Rendering Compelling Photographic Scenes Using Revit, 3ds Max 2018, and Arnold

Steven Schain – Post-Production Supervisor / M & E Content Manager

4D Technologies

Welcome!

Class Summary

In the real world, one program just can’t do it all when it comes to design, animation, and rendering of architectural models. This class will discuss the use of and best practices for animating and rendering Revit models using 3ds Max 2018 software and the new Arnold renderer in 3ds Max 2018. Learn methods for working with Revit models and rendering photo-quality images. Explore the use of the Scene Converter to update linked models so they work with Arnold. Use Physical Materials and the Sun Positioner to simulate outdoor lighting. Learn traditional photographic techniques and rules of composition to create compelling images. Learn how to frame a shot using composition techniques like the rule of thirds, diagonals, and the golden ratio. You will also see how to utilize Physical Camera controls to adjust scene exposure and depth of field. Get ahead of the competition by learning to create visually compelling, photorealistic renderings using photographic composition in a streamlined workflow.

Learning Objectives

At the end of this class, you will be able to:

- Learn how to successfully link to a Revit model from within 3ds Max 2018.
- Learn how to convert the scene and apply physical materials to a model.
- Learn how to create and configure the Sun Positioner and camera exposure.
- Learn how to place cameras using the rule of thirds, diagonals, and the golden ratio to render compelling imagery.

About the Instructors

- Steven Schain
  - Teaching 3ds since 3D Studio DOS Release 3.
  - Autodesk Certified Instructor since 1998.
  - Trainer – The 3D Professor (3ds Max / Maya / AutoCAD / Inventor)
  - 4D Technologies
    - Post-Production Supervisor / Media & Entertainment Content Manager

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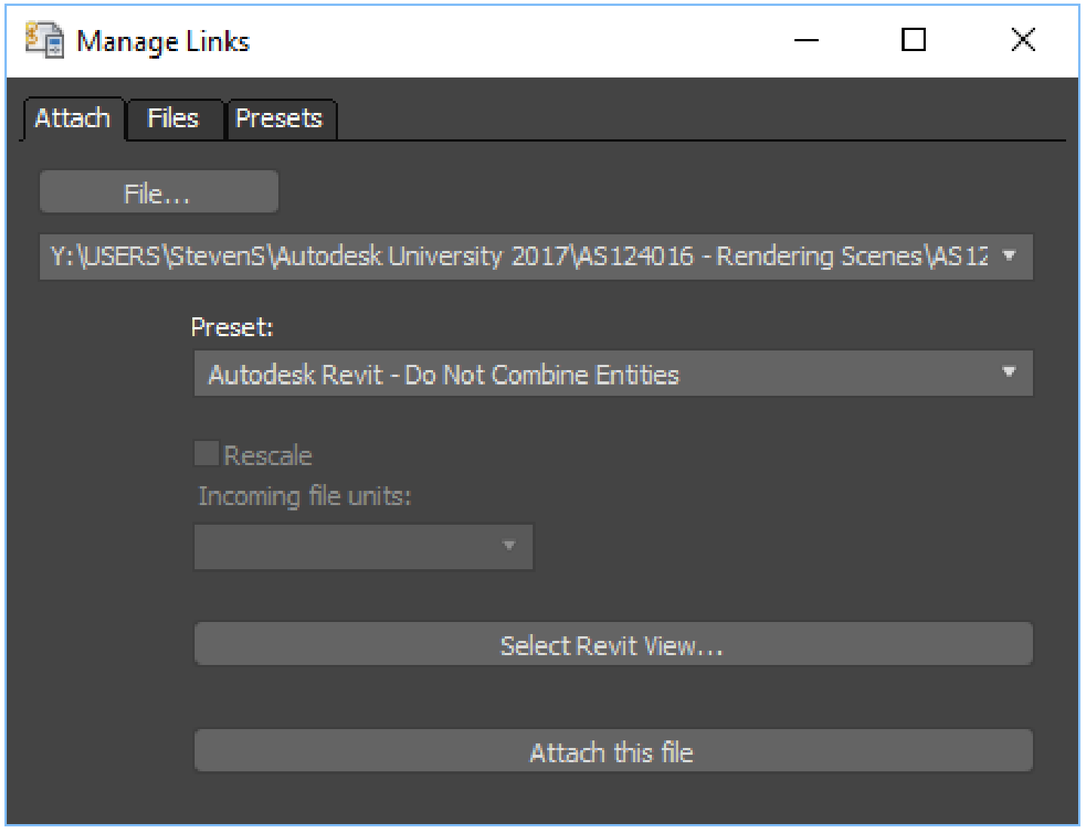
Winner will be announced on December 1, 2017.

