

Shadow Study – Animating the Daylight System in 3DS Max 2021

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Content Developer @socialmedia



About the speaker

Renu Muthoo

- Experienced in 3ds Max and AutoCAD (including verticals)
- Over 23 years experience working on Autodesk products
- Developed over 50 training guides, including:
 - 3ds Max
 - AutoCAD (3 titles)
 - AutoCAD Electrical; AutoCAD Mechanical
 - Plant Design
 - AutoCAD - User Certification Exam Guide

Learning Objectives

- Create a Daylight system using the Sun Positioner
- Modify the parameters of the sun positioner to get a rendering at a given location
- Create renderings at different time of the day during different seasons
- Animate the movement of the sun to create a shadow study

Shadow Study

- How and where the shadows are cast
- Movement of the sun
- Position of the sun
- Used in:
 - Solar study
 - High rise development
 - Project planning of surrounding areas
 - Lighting and heating of buildings



Shadow Study

SHADOW STUDY IN 3DS MAX

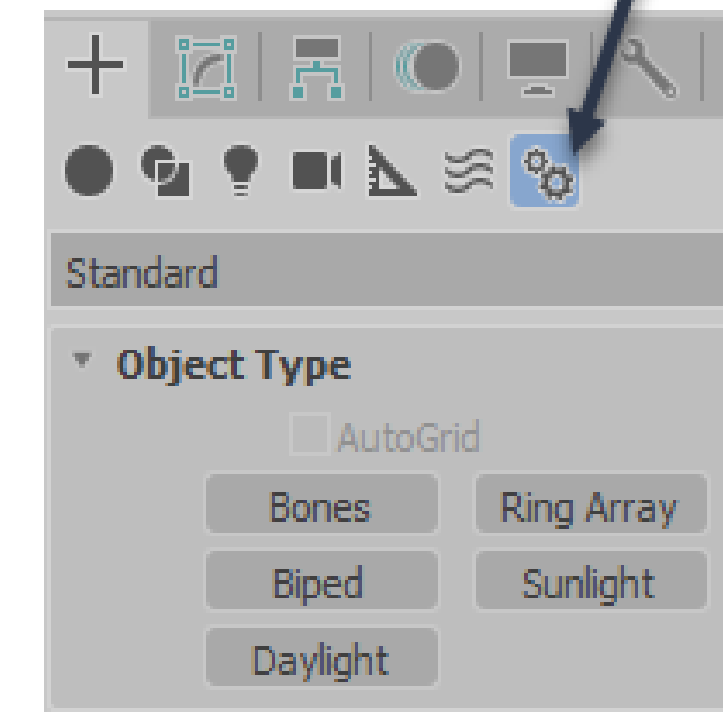
- Create a Daylight system
- Animate the sun object

DAYLIGHT SYSTEM IN 3DS MAX

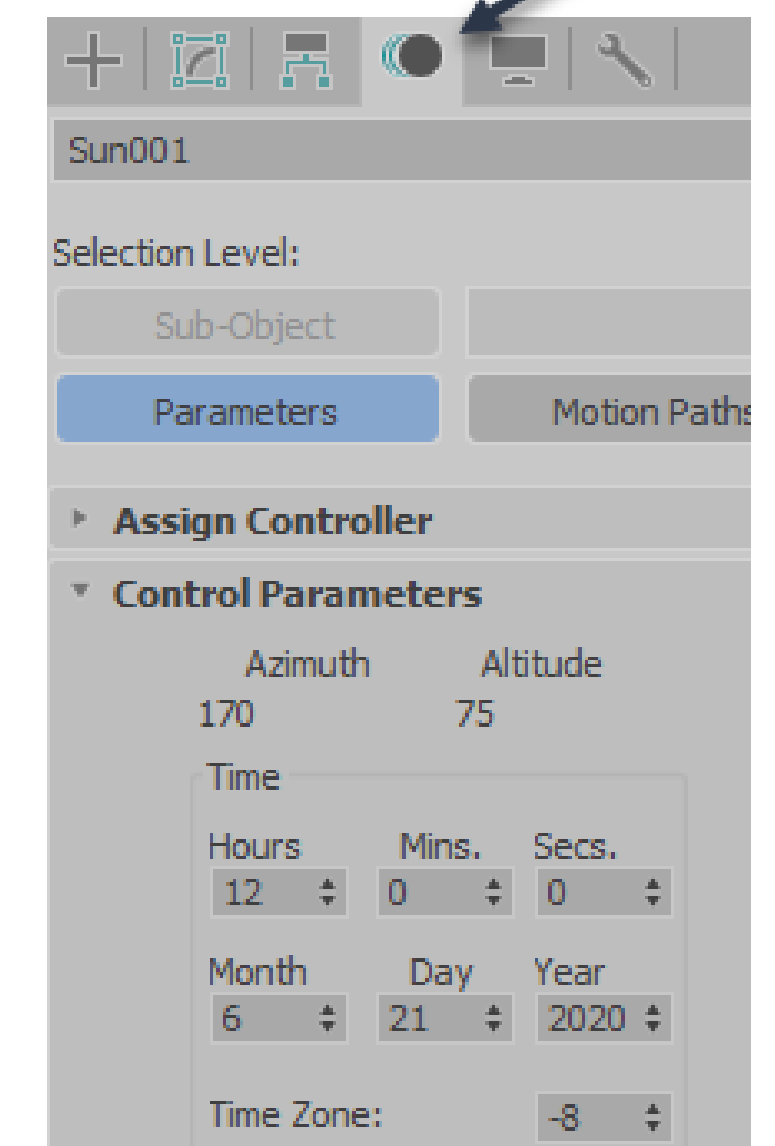
- Sun Positioner
- Sunlight and Skylight system



