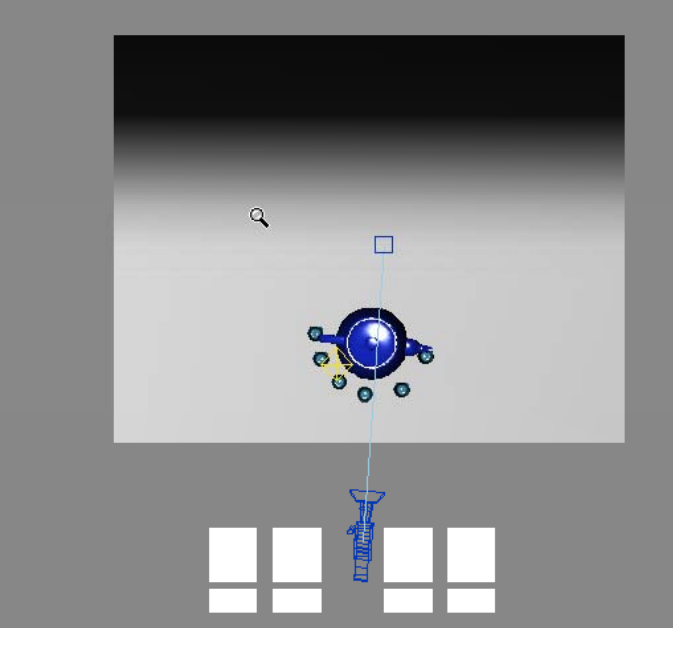
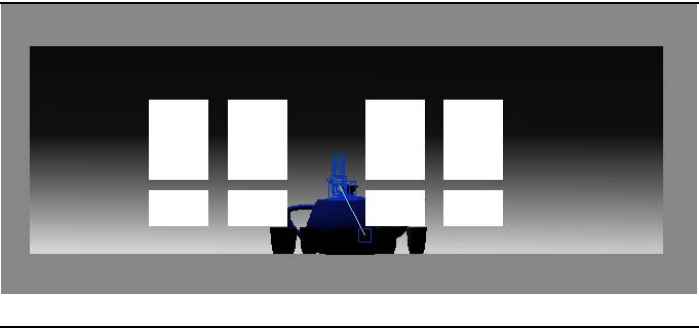
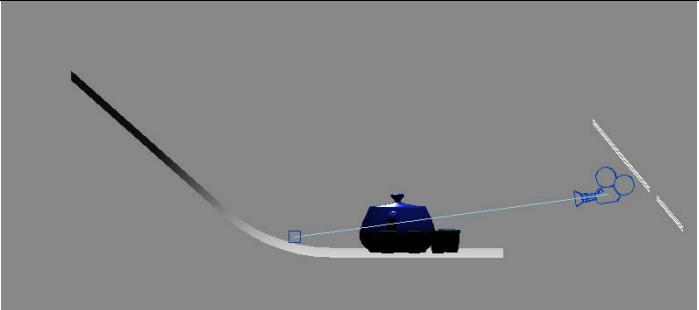
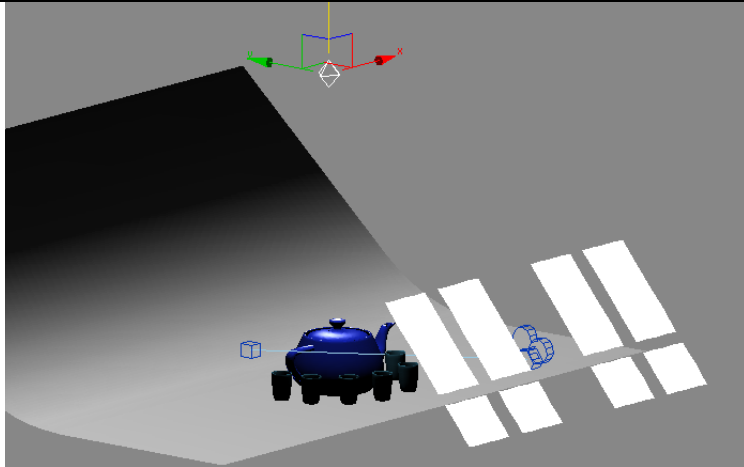


