

The background of the slide is a complex, abstract wireframe mesh in shades of gray. A solid blue horizontal band spans the middle of the image, serving as a backdrop for the title and speaker information.

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

Steven Schain – Post-Production Supervisor / M & E Content Manager
4D Technologies

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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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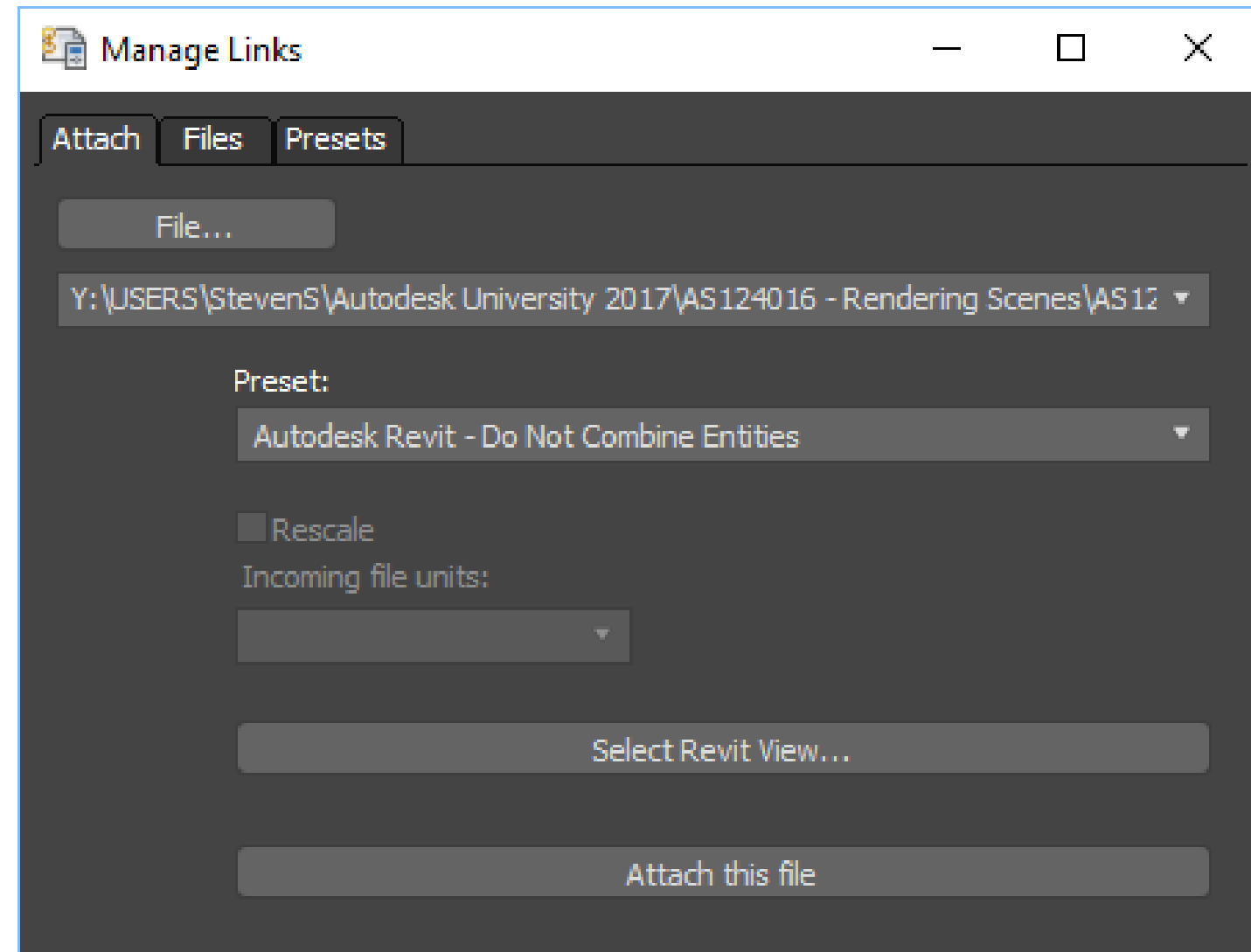
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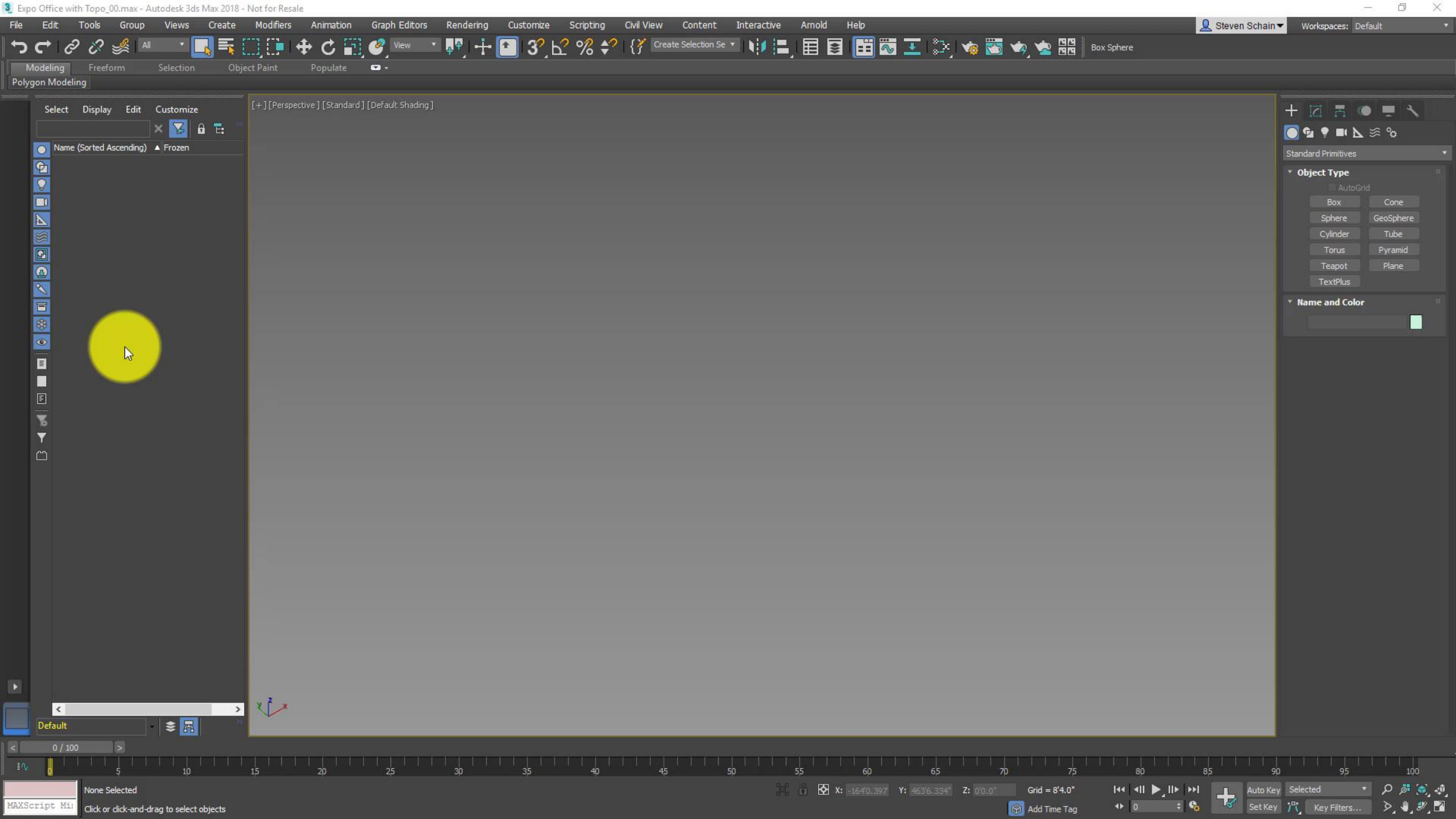
The background of the slide is a complex, abstract wireframe mesh. The mesh is composed of numerous interconnected lines forming a series of organic, flowing shapes that resemble a stylized, interconnected network or a series of overlapping, curved planes. The lines are thin and grey, set against a white background. A solid blue horizontal bar spans the bottom portion of the image, providing a contrasting background for the text.