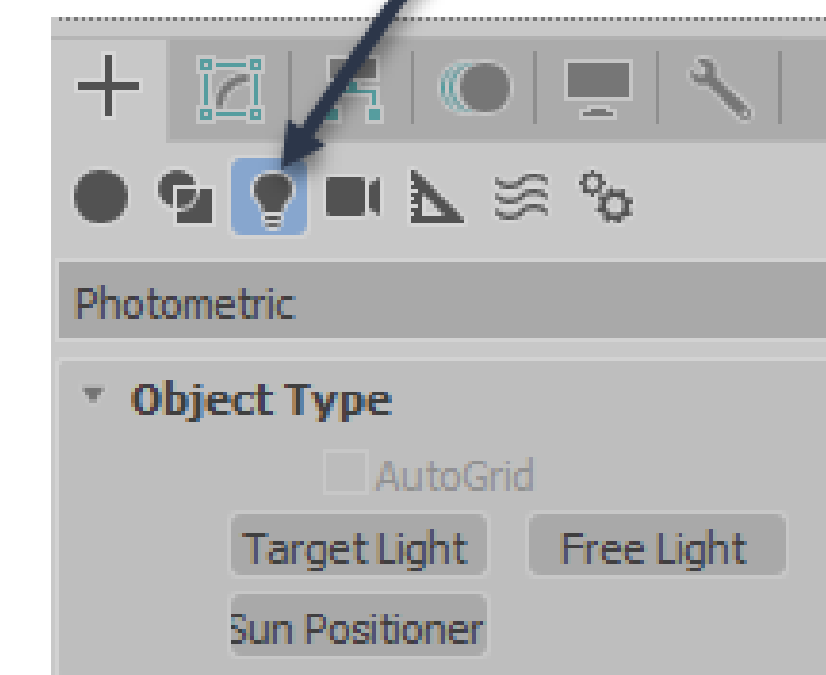
Systems Panel



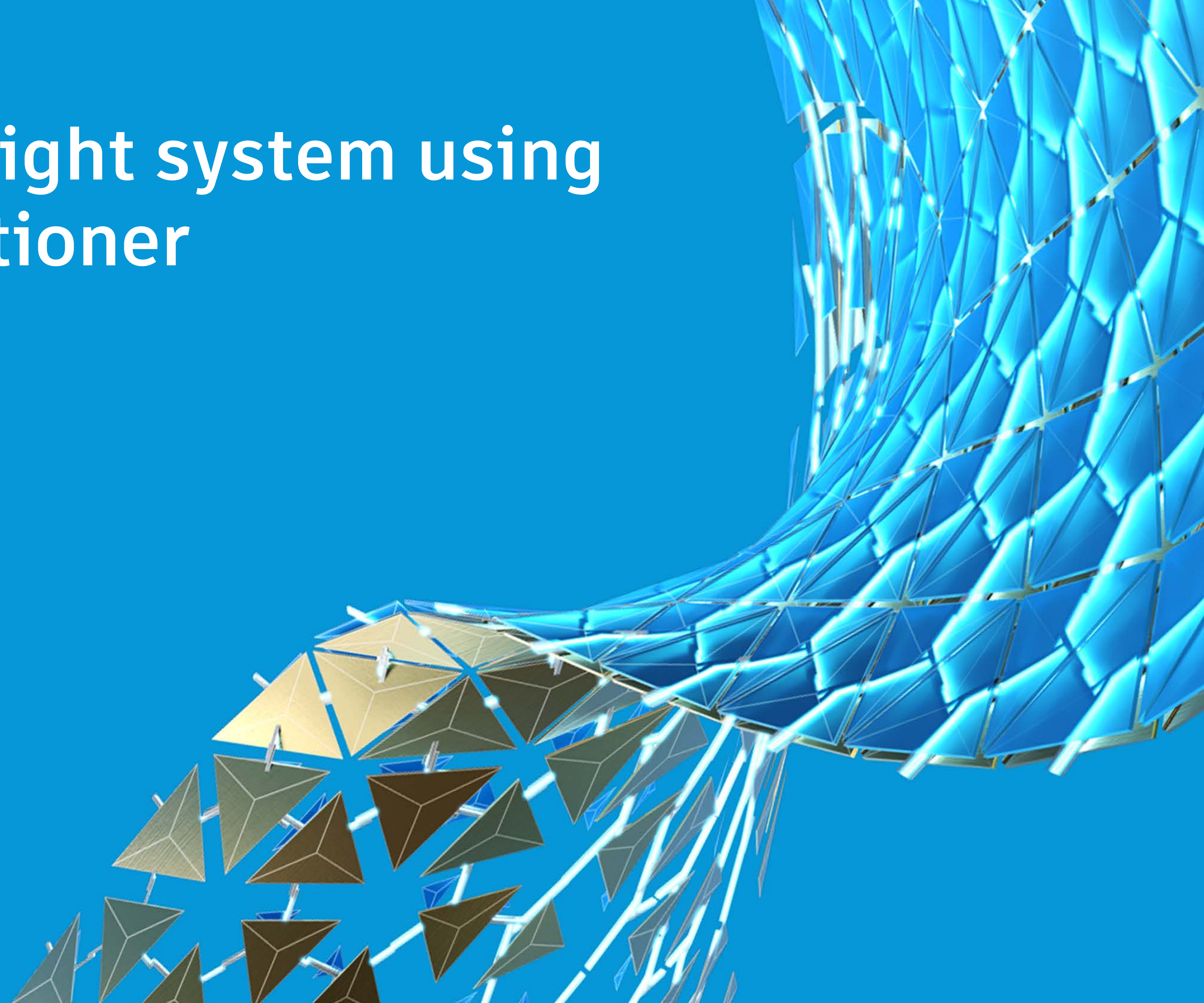
Motions Panel



Lights Panel



Create a daylight system using the Sun Positioner



Sun Positioner


- Realistic sunlight
- Full sky environment
- Geographically correct position
- Environment map
- Exposure control