Set Up for Final Rendering using Brazil

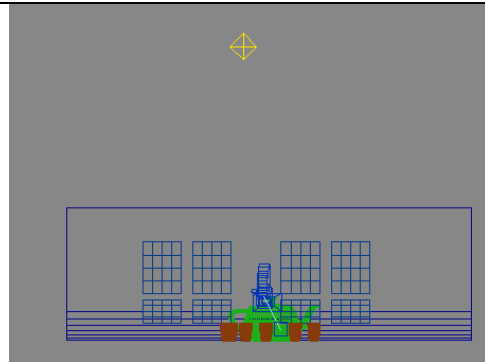
	<p>Top view of layout. Notice the omni light is centered above the scene. The overbright cards slightly behind the camera so they are not captured in its view.</p>
	<p>From a back view you can see the location and shape of the overbright cards</p>
	<p>From the side view. The over bright cards are angled so that their reflection bounces of the objects and into the viewer's (or camera's) line of sight</p>



The whole scene from a perspective view. So what the heck are overbright cards anyway???? They are simply a group of planes with the overbright material (be sure it is 2-sided) applied to them. This material can be found in the Brazil material Library. Ok..... but what is their function????



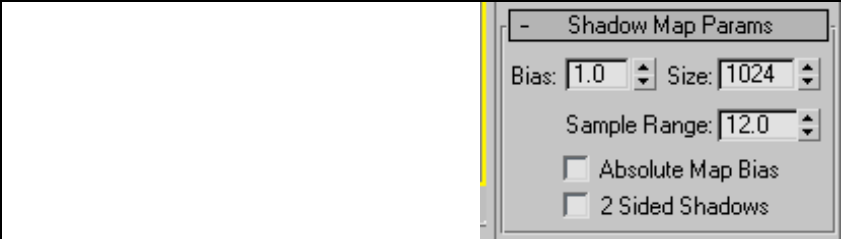
Because our scene has no environment to reflect. We add these large, white planes so our shiny objects have something to reflect. They help to add highlights and accentuate the curved surfaces of the objects in your scene. Mine are actually a little too small. A couple more planes and a little bit larger would be better. You need to adjust the angle so they reflect off of the objects into the camera. Create them in the top view, then group them so they will move and rotate together as a group



The position of the omni light should be high and centered above the scene so that long shadows are not cast. Be sure to turn on cast shadows



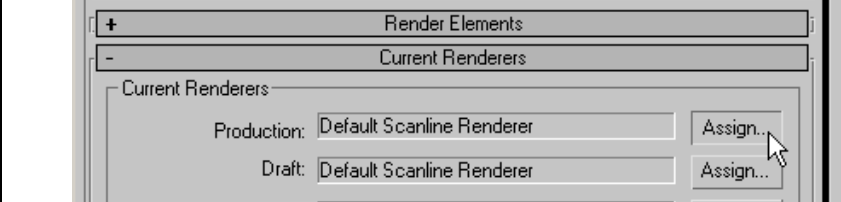
The multiplier needs to be low because you will also use the Skylight from Brazil r/s. After setting this, you will need to work in wireframe mode because the scene will be too dark



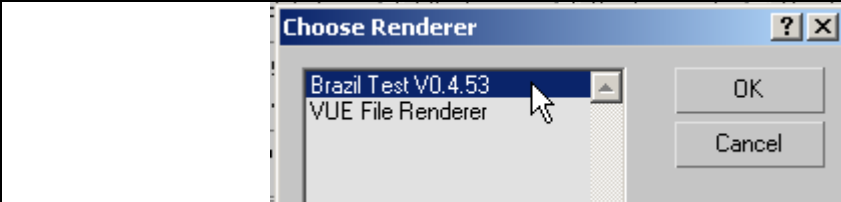
Here are some recommended settings for the shadow parameters. A large sample range makes softer shadows. A larger Size creates more accurate shadows



Since we are using a free version of Brazil r/s, they have included their watermark on the final rendered image. We will crop this off in Photoshop. So.... when positioning your camera, keep in mind that you will be losing a little image area of the top and bottom of the scene



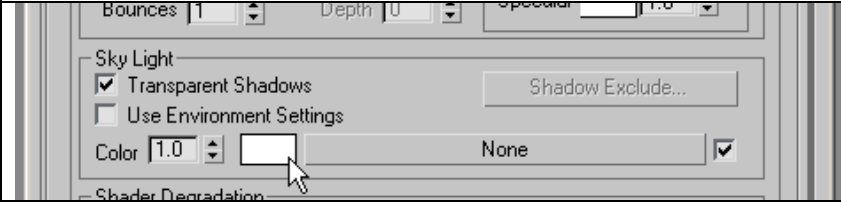
Open the Render menu and select the Production Renderer