Linking the Revit file

Linking the Revit file

- Linking to a Revit model
- Preset options



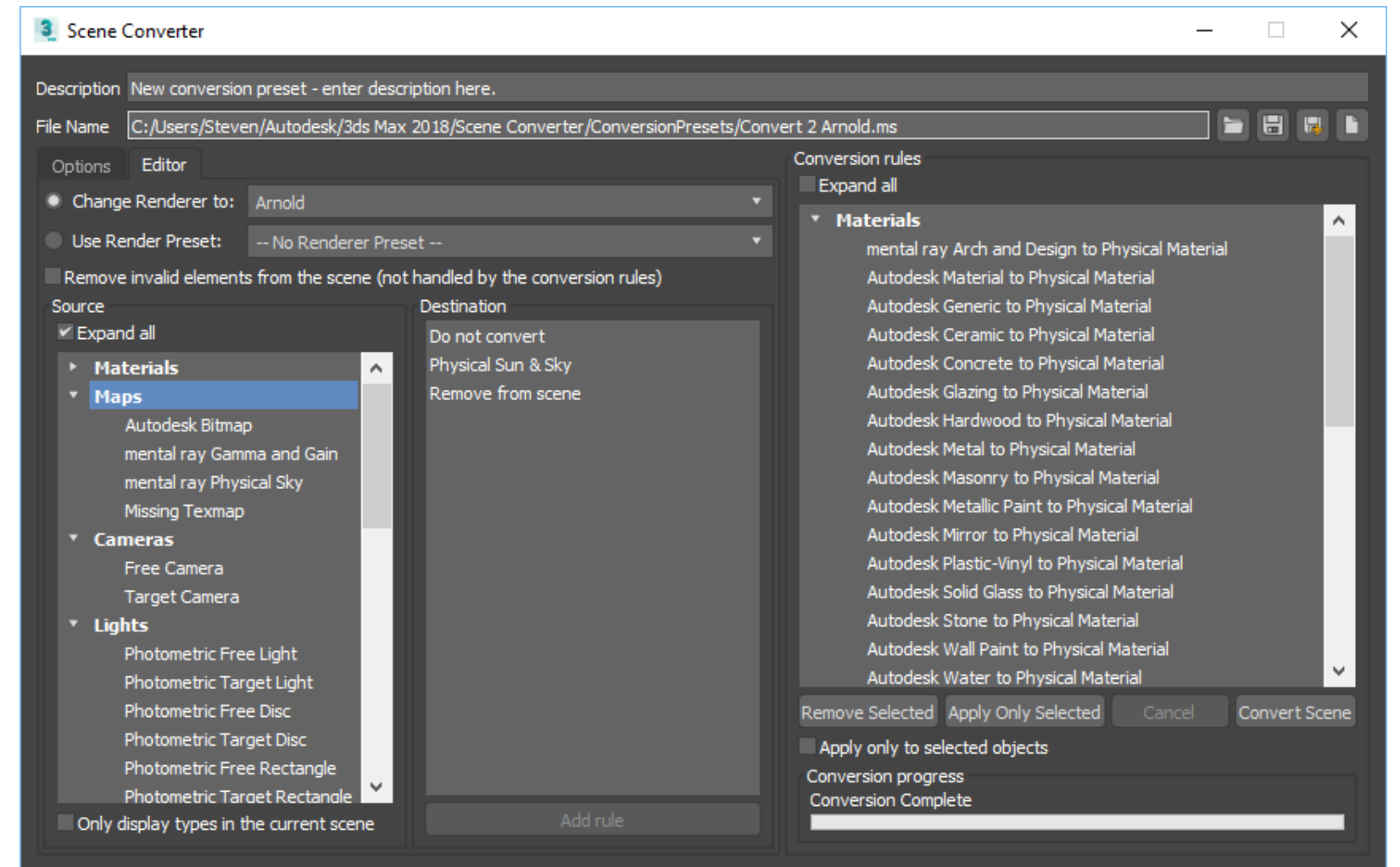


The background features a blue gradient bar at the bottom, transitioning from a darker blue on the left to a lighter blue on the right. Overlaid on this is a complex, light gray wireframe mesh pattern that forms a series of interconnected, flowing, and somewhat circular shapes, resembling a stylized, abstract landscape or a network of paths.