Linking the Revit file

Linking the Revit file

- Linking to a Revit model
- Preset options



Expo Office with Topo_00.max - Autodesk 3ds Max 2018 - Not for Resale

File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Scripting Civil View Content Interactive Arnold Help

Steven Schain Workspaces: Default

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit Customize

Name (Sorted Ascending) Frozen

[+] [Perspective] [Standard] [Default Shading]

Standard Primitives

Object Type

AutoGrid

Box Cone Sphere GeoSphere Cylinder Tube Torus Pyramid Teapot Plane TextPlus

Name and Color

Default

0 / 100

None Selected

Click or click-and-drag to select objects

MAXScript Mi

X: -164'0.397 Y: 463'6.334" Z: 0'0.0" Grid = 8'4.0"

Add Time Tag

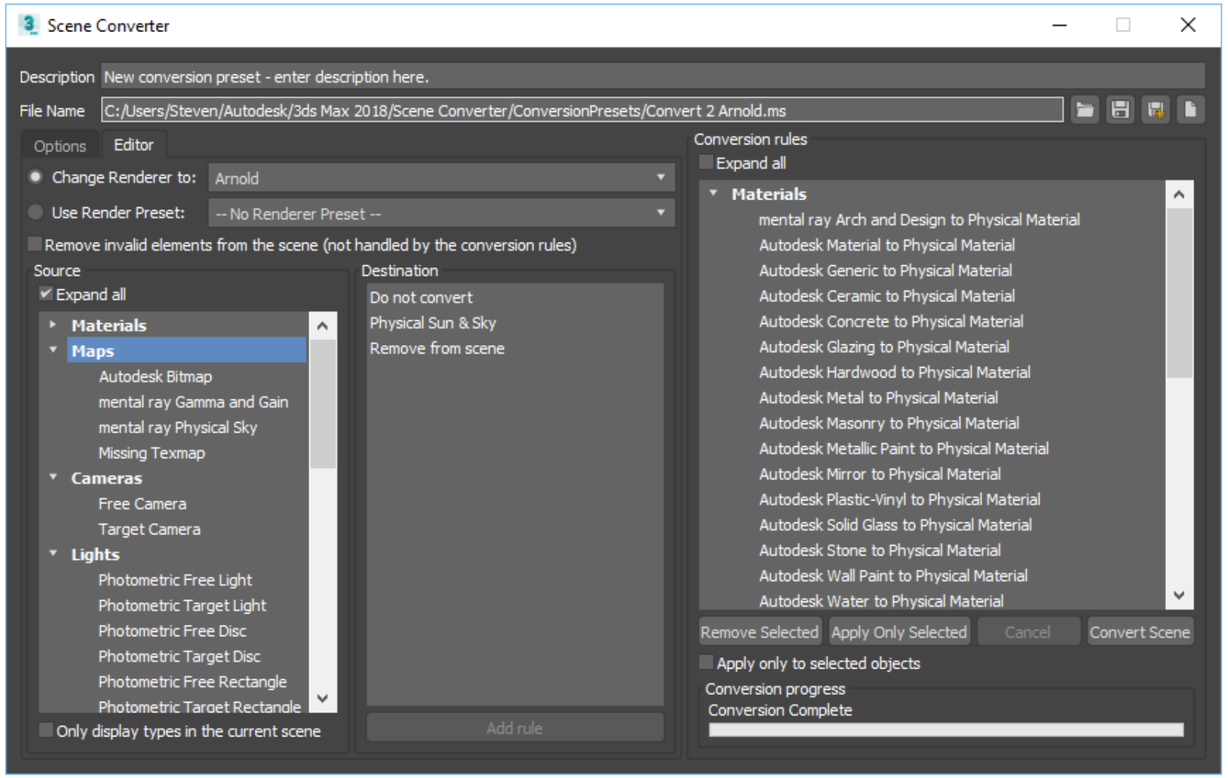
Auto Key Selected

Set Key Key Filters...