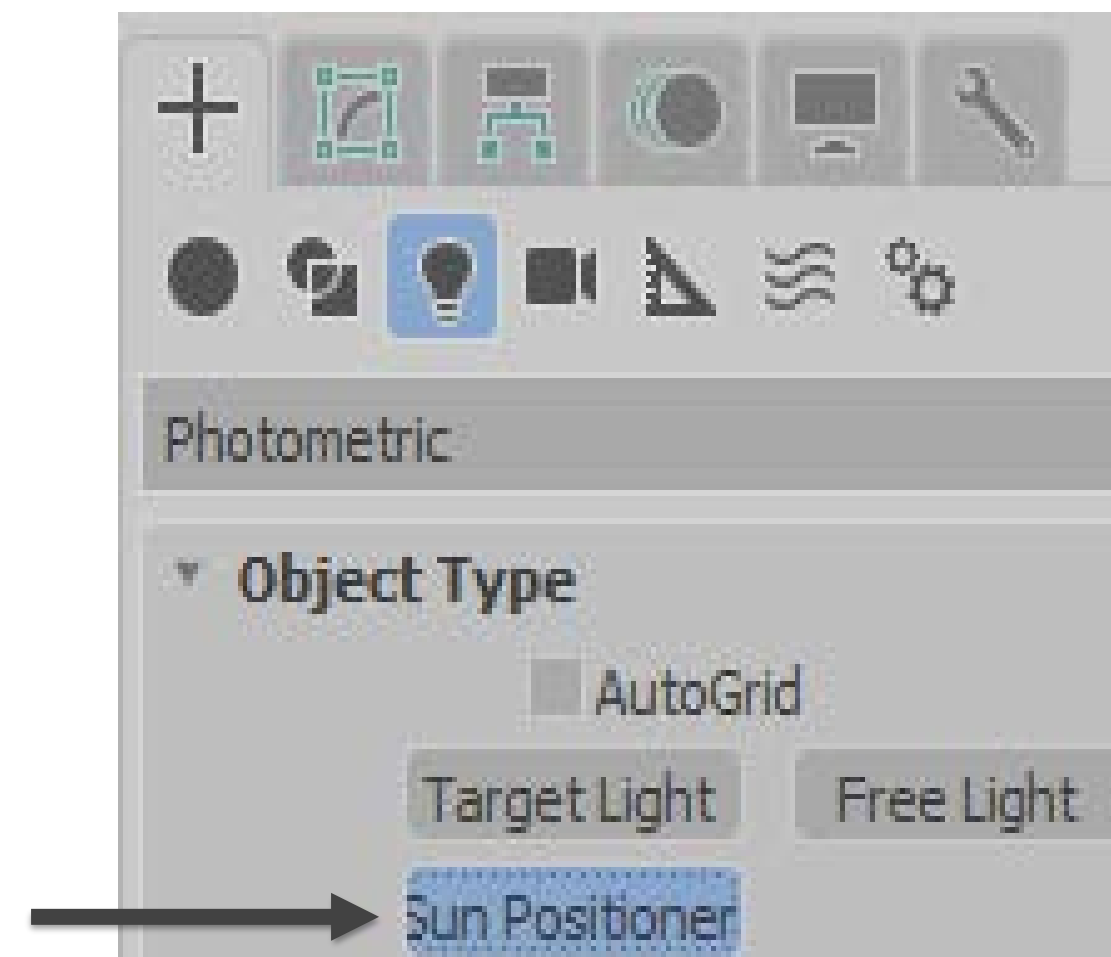


11th Frame



Sun Positioner

- Create panel (**+**) >  Lights
- *Object Type* rollout