Scene Conversion

Scene Conversion

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

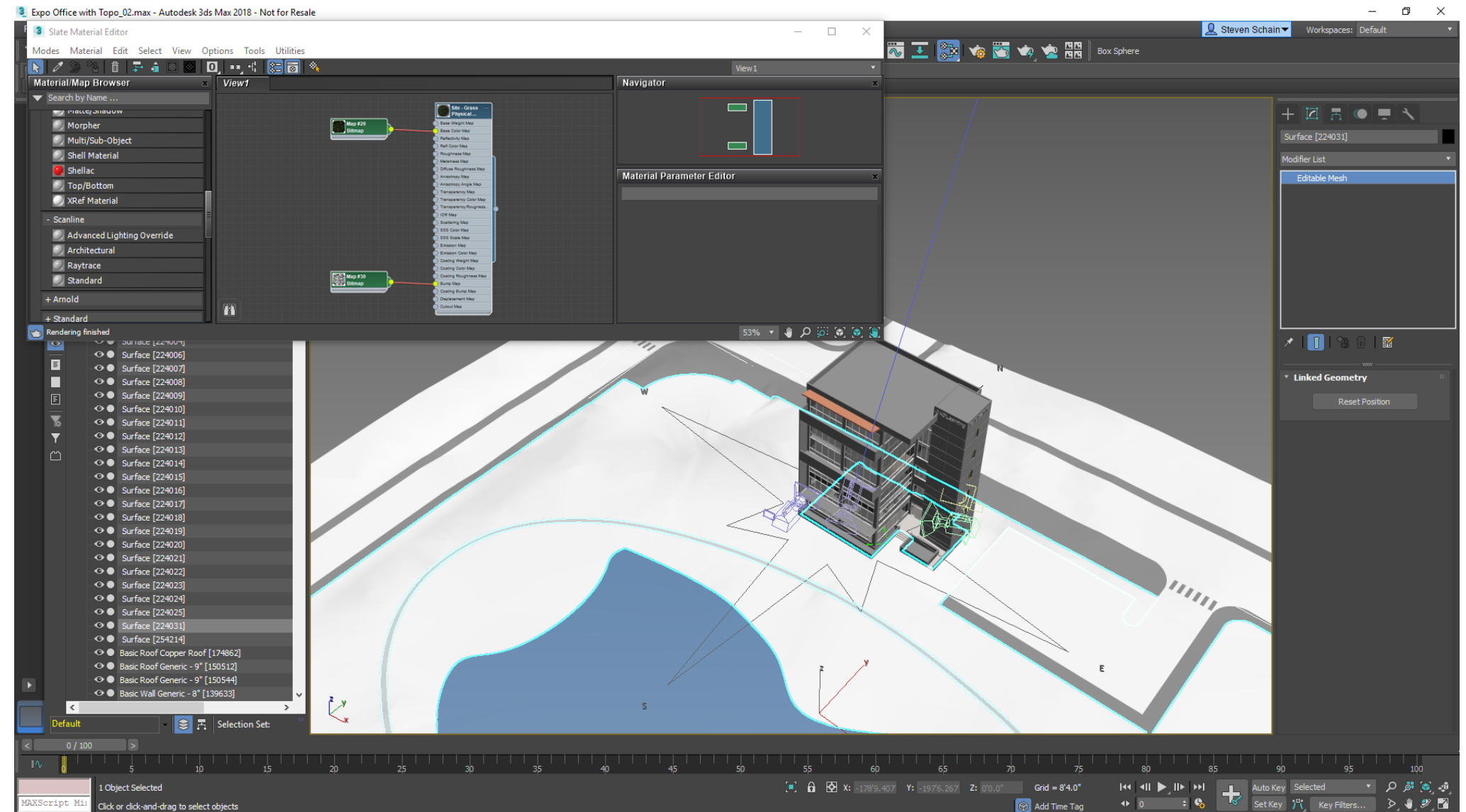


The background features a blue gradient bar at the bottom, transitioning from a darker blue on the left to a lighter blue on the right. Overlaid on this is a complex, light gray wireframe mesh pattern that forms a series of interconnected, flowing, and somewhat circular shapes, resembling a stylized, abstract representation of a network or a physical structure like a protein or a material lattice.