Scene Conversion

Scene Conversion

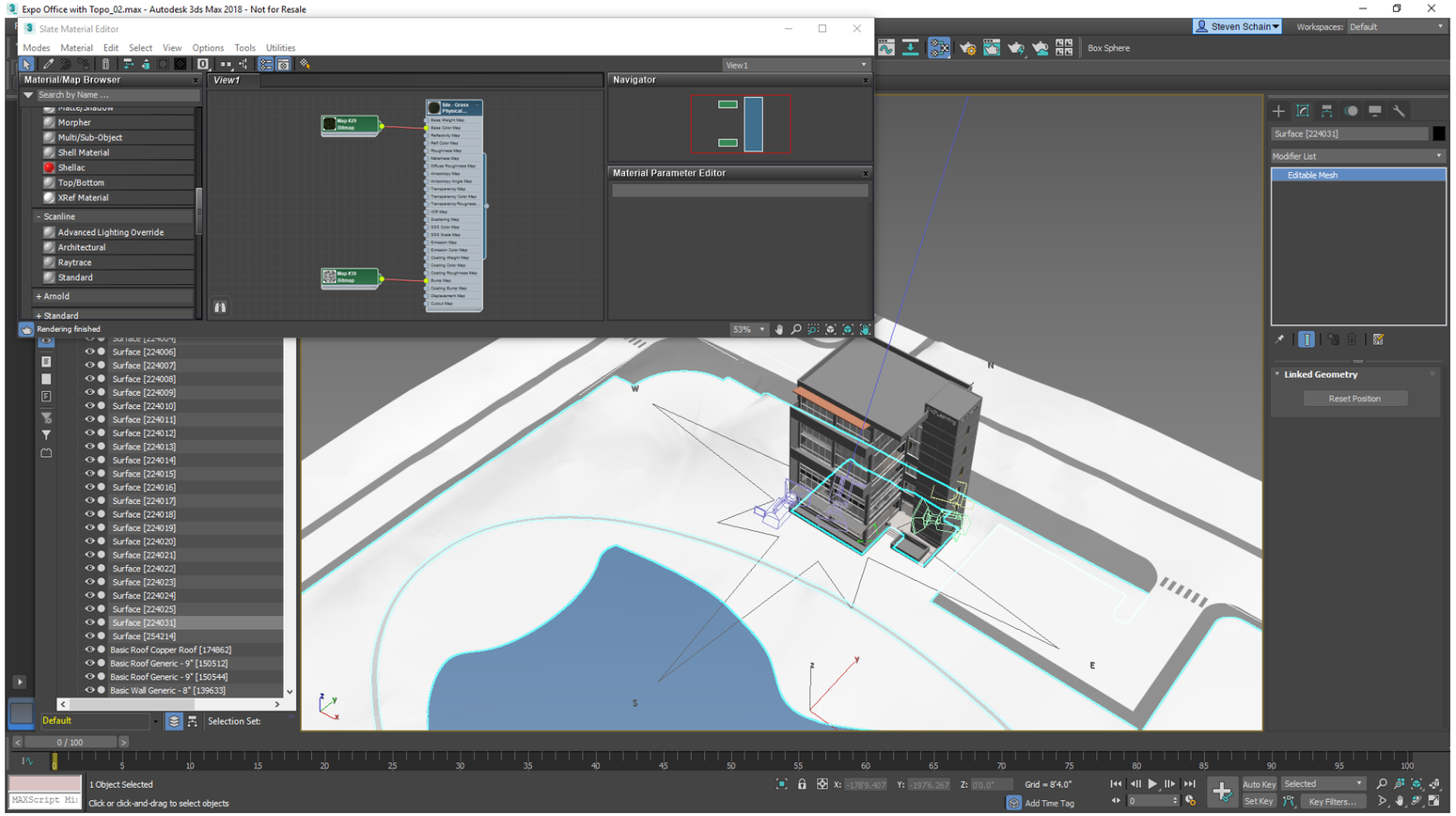
- Compatibility with Arnold
  - Physical materials
  - Sun Positioner
  - Physical Cameras
  - Physical Camera Exposure Control



