - The V-Ray Sky procedural texture will be based on the Hosek et al method. Preetham et al. - The V-Ray Sky procedural texture will be created based on the Preetham et al. CIE Clear method - The V-Ray Sky procedural texture will be created based on the CIE method for clear skies. CIE Overcast - V-Ray Sky procedural texture will be generated based on the CIE method for cloud sky. 4.0 V-Ray Sun Sky Model 4.1 Sun SOURCE: Click here 1. V-Ray Sun (default setting) V-Ray Sun and Sky systems, provide a faster render than the dome light and V-Ray environment. This rendering is the main V-Ray Sun environment. 5.1.0 V-Ray Sun (default) 5.1.1 V-Ray Sun (settings) 2. The HDRI V-Ray Dome light dome light is a very quick way to get clean results if you can't use irradiation cards that are typical in the V-Ray environment setting. The V-Ray dome light makes the importance of sampling, which gives you better shade, faster and cleaner visualization than the V-Ray environment. 5.2.0 Dome Light HDRI 5.2.1 Dome Light HDRI (settings) 5.2.2 Dome Light HDRI (settings) 3. V-Ray Environment and HDRI On the other hand, the V-Ray environment setting offers a more flexible option compared to dome light settings. Here you can adjust the intensity of the light source and the visibility of the background (as on the HDRI map), separately using the multiplier. Although, it's a more tedious job compared to the Dome light setting, from which the intensity of the light source and background can be adjusted all at once, I prefer this setting because you have the freedom to adjust the background and light source separately, based on your preferred settings. 5.3.0 V-Ray Environment HDRI 5.3.1 V-Ray Environment (Settings) 5.3.2 V-Ray Environment (Settings) 065-free-hdri-skies.com Thanks for reading! Benedict Calivara To see more of Benedict's work visit his website here. If you are interested in learning how to create beautiful and realistic vray external visualization, this is a great time to start. In this vray tutorial inside 3dsmax we will cover all aspects of creating stunning visualization using vray sun and sky as a lighting source. When creating external visualization for the residential market it is important to keep in mind a few things: It is important to show that someone lives inside the radiant lighting and surfaces of the beautiful landscaping of Awesome Sky Not so perfectly surfaces Beautiful textures These details will help your renders feel more alive so that it can make a better impact on the viewer. Sometimes we design for ourselves when we need to focus on the end customer, and this is where we need to pay more attention if we want to create a successful visualization that sells. For this 3D visualization, I thought of a couple without children, a couple who likes to be in a quiet place without the noise of a big city. Why did I tell you that? Because it is very important to create something for the real person, so that you can focus on those details that will make your render more realistic. The software used in this scene for this scene I used a few programs that I think you need to have in order to complete this tutorial, but you can put this into practice in any other application, just to share this information with you. 3D Studio Max Vray Photoshop Forest Pack Pro SpeedTree Ivy Generator Getting a Starter With a Scene Now I Am I to show you more technical things so you can learn more about residential exterior visualization using Vray and 3dsmax, as well as I used Photoshop for textures and post-products. Modeling Stage modeling was simple, I created everything with the simulation tools that 3dsmax offers, everything was polygonal modeling. Vray Texturing Shading This piece was easy to complete because there are no complex material in this scene, architectural materials vray is not very difficult to install. There are some important things you should keep in mind when creating your shaders: Use high-quality textures to create diffuse, bump and mirror cards Use the Vray Glossiness Reflections High Division to avoid noise It is very important if you really want to have stunning and realistic images. Also, I always mention that if you really want to have a radiant surface you need to use glossy reflections in your shaders, it will make a big impact in your realism. This will help spread the bounce of light in your scene, creating some interesting mirrorwork in your scene. Here's a gallery with the main shaders that I used in this scene: Setting up Vray Lighting As mentioned in the title, the lighting fixtures used in this external Vray visualization. It is a fast rendering engine that will produce high-quality results with minimal settings. The lighting system of Vray Sun and Sky is a physical interpretation of the real Sun and Sky that you have in real life. This is the simplest lighting method that requires minimal tweaks and creates realistic light in a 3D render. The Vray sun was positioned in a way that would produce some good shadows and mirrored throughout the stage. And this position Vray Sun: I recommend you play from a position until you find the right place for your vray sun, the