Using Physical Materials

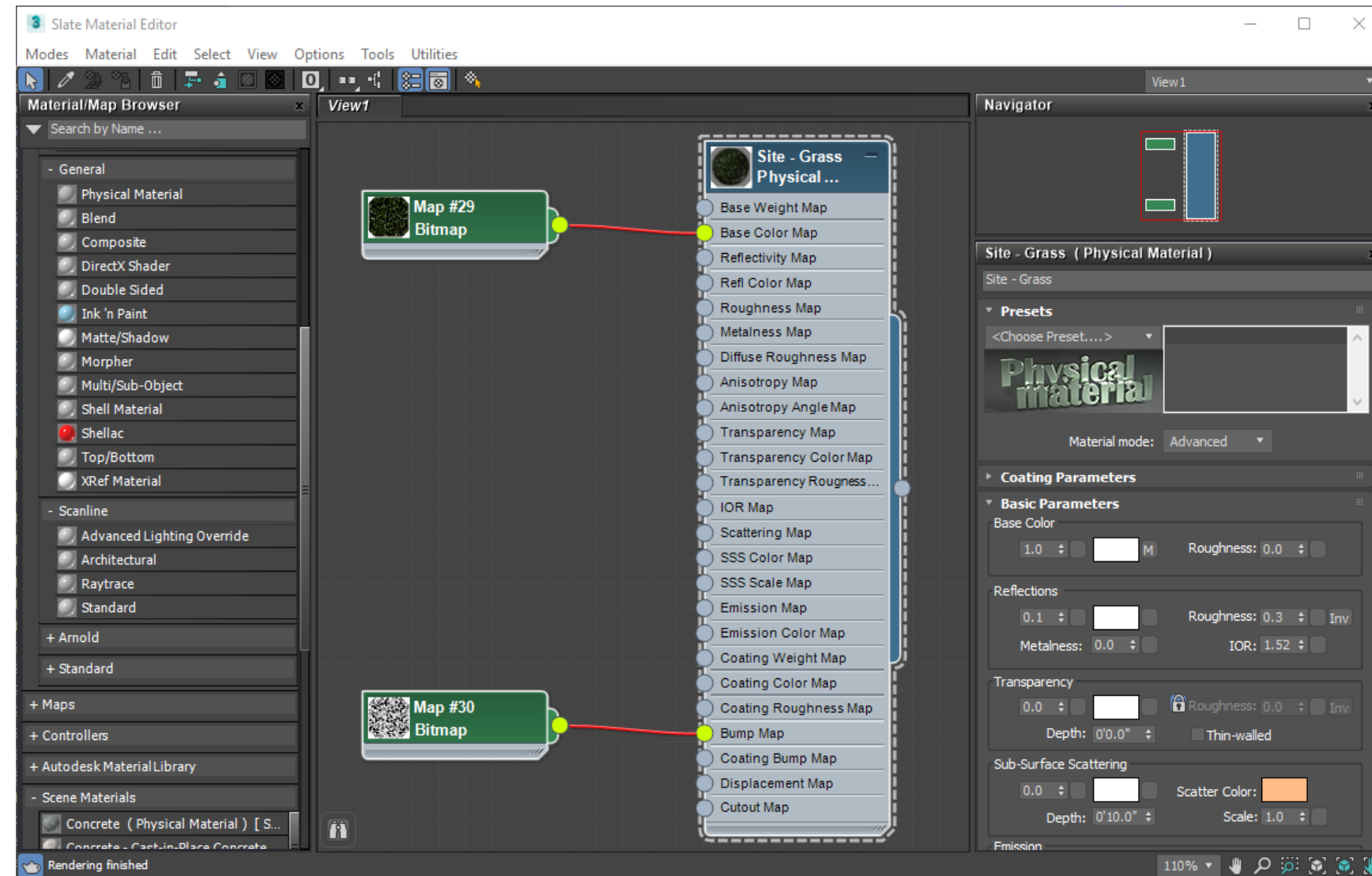
Working with Physical Materials

- Selecting existing materials



Working with Physical Materials

- Editing existing materials





Take a
Break!