Using Physical Materials

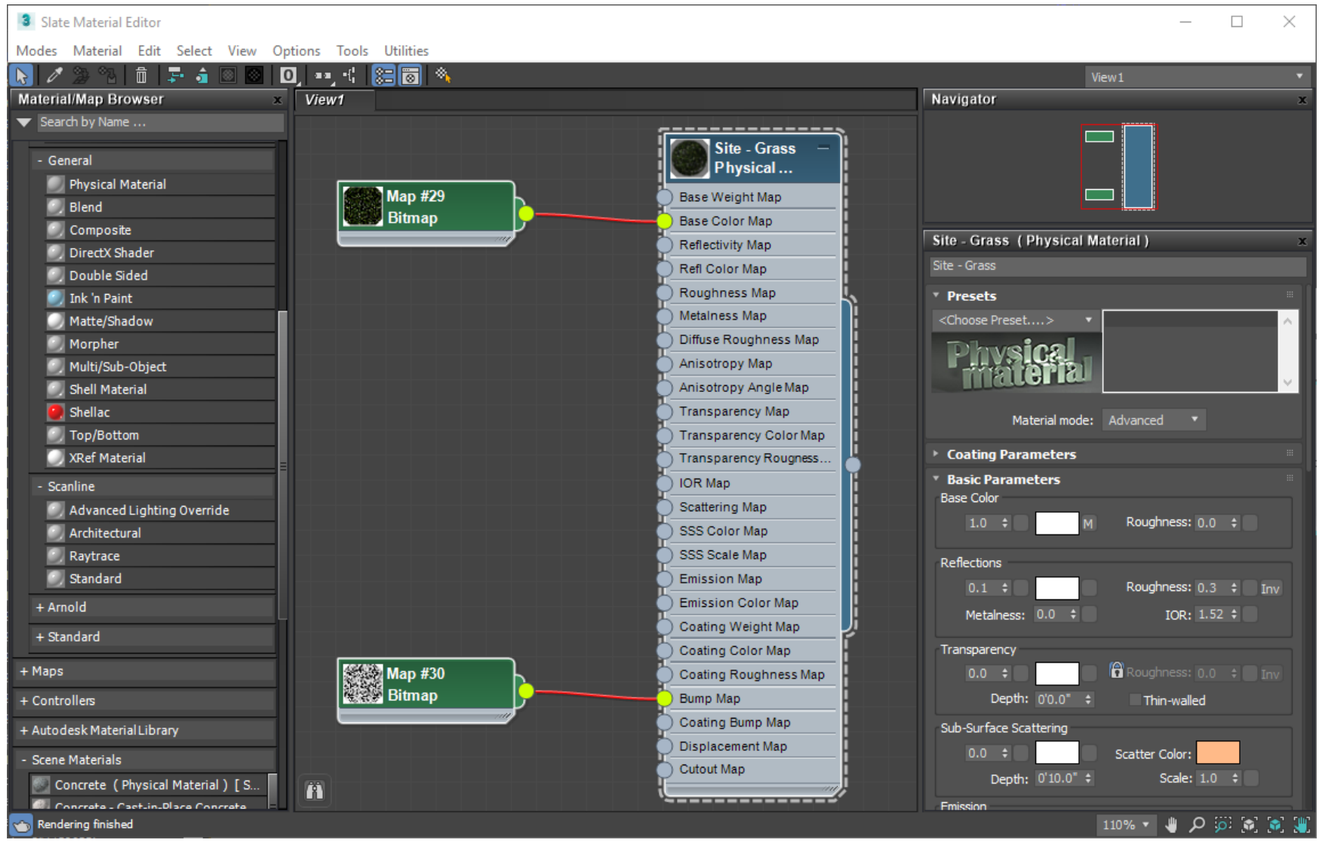
Working with Physical Materials

- Selecting existing materials



Working with Physical Materials

- Editing existing materials




Take a
Break!