good thing about vray the sun and the sky is that if you change the position of the sun, the sky will change its color, giving you a realistic color of the sky. Settings for vray and sky by default, the only thing I change was the size of the multiplier. I increased the value because I wanted to have softer shadows, increasing the size of your shadows will be more blurred, but the intensity remains the same. Here's a detailed view of the sun's vray setting: The interior lighting for the external title rendering may be embarrassing to you, but yes, it's right that I mean that for external visualization you need other lighting for the inside, if you're rendering the outer daylight scene you need soft interior lighting just to show a bit of interior, so you don't steal the exterior focus. It is also important to know that you have a bright interior, the exterior should be overexposed and that will kill your image. For this reason you only see a little bit of lighting in the visualization, just show that that people living in this house! I added simple Vray IES lighting, then I duplicated the same lighting 5 times more. Vray IES gives you a real life feel because they use real life lighting data. The settings for this lighting are as follows: As you can see the color is based on kelvin temperature, it gives me more control and I use a warm tone so that the house will look more hospitable! Vray Physical Camera I really love vray physical camera because it feels like a real DSLR camera where you have access to a change of aperture, lens, shutter speed, ISO, etc. It gives you complete control in how light affects your 3D visualization, in which case I haven't made many changes to the camera and here you can see what I've done A: As you can see, I changed the focus lens and increased the F-number to 9 because I wanted to catch less light and avoid overexposed surfaces, for white balance I use a bluish tint to compensate for the color of the sky. I didn't change the shutter speed or the speed of the ISO film. Creating grass grass is an important part to make your appearance more realistic, there are many options for creating beautiful and realistic grass. In this case I use a forest pack to create grass, the first thing you need to do is a few grass patch so you can spread them over your surface. These are the grass patches that I used in the scene: As you can see, it's a very simple grass model with different sizes, shapes and distributions, they I use 3 of them for the grass field. Now you need to choose the forest cover from the menu, click on the surface and add different patches of grass to it. After adding grass patches these are the settings that I used in the forest cover menu: If you see that you need more grass you can zoom in so that it covers more space or reduce units that would add more grass to the field. As you can see, I have all my herbs converted into proxies, I did it to avoid losing settings, because once the forestpack didn't visualize the grass that I do is save the file with the settings, and they create another one with patches converted intro proxies, the only bad thing about that is that you can't change any settings when you do it For this reason I save the backup file. You can do this if you're going to send the file to someone else, so you don't have any problems with visualization. To do this go to the utility panel in 3dsmax, make a click in more and choose the forest tools from the menu, now you'll see a button called INSTANTIATE, make a click and you're done! Realistic Look Render Settings Are Playing a Big Role in Getting a Realistic Visualization If You Don't Make The Right Thing in the settings, it's likely that you get the wrong result, it's also important to understand how vray works to optimize the visualization process. I prefer to prefer Strength, because it gives you the best result, because it is better to calculate GI. If you want to learn more about visualization settings, check out the vray guide here's a detailed image of my render settings: Improving the rendering with post-production post production allows you to make a better version of your raw vray visualization, so you have more tools to customize the image and make it more realistic. In this case I used Photoshop to enhance the render, use tools such as highlight, black, contrast, clarity and sharpen, I was able to improve the final image. Here is the final image after the process of post-production with Photoshop I like to create different versions of the lighting of my scenes, for this reason I did NIGHT VERSION this 3D scene, check the result: Concluding the creation of beautiful and realistic images takes time and effort and you have to be patient and always try to learn how you can make your render look better. Be sure to practice and try to emulate real photos by making sure you will have real feedback on how things look in the real world. Explore the lighting, go outside and take a picture that will help you understand more about lighting and how to adjust the vray camera properly. Thanks for not having the time to watch this tutorial, see you next time! Related Related