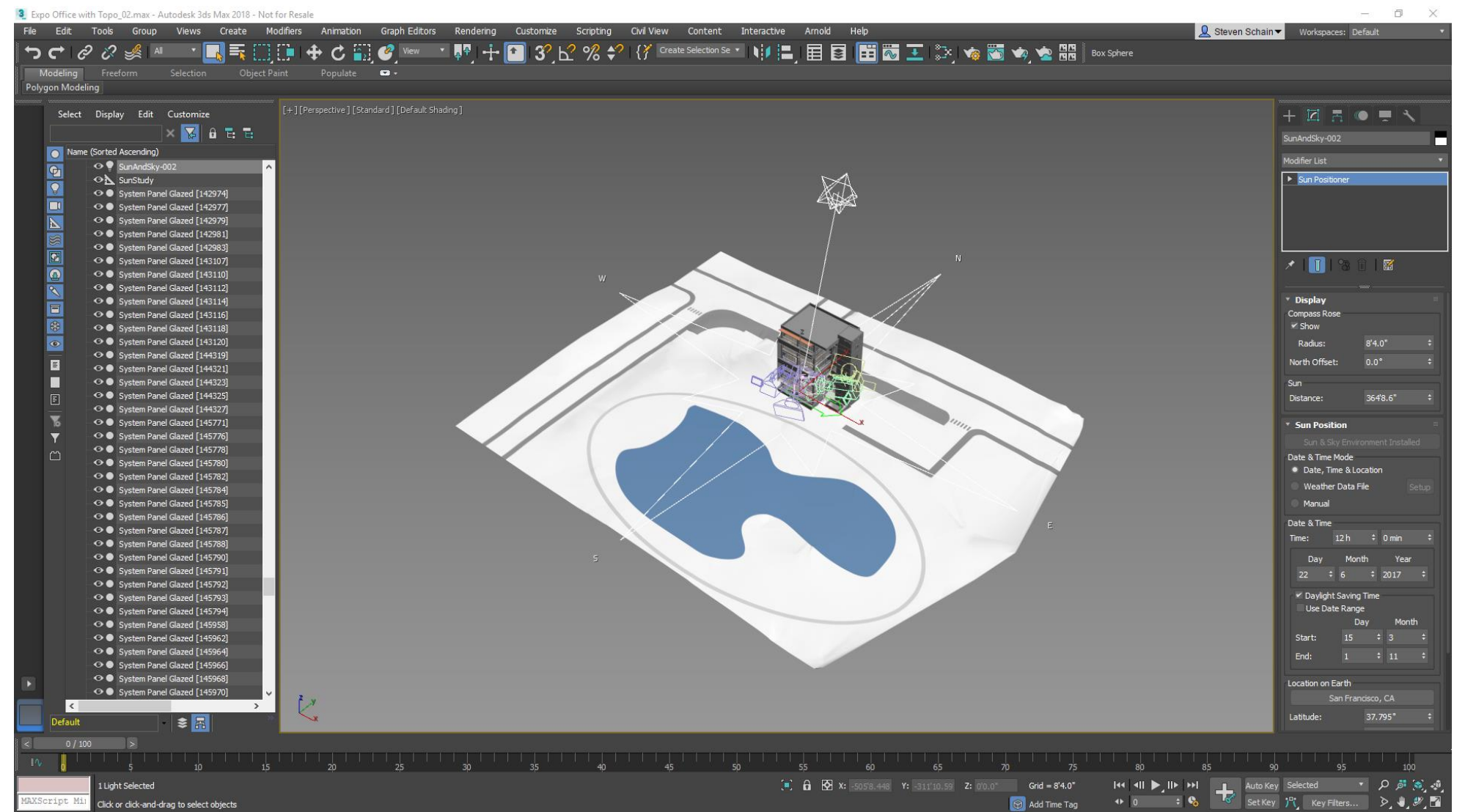




Working with the Sun Positioner

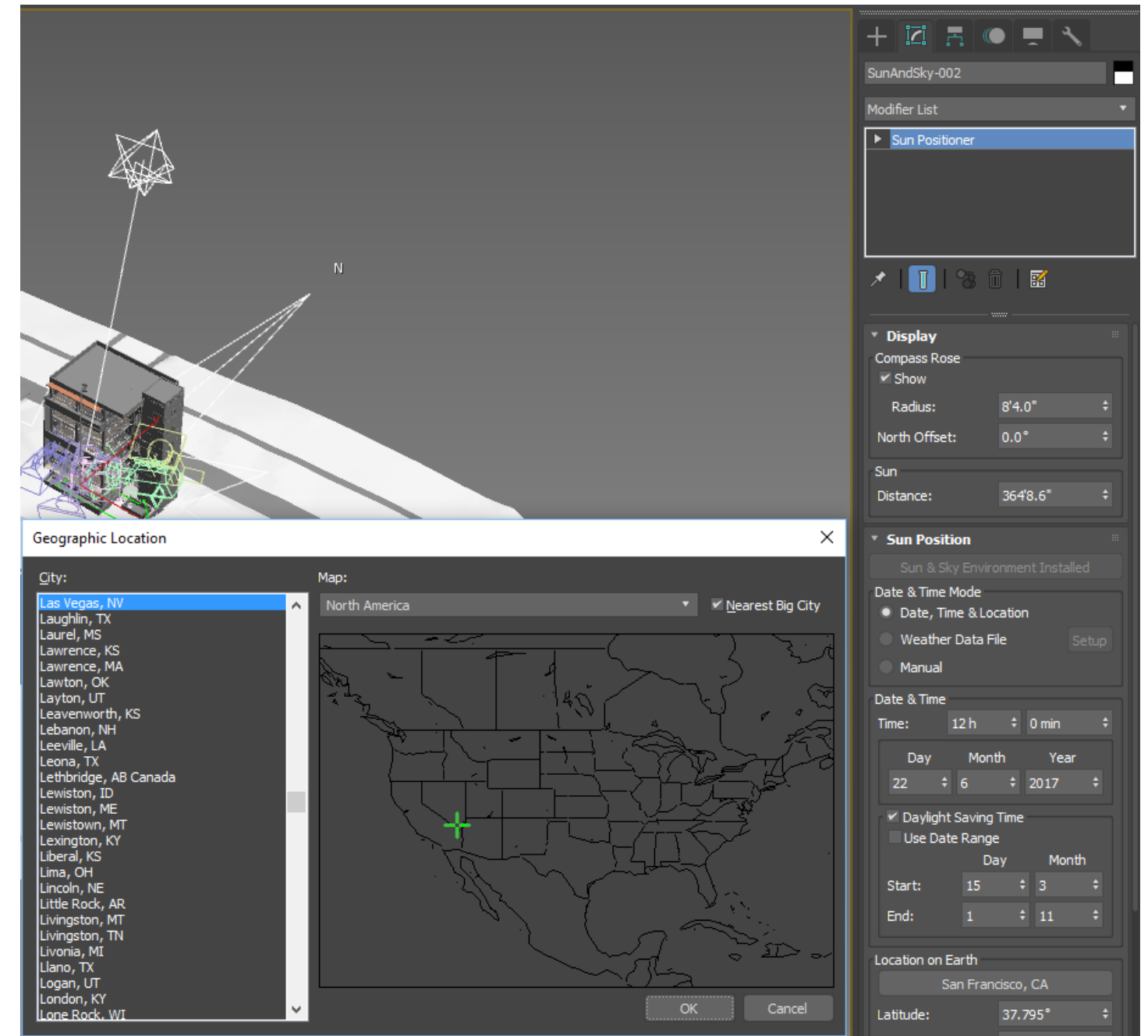
Working with the Sun Positioner

- Introduction to the Sun Positioner



Working with the Sun Positioner

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

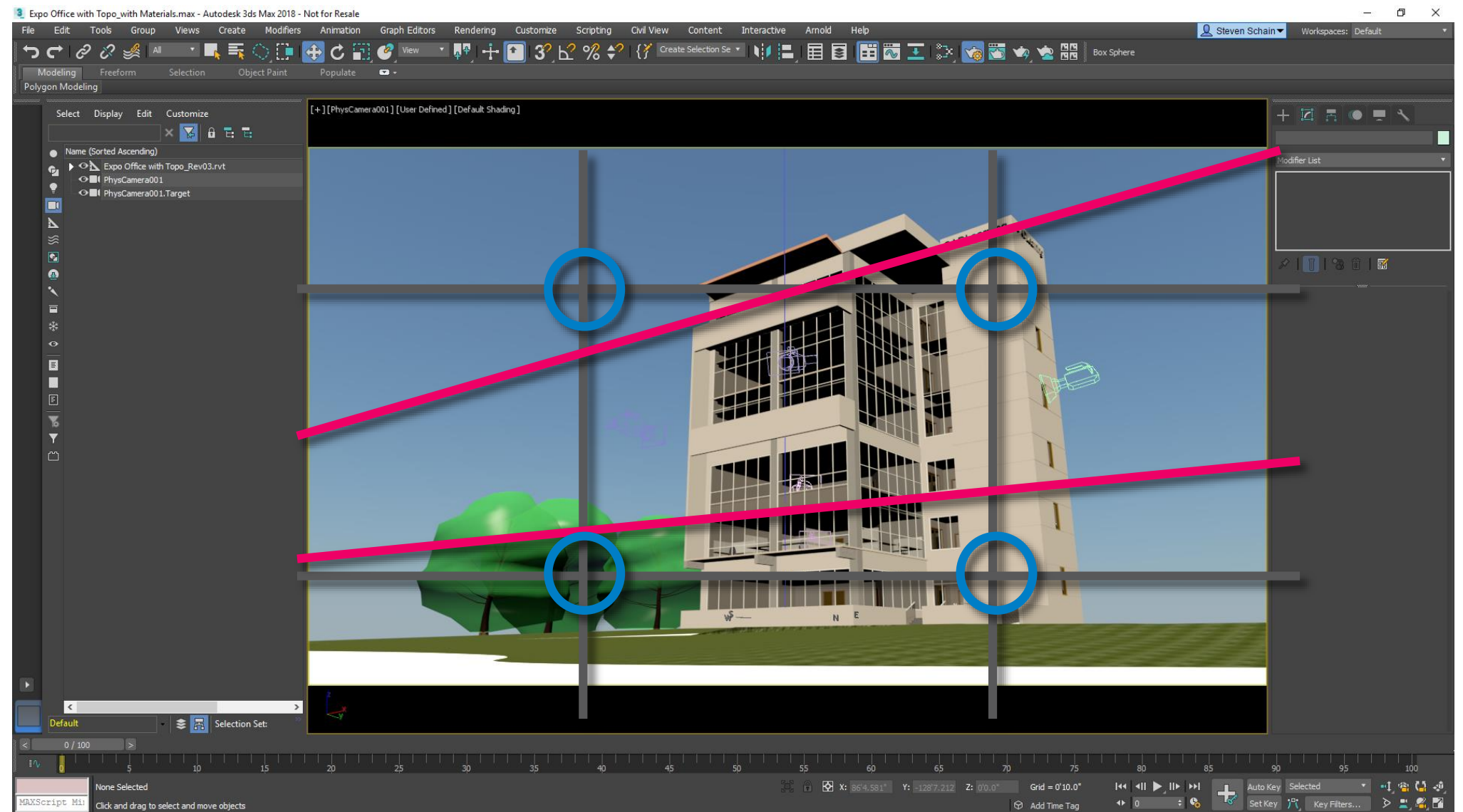


The background of the slide is a complex, abstract wireframe mesh. The mesh is composed of numerous interconnected lines forming a series of organic, flowing shapes that resemble a stylized, multi-lobed structure. The lines are thin and grey, set against a white background. A solid blue horizontal bar spans the bottom third of the image, providing a contrasting background for the white text.