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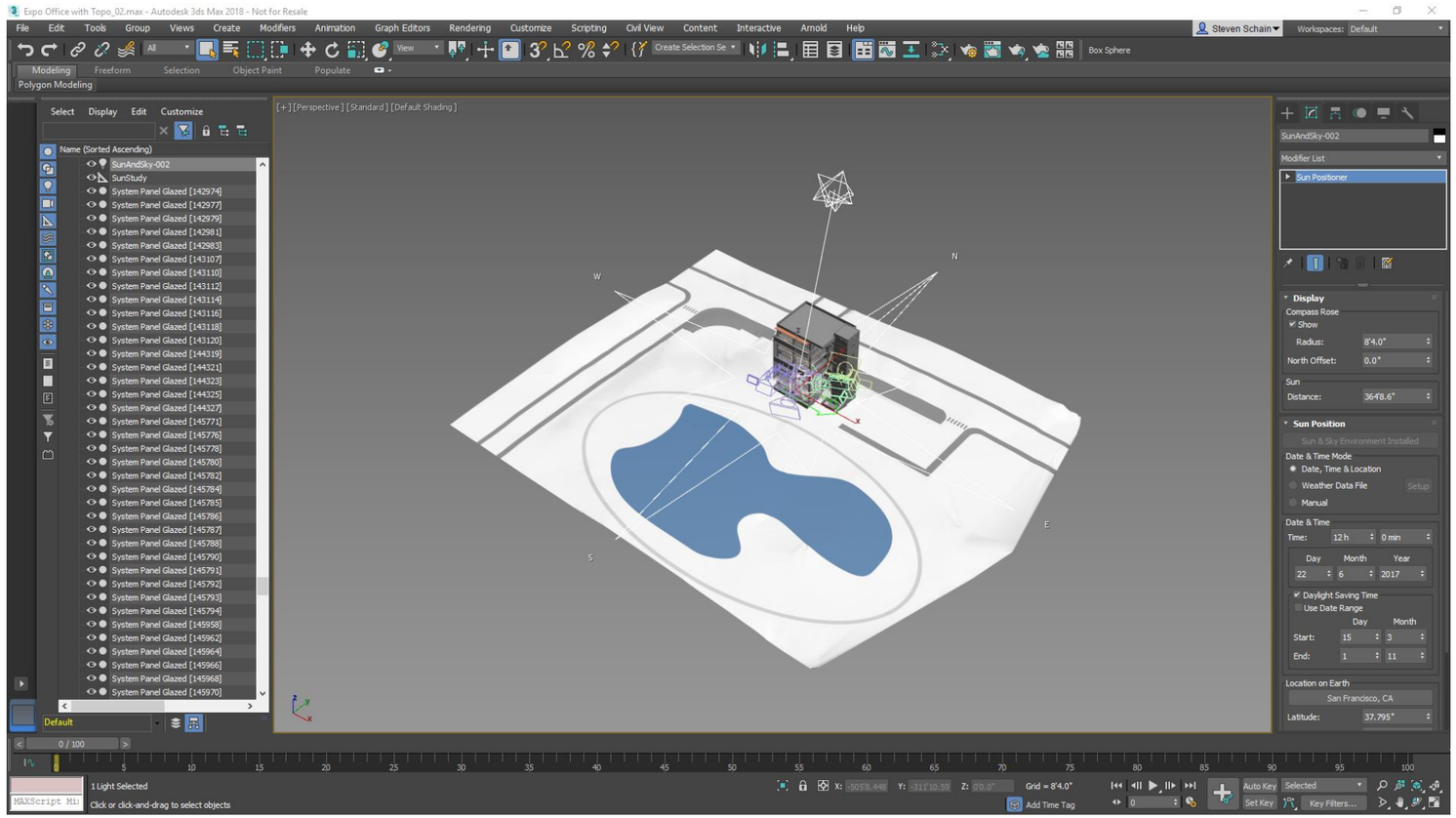
Working with the Sun Positioner

