

Is That A Photograph?

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Class summary

We will be applying photographic phenomenon to our renders in 3dsmax to make them look photo-real.

Key learning objectives

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

- List 4 rules of photography composition
- Create 4 photographic phenomenon using 3dsmax
- Apply the 3 principles of photography to renderings
- Identify good renderings/photos from the bad ones

Vignetting



Vignetting



Glare / Light Bloom / Flares



Glare / Light Bloom / Flares



Grain / Noise



Chromatic Aberration



Chromatic Aberration



Chromatic Aberration



Thank You

- Download handout
 - Fill out session survey for this class (AV1529)
 - On iPhone / Android, laptop, or survey station
 - Each completed session survey enters attendee in that day's drawing for a free AU 2014 pass!!
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- tiltpixel.com
 - [@ramy3D](https://twitter.com/ramy3D)
 - ramyhanna.com