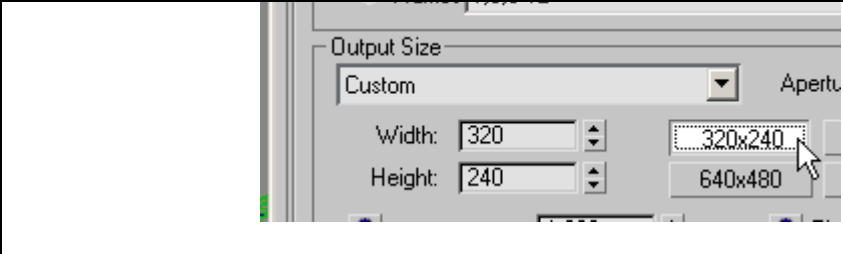
Select Brazil Test



Under the Luma Server check all boxes shown



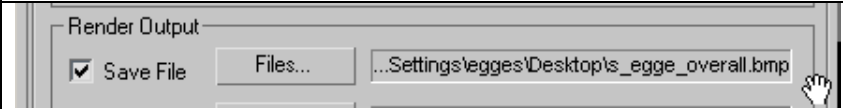
Change the color of the Skylight to white



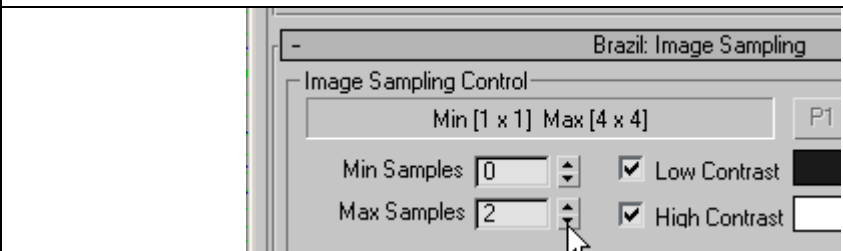
Set the output size and do a test render. Check to make sure none of your objects are in the watermark area. Check the overall brightness, adjust the omni light's multiplier if needed. Re-render and check again.



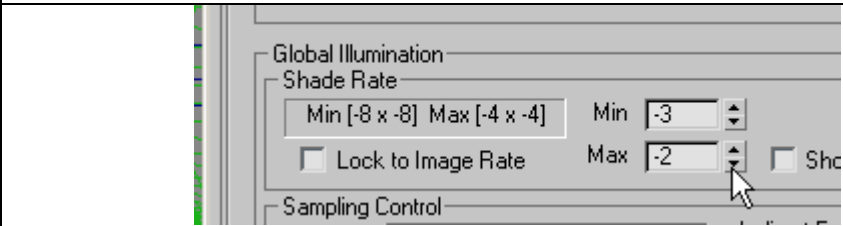
Now set the Width and Height for the final render



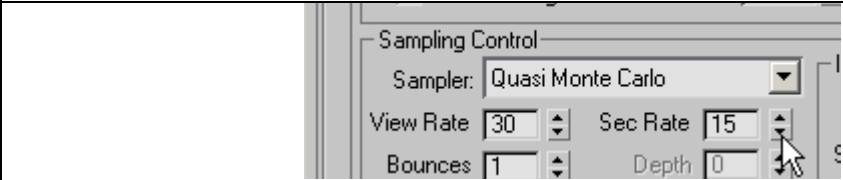
Save the render to the assigned folder as: fi_lastname_overall.bmp



Set Max samples to 2 under Image Sampling



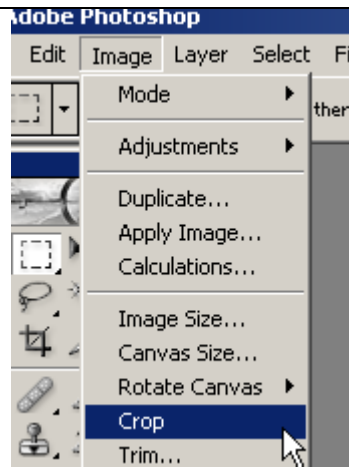
Set Global Illumination, Min: -3 and Max: -2



Set Sampling Control View Rate: 30 and the Sec Rate: 15. Render and wait.....



Open your image in Photoshop and select the Rectangular Marquee tool and select the image region as shown



Go to the Image menu and select Crop. Make sure you save this final rendered image into the assigned folder.

Now.... go back and add another camera for a close-up shot of your choice. Render, crop and save it as: fi_lastname_close.bmp