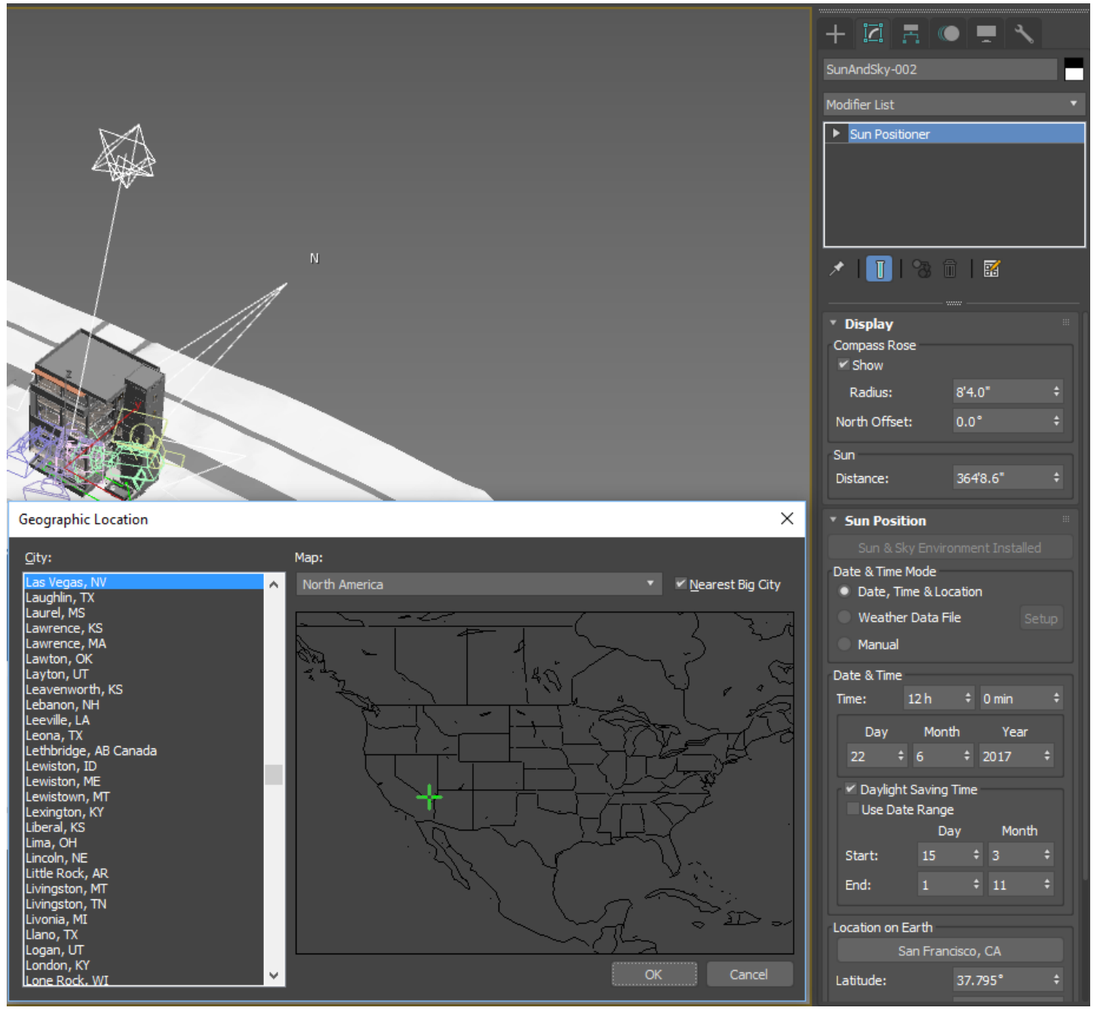
Working with the Sun Positioner

- Introduction to the Sun Positioner



Working with the Sun Positioner

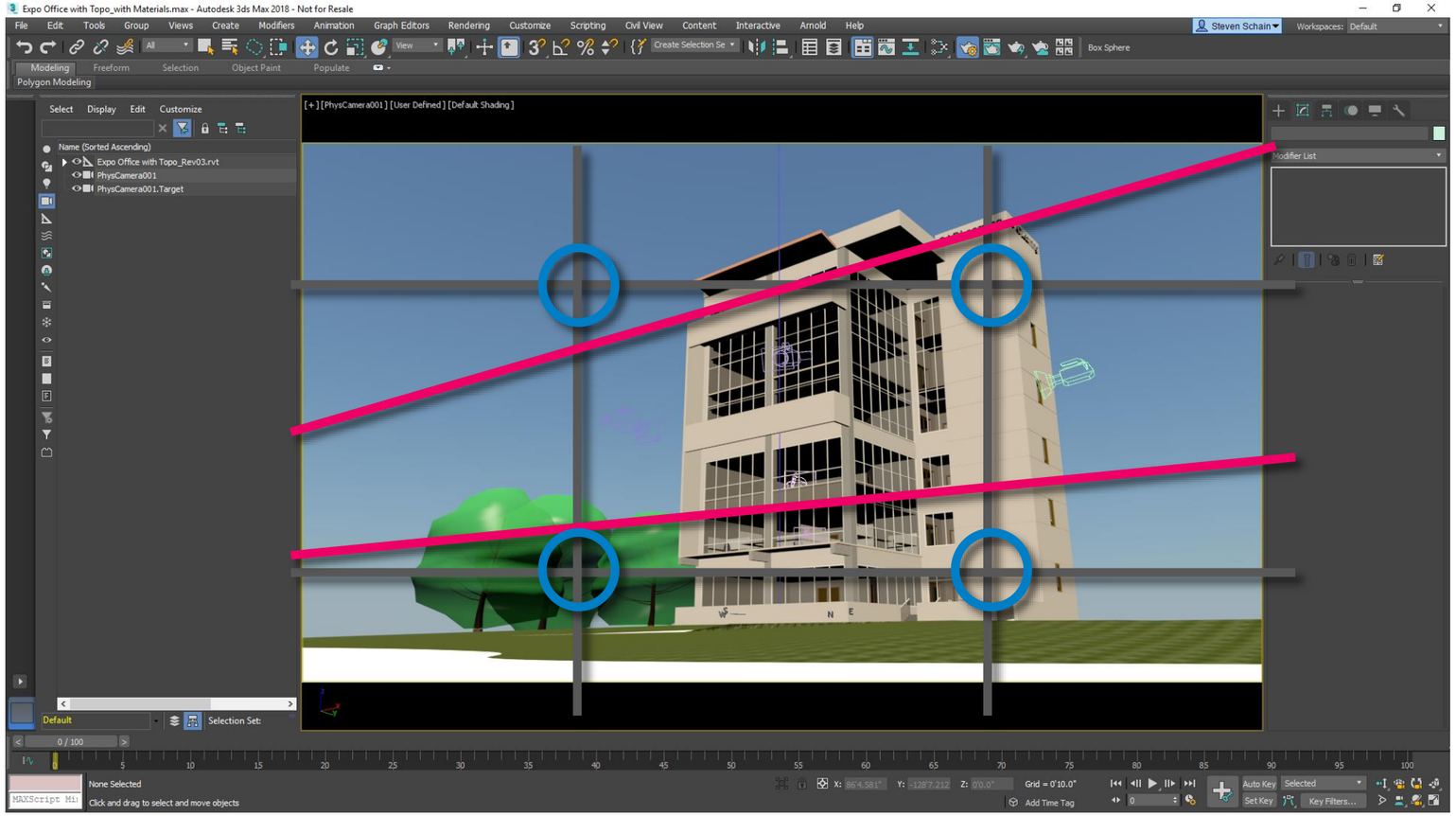
- Modifying the Sun Positioner
  - Changing the time, date and location
  - North direction