- Sun Positioner



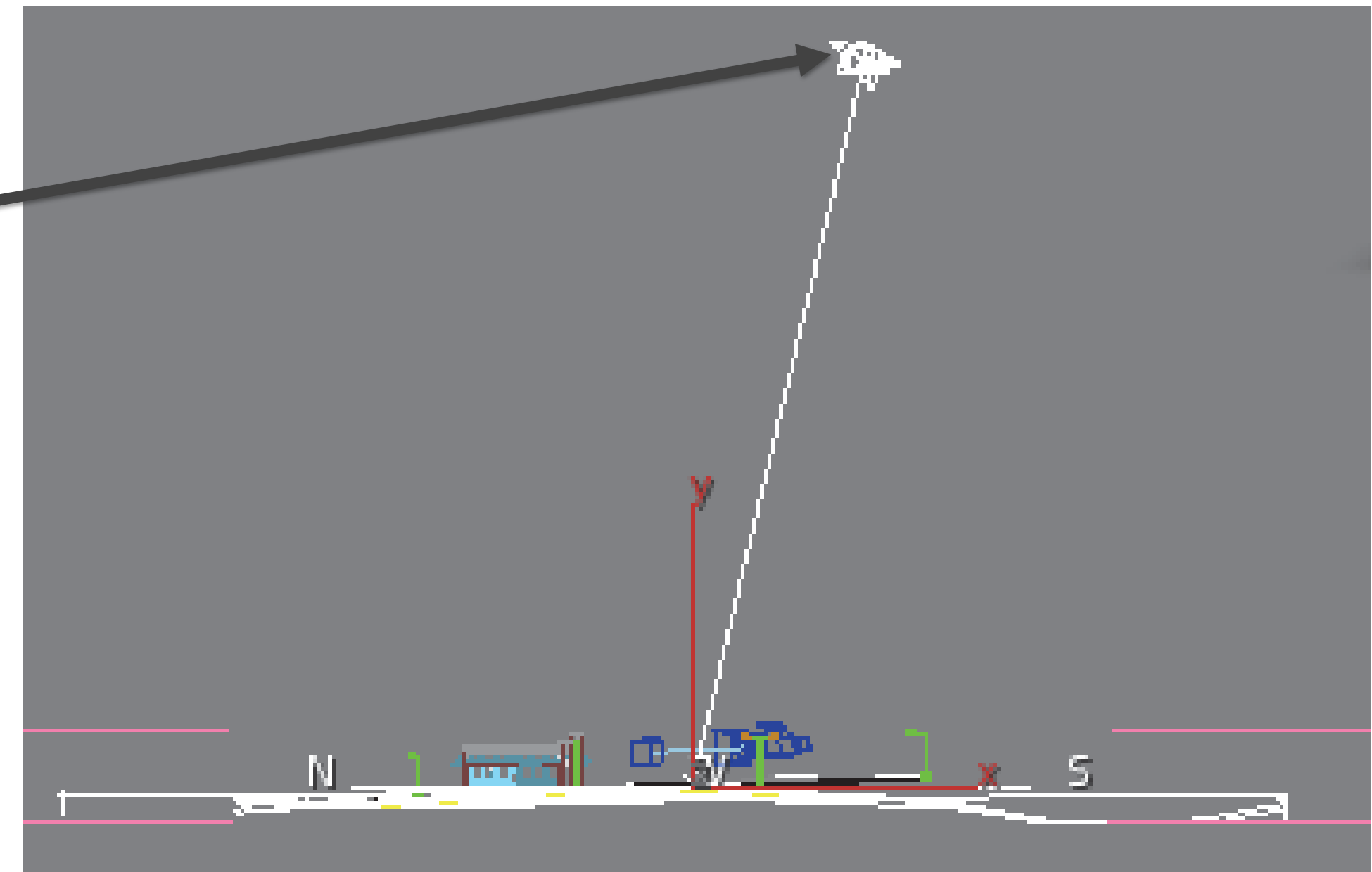
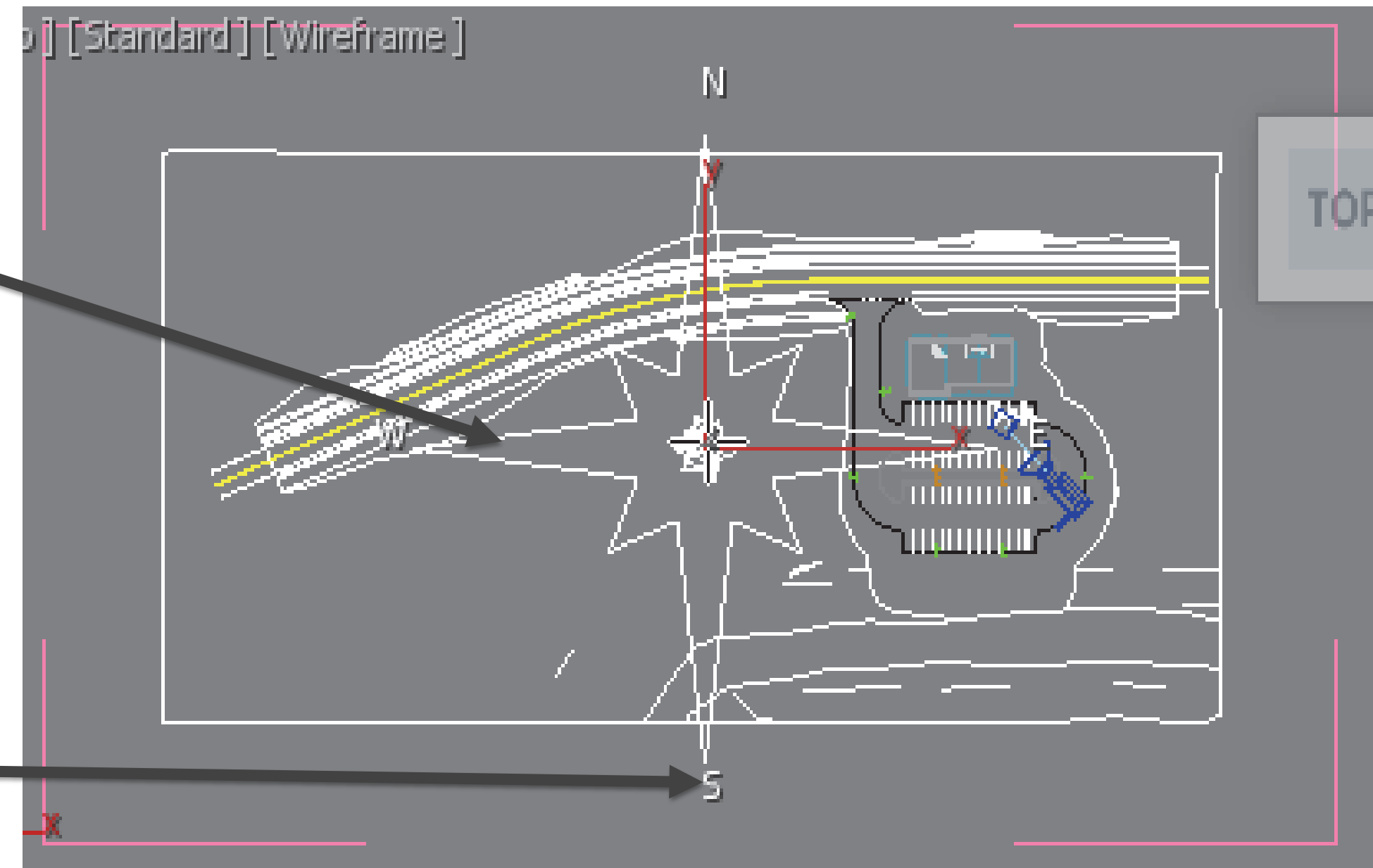
Sun Positioner