Establishing a Point of View

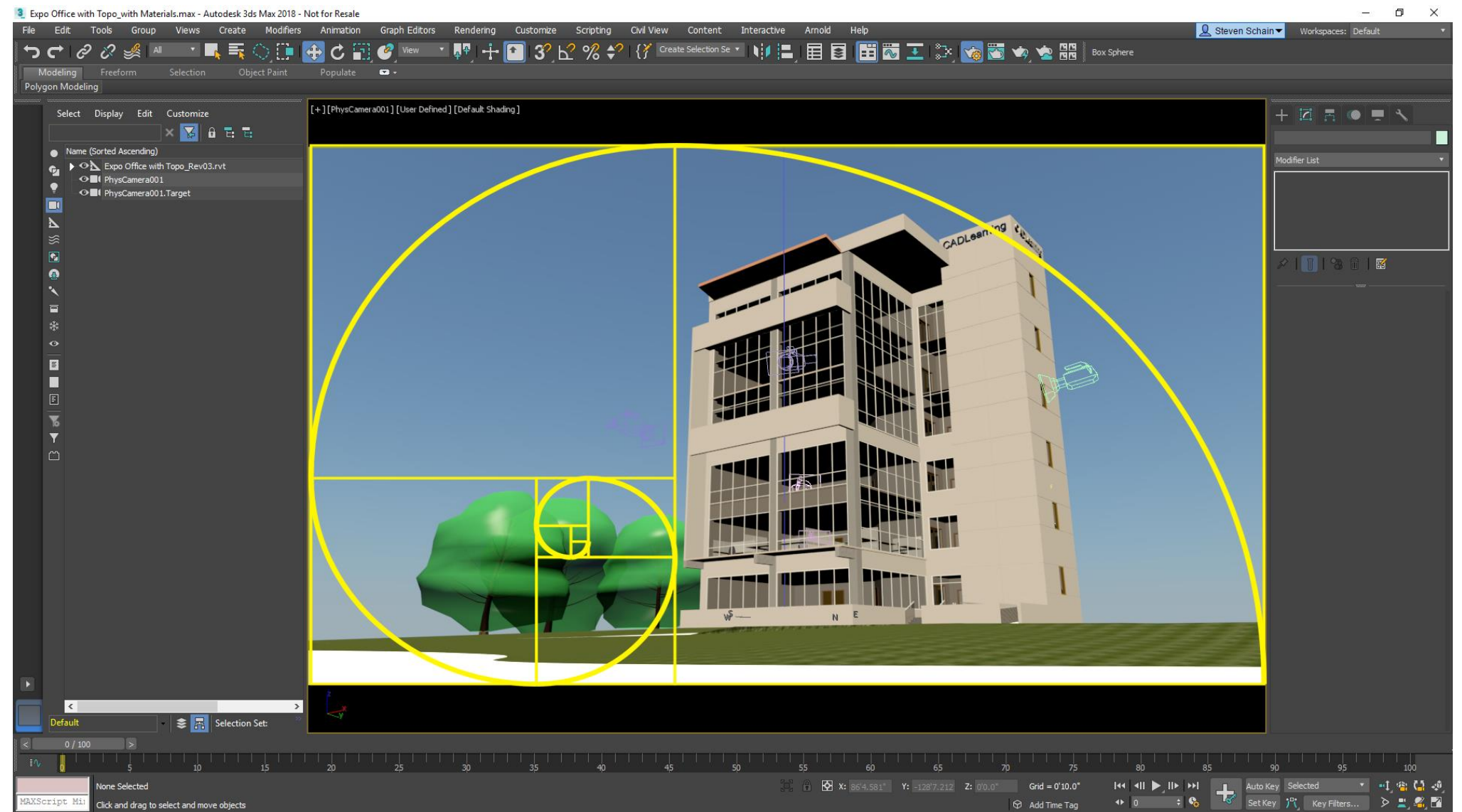
Establishing a Point of View

- Composition basics
 - Rule of thirds
 - Diagonals



Establishing a Point of View

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

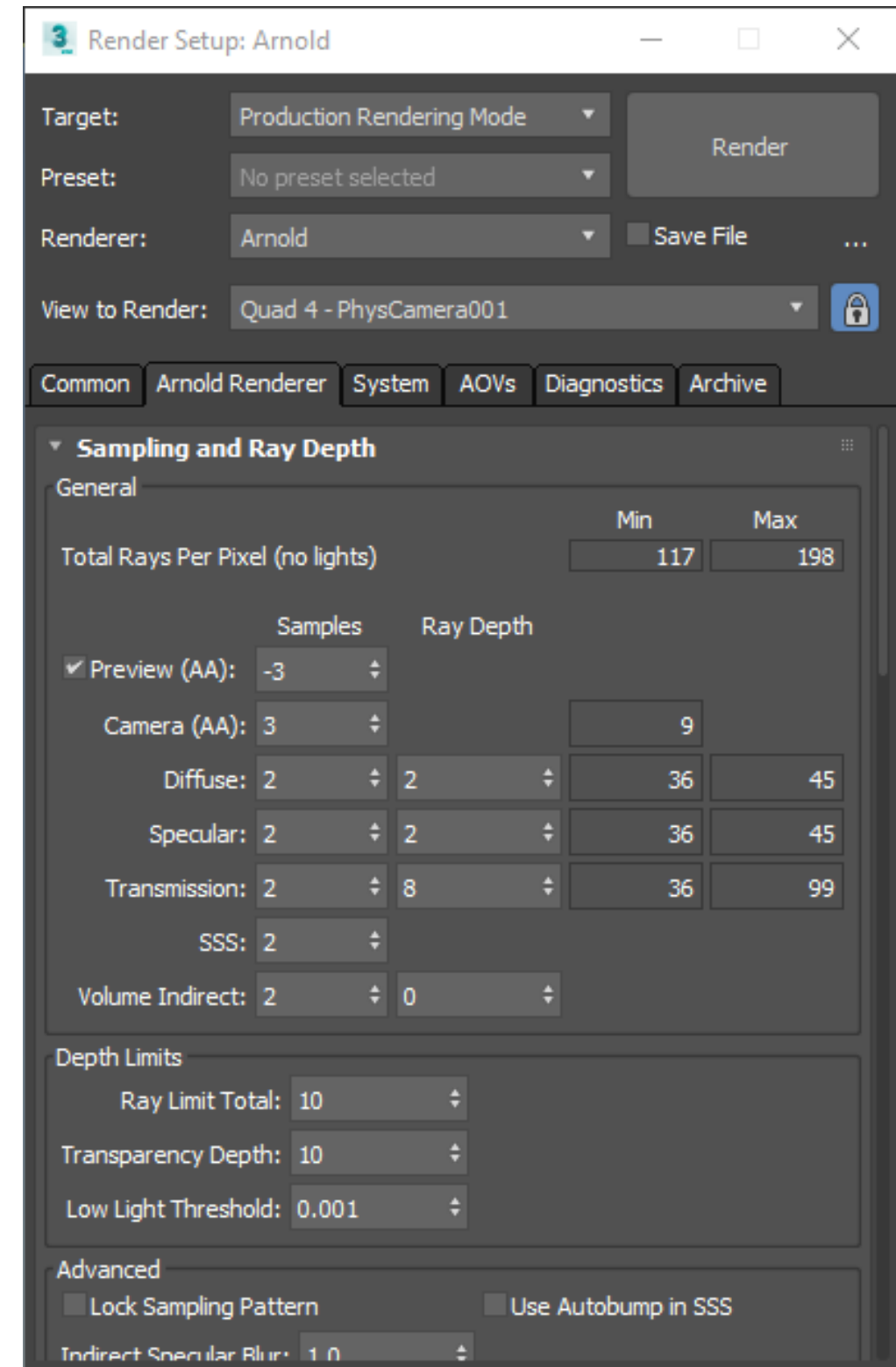


The background of the slide is an abstract, complex wireframe mesh. It consists of a dense network of thin, light gray lines that form a series of interconnected, flowing, and undulating shapes. These shapes resemble a stylized, organic structure, possibly a network or a fluid simulation, with many small, irregular polygons filling the space. The overall effect is one of dynamic movement and intricate detail.