Establishing a Point of View

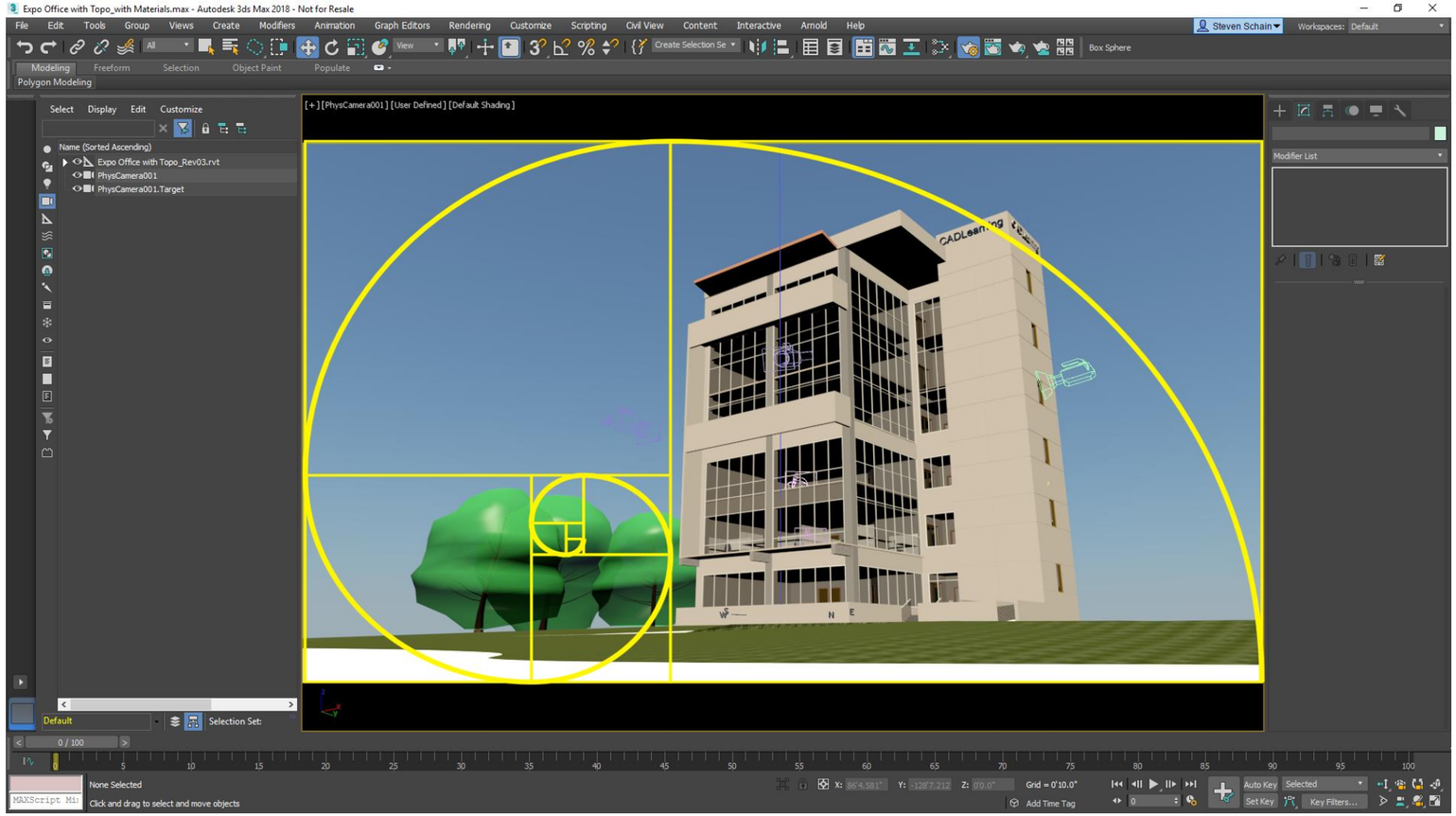
Establishing a Point of View

- Composition basics
  - Rule of thirds
  - Diagonals



Establishing a Point of View

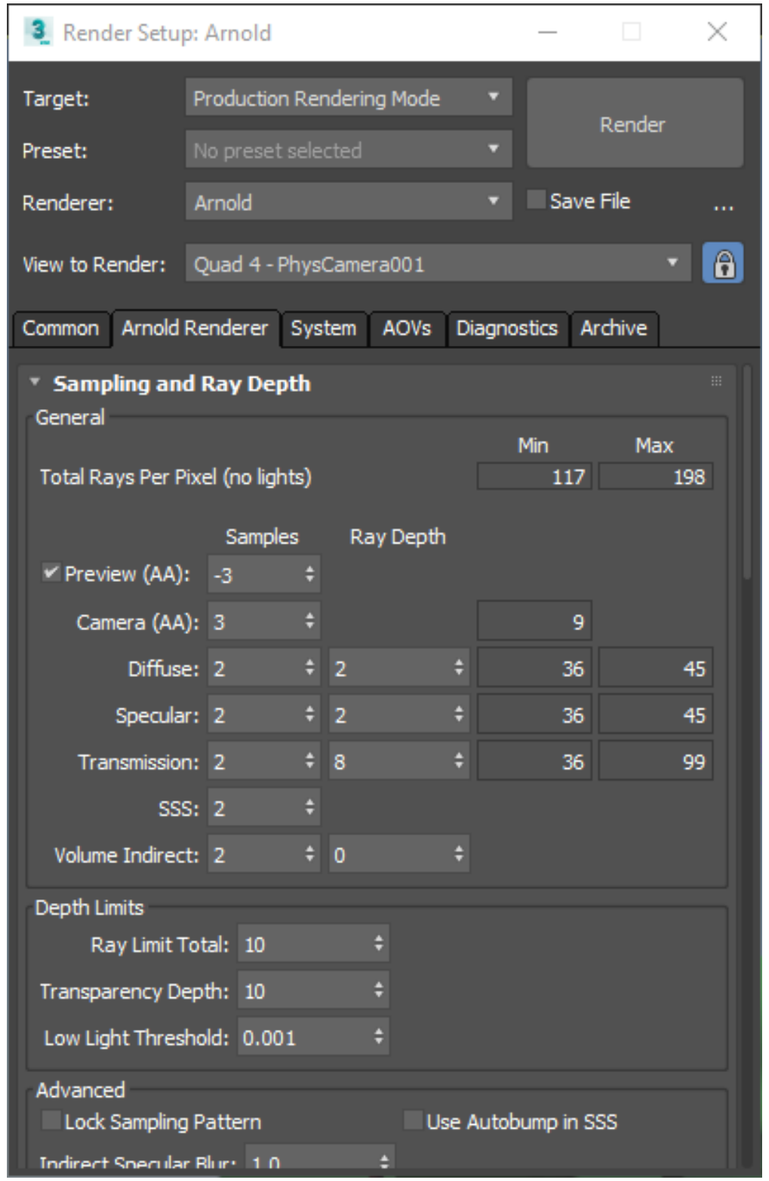
- Composition basics
  - Rule of thirds
  - Diagonals
  - Golden Ratio



