

Advanced Rendering Techniques

AR0771 - Beyond 3D

Technisch Ontwerp en Informatica



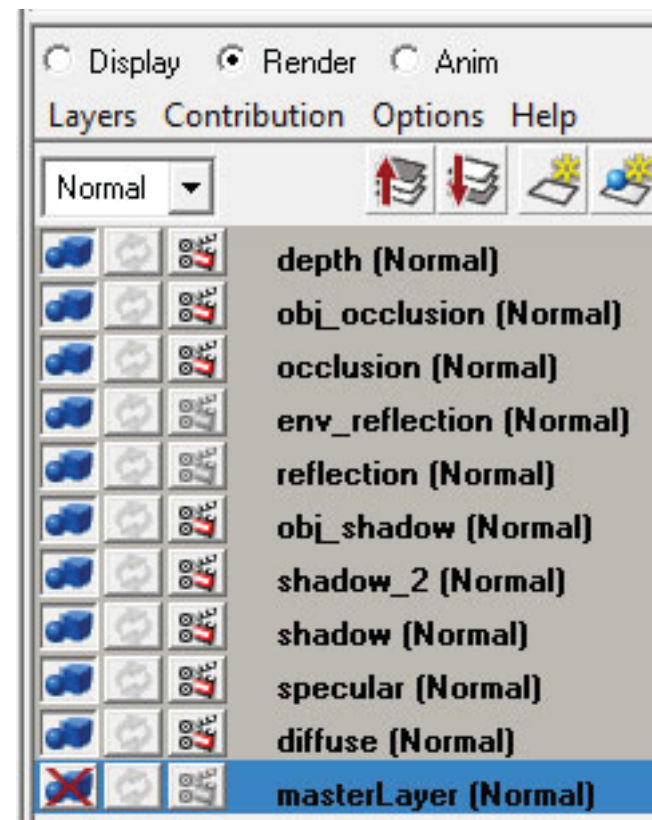
Lecture Setup

Render Layers:

- Render Stats
- Beauty pass
- Ambient occlusion
- Reflection
- Shadows
- Depth
- Masks

Render Layers

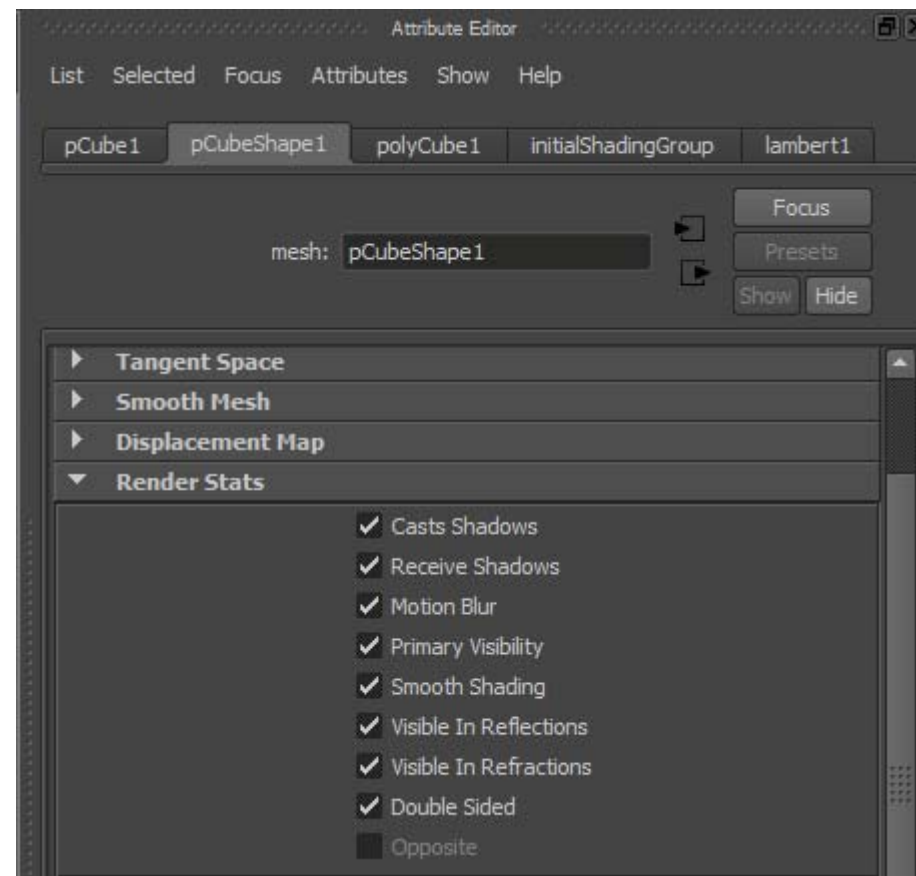
- Render objects separately using layers to create separate images designed to put together using digital compositing