- Compass Rose
- Sun Orientation
- Sun Distance

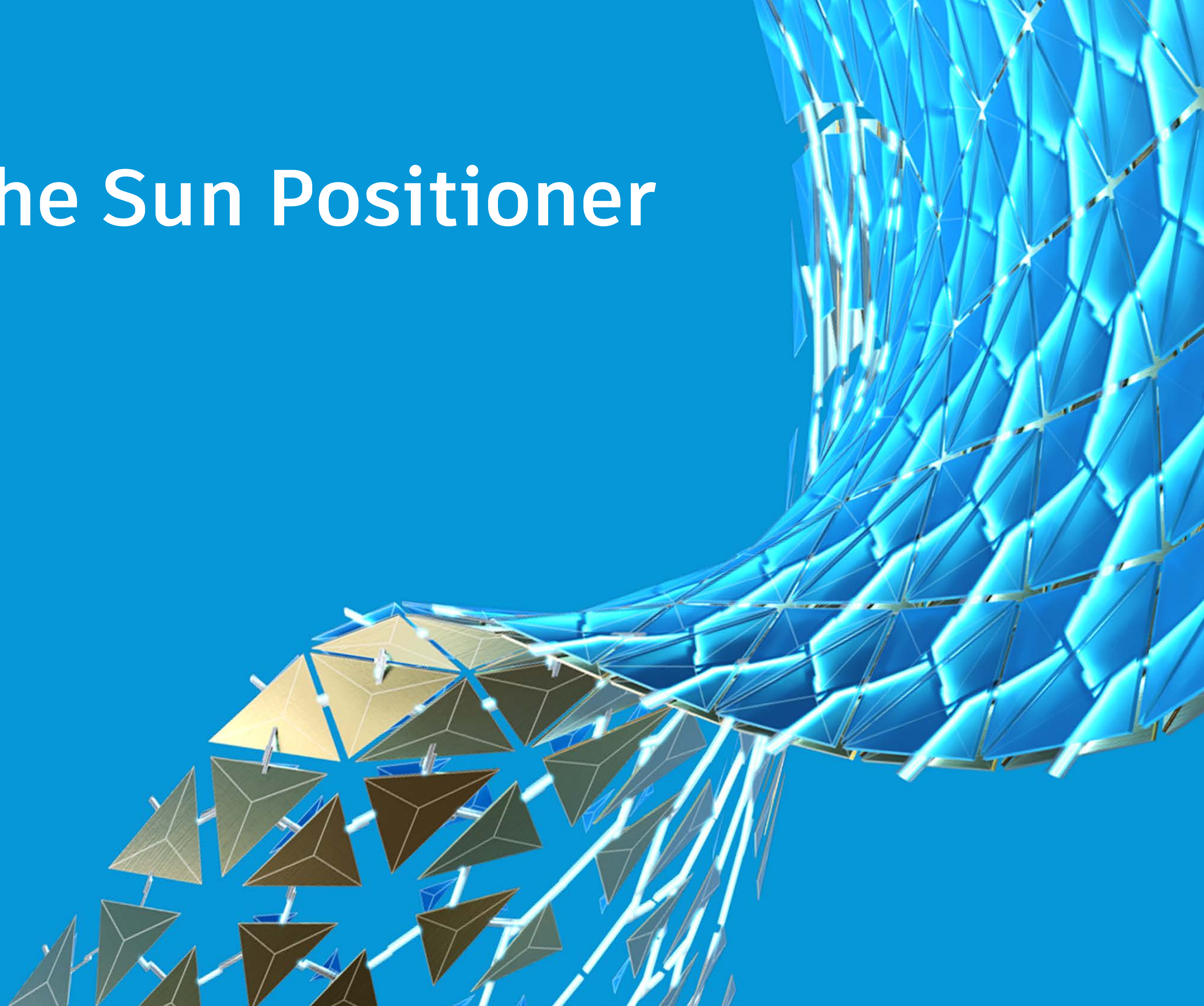
First click

Second click

Third click



Modifying the Sun Positioner



Sun Positioner

- Display rollout
- Sun Position rollout
- Date & Time
- Location on Earth

▼ **Display**

Compass Rose

☒ Show

Radius: 7'0"

North Offset: 0.0°

Sun

Distance: 300'0"

Location on Earth

San Francisco, CA

Latitude: 37.795°

Longitude: -122.394°

Time Zone (±GMT): -8.0 h

Horizontal Coordinates

Azimuth: 128.660°

Altitude: 69.152°

▼ **Sun Position**

Sun & Sky Environment Installed

Date & Time Mode

☒ Date, Time & Location

☐ Weather Data File [Setup](#)