Rendering the scene

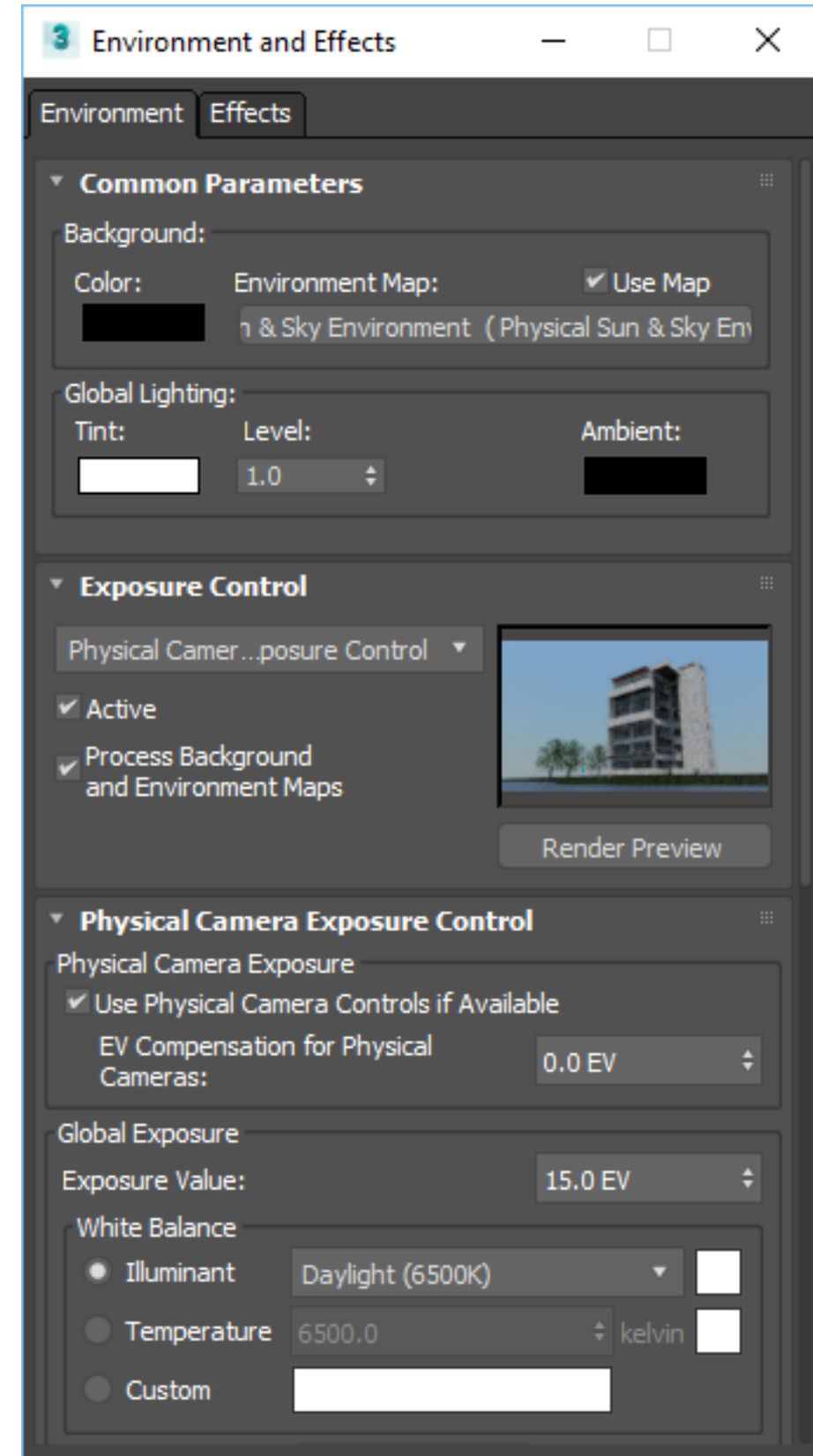
Rendering the Scene

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



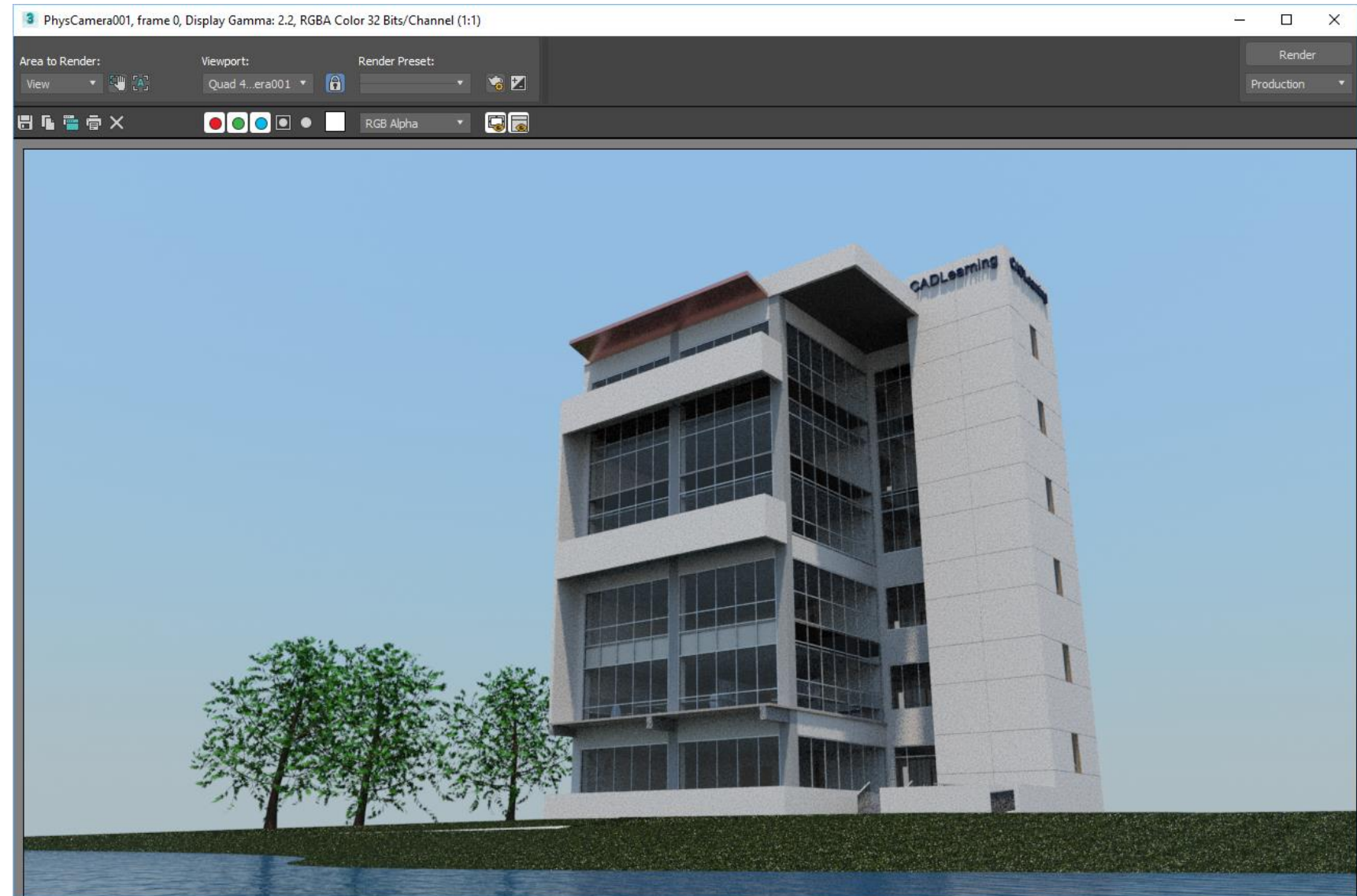
Rendering the Scene

- 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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