Rendering the scene

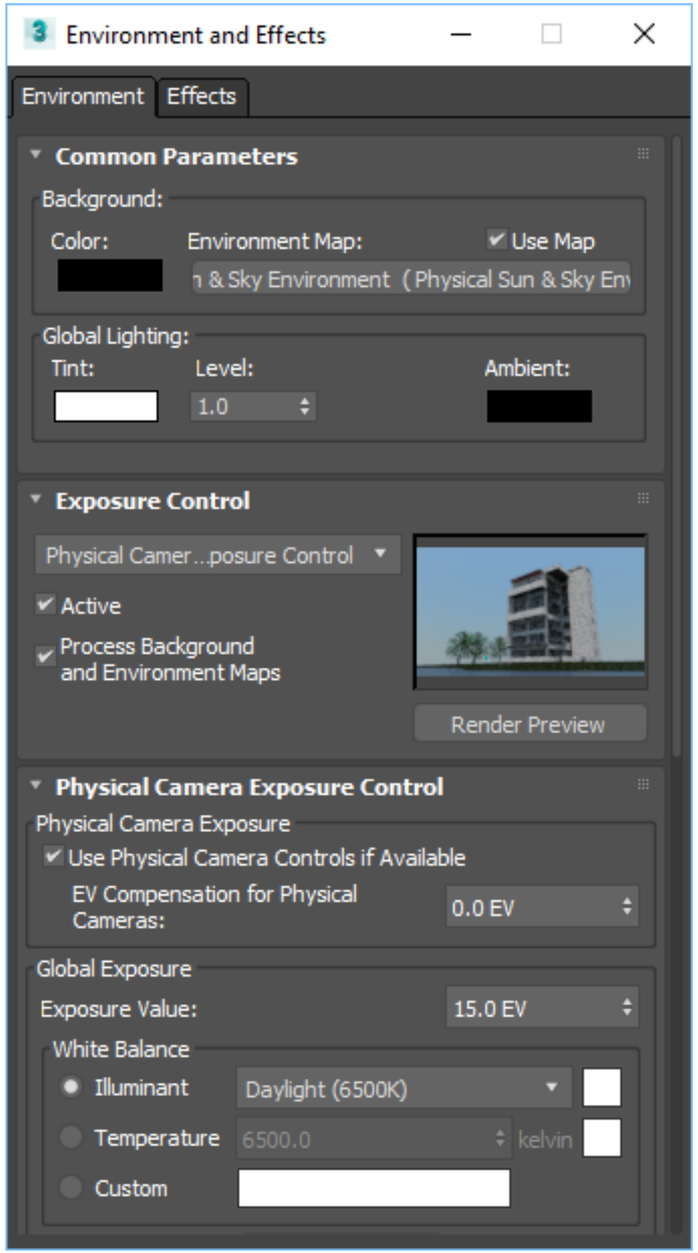
Rendering the Scene

- Configure the renderer
- Arnold
  - Physically accurate lighting
  - Simple rendering controls



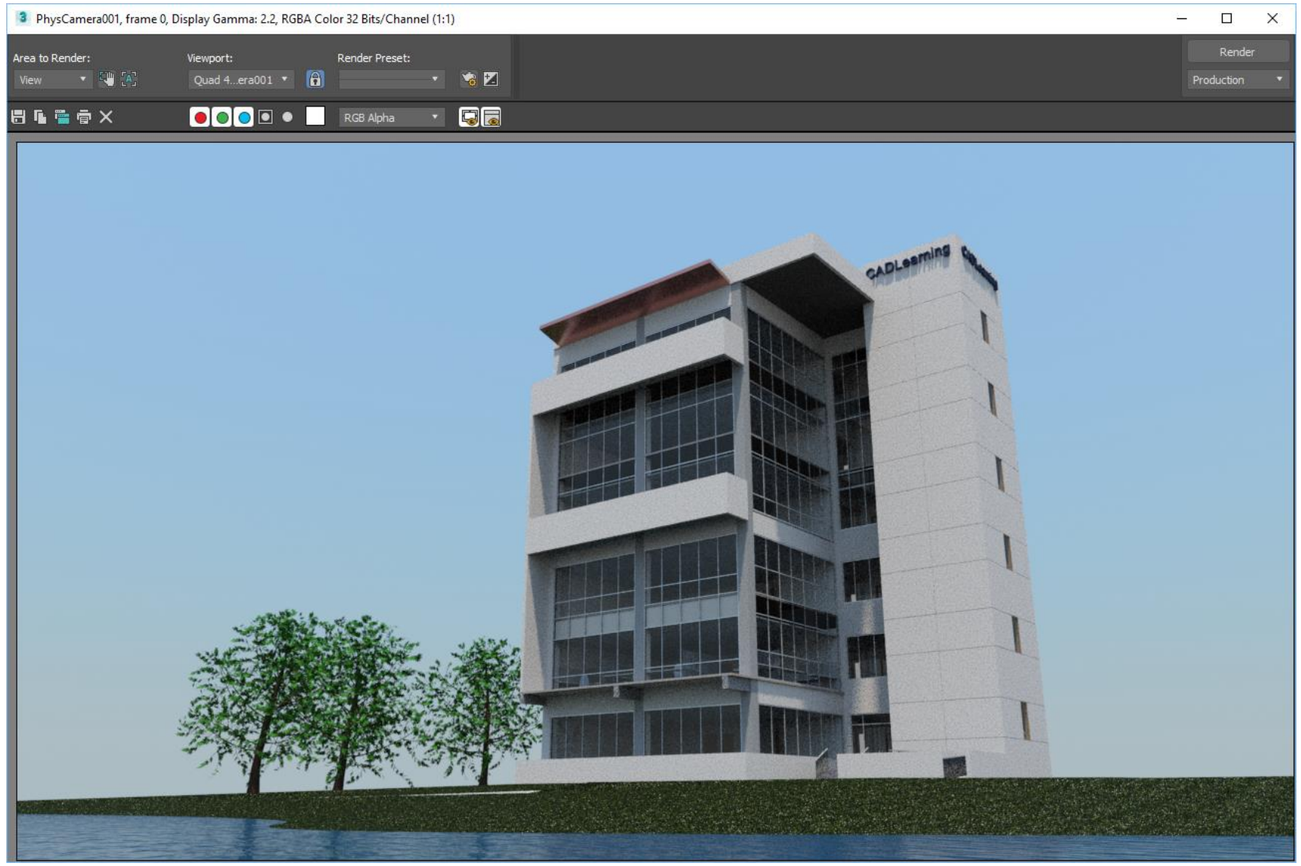
Rendering the Scene

- Adjusting Scene Exposure
- Physical Camera Exposure Control



Rendering the Scene

- Rendering the final image



Thank You

Thank you for your time.

Steven Schain – Post Production Supervisor / M & E Content Developer

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