☐ Manual

Date & Time

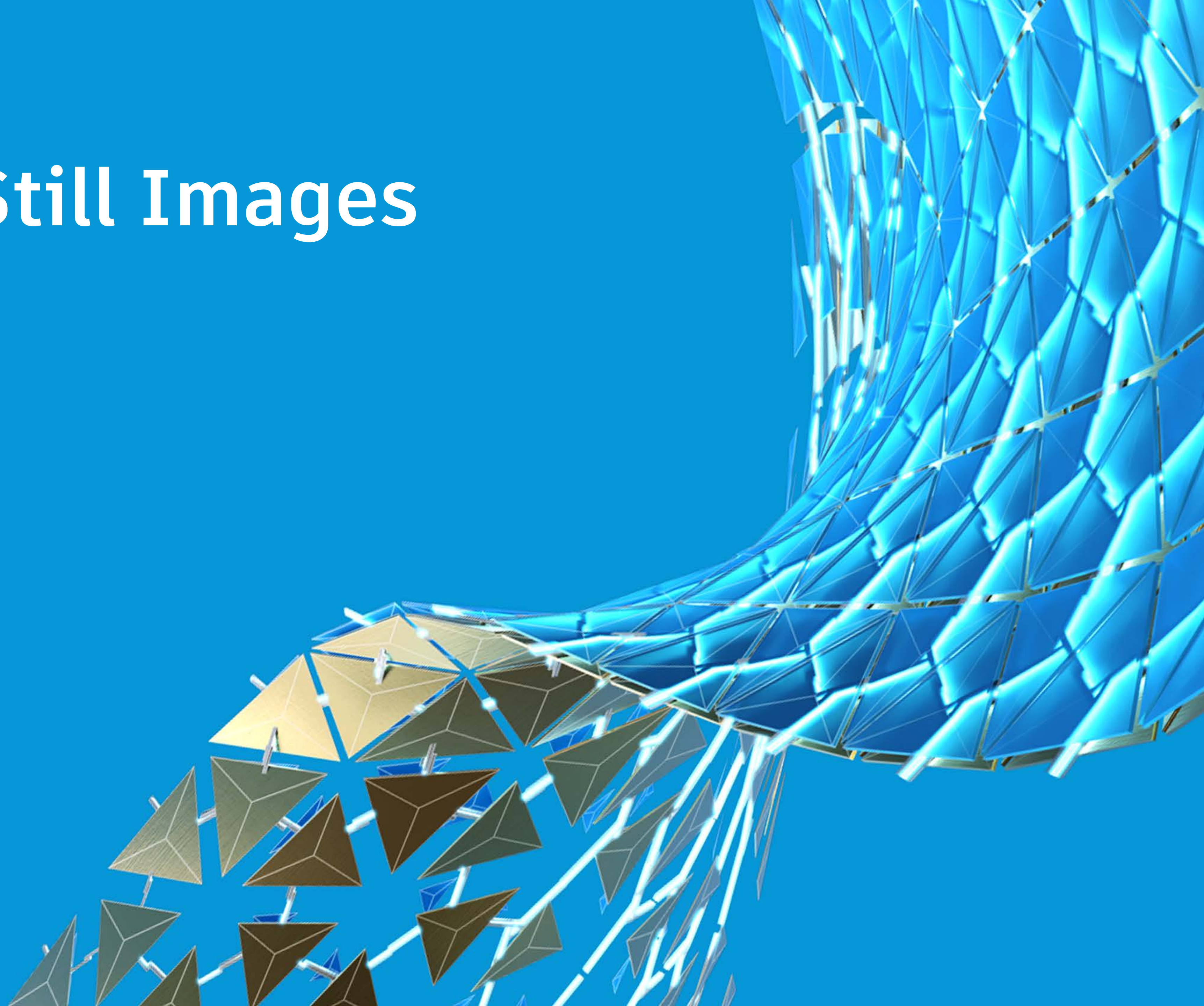
Time: 7 h 0 min

Day Month Year

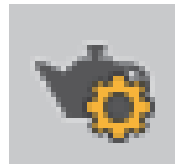
21 3 2020

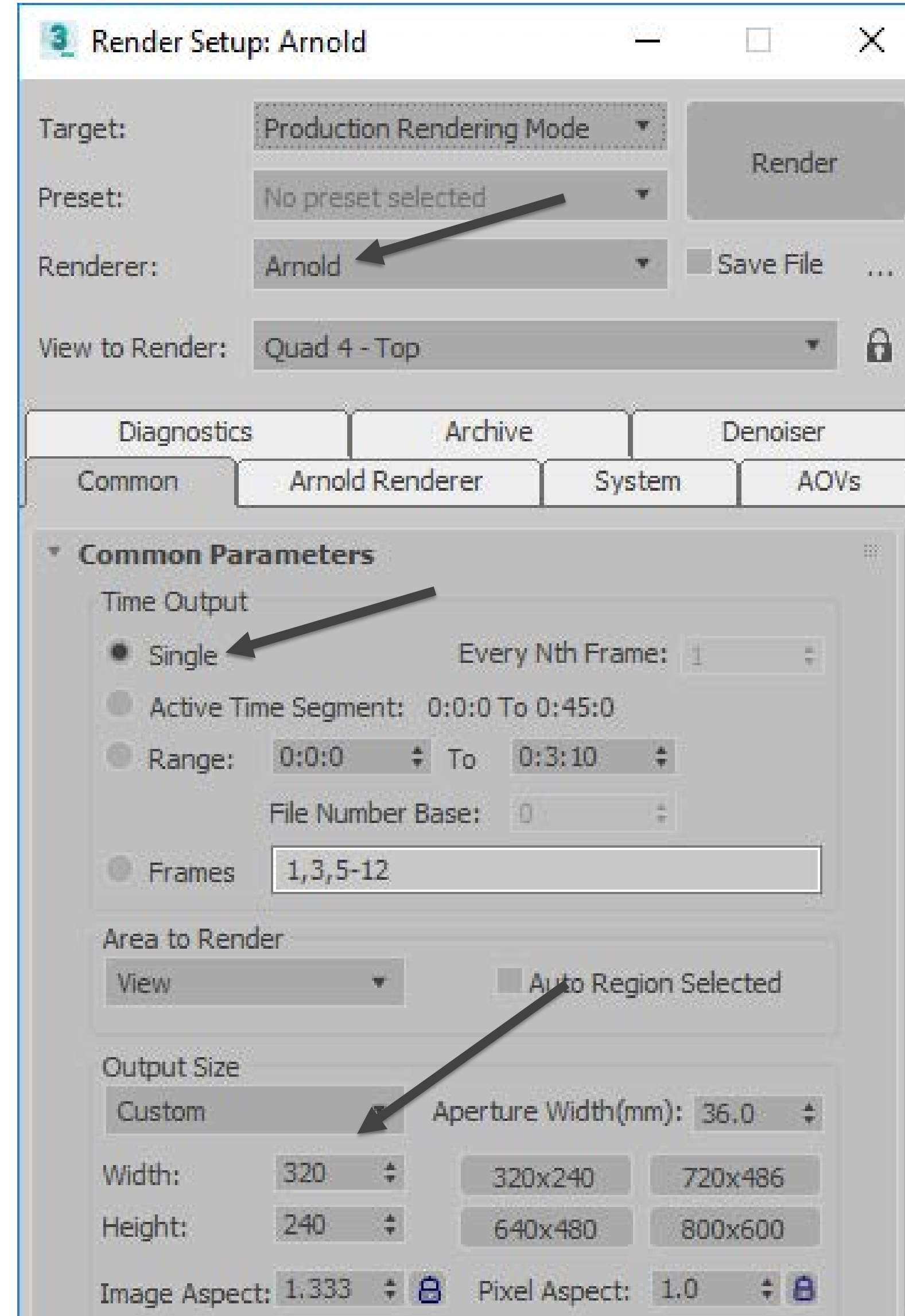
☒ Daylight Saving Time