Use of render layers overrides!

Render Stats

- Object specific render options



Use attribute spreadsheet to edit render stats for multiple objects at once!

Beauty pass (Diffuse)

- Basic color pass of a renderable object



Ambient Occlusion

- Objects contact shadows
- Use ambient occlusion material preset!



Reflections

- Render material reflections using a chrome MIA material preset



Shadows

- Render cast shadows separately
- Drop shadows on objects itself are rendered in the beauty pass
- Use background shaders!



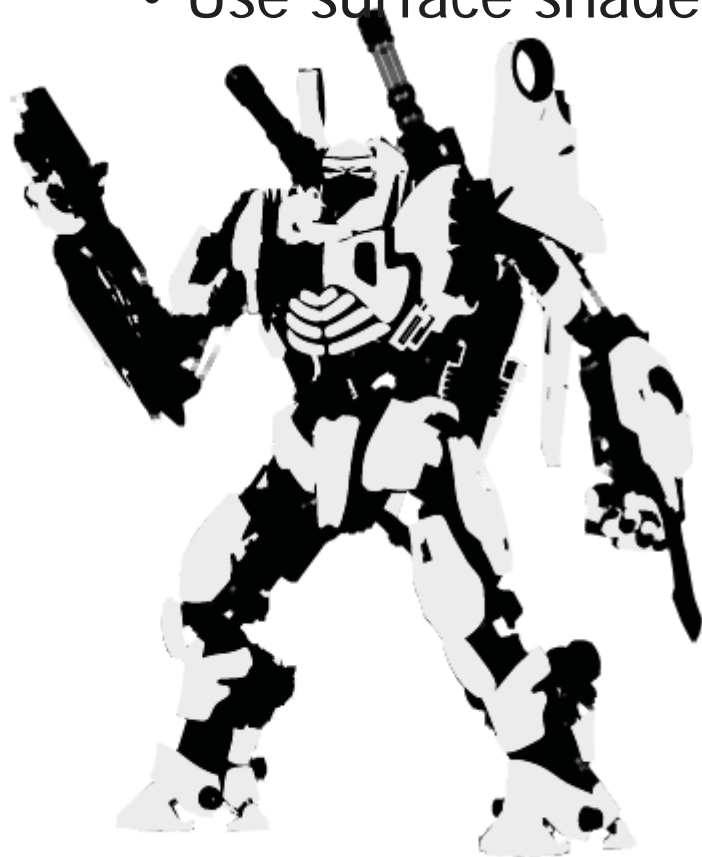
Depth

- Render depth channels for depth of field
- Use luminance material preset!



Masks

- Render black & white images for masking operations in a compositing program
- Use surface shaders



Background

- Start your composite with a suitable background



Composite

- Combine all the different render layers and change them to your needs



Edit

- Combine all the parts of your image and edit and add small details like vignettes and background objects, color corrections etc.



Finalize

- Do your final tweaks and your image is done!