Rendering Still Images



Render Setup

-  (Render Setup)
- Renderer
- Time Output
- Output Size



Rendered still images

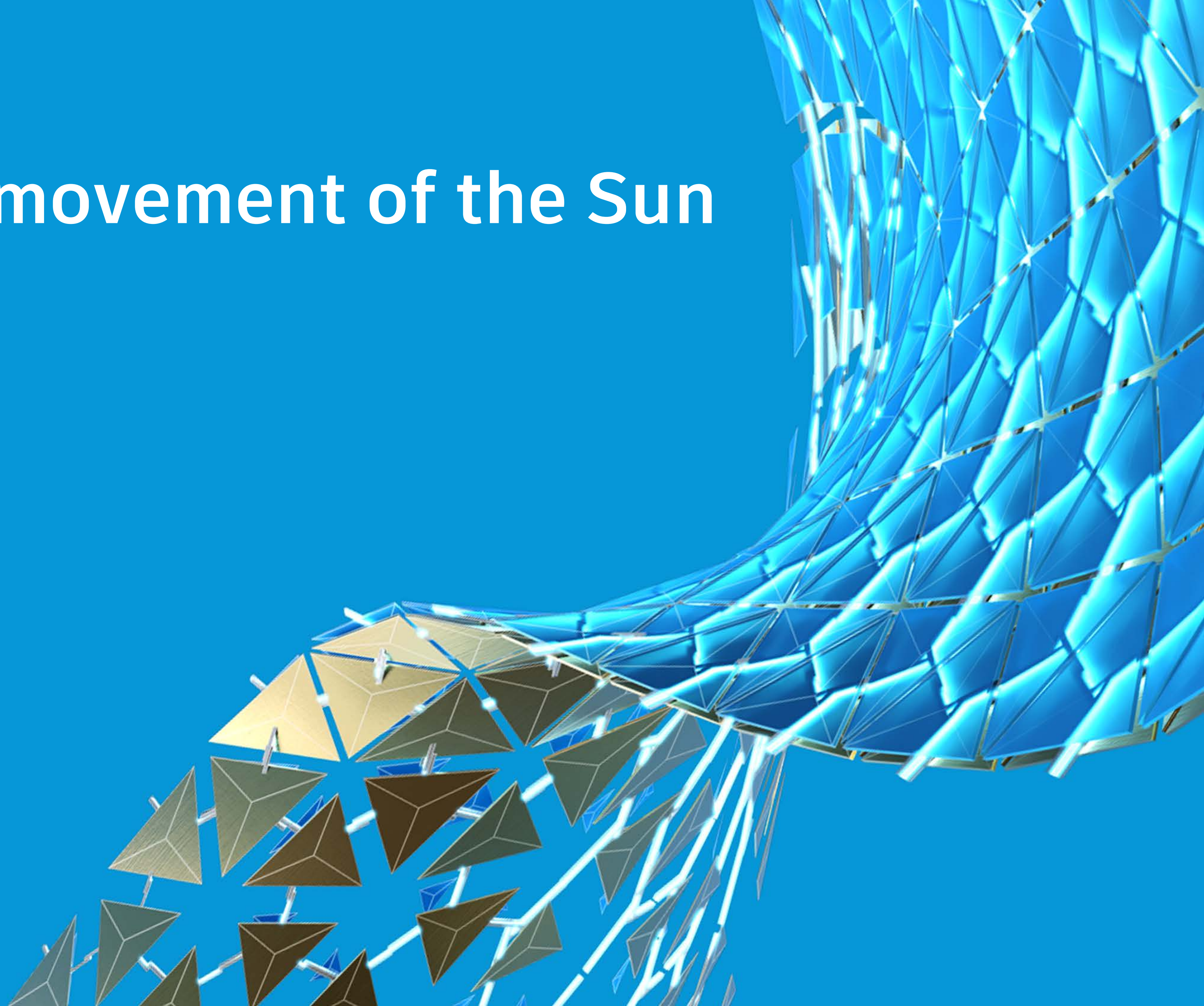


7 a.m. in June

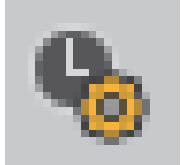


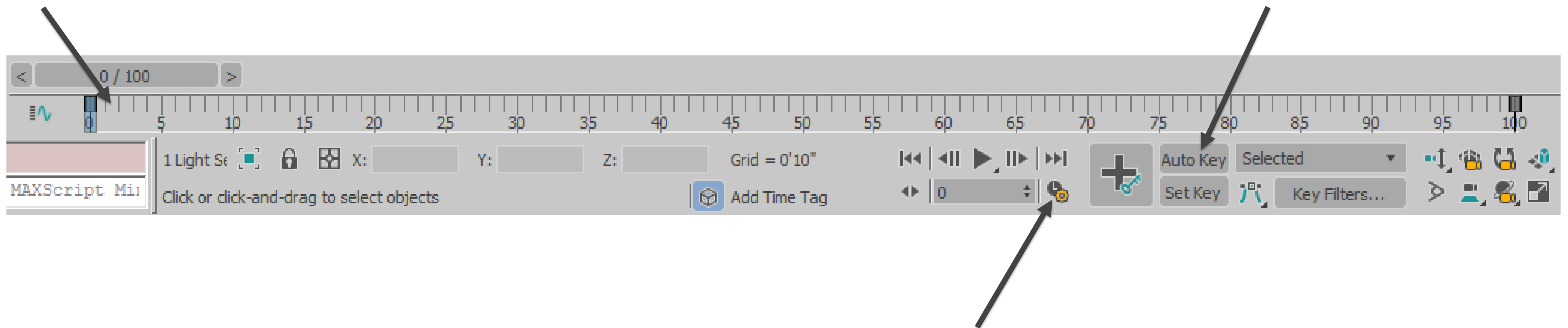
7 p.m. in June

Animate the movement of the Sun




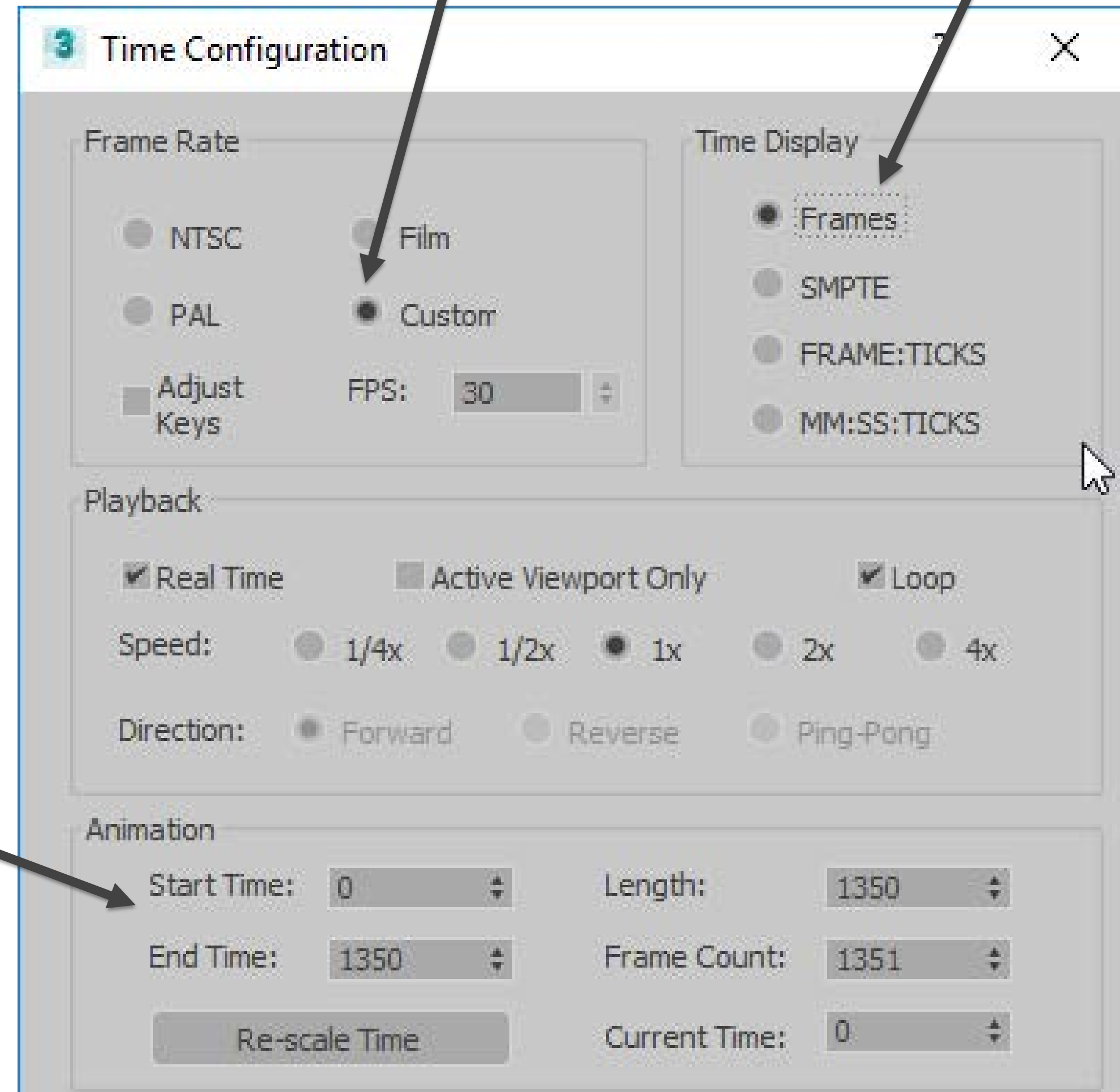
Animation Controls and Slider Bar

- Auto Key
-  Time Configuration
- Slider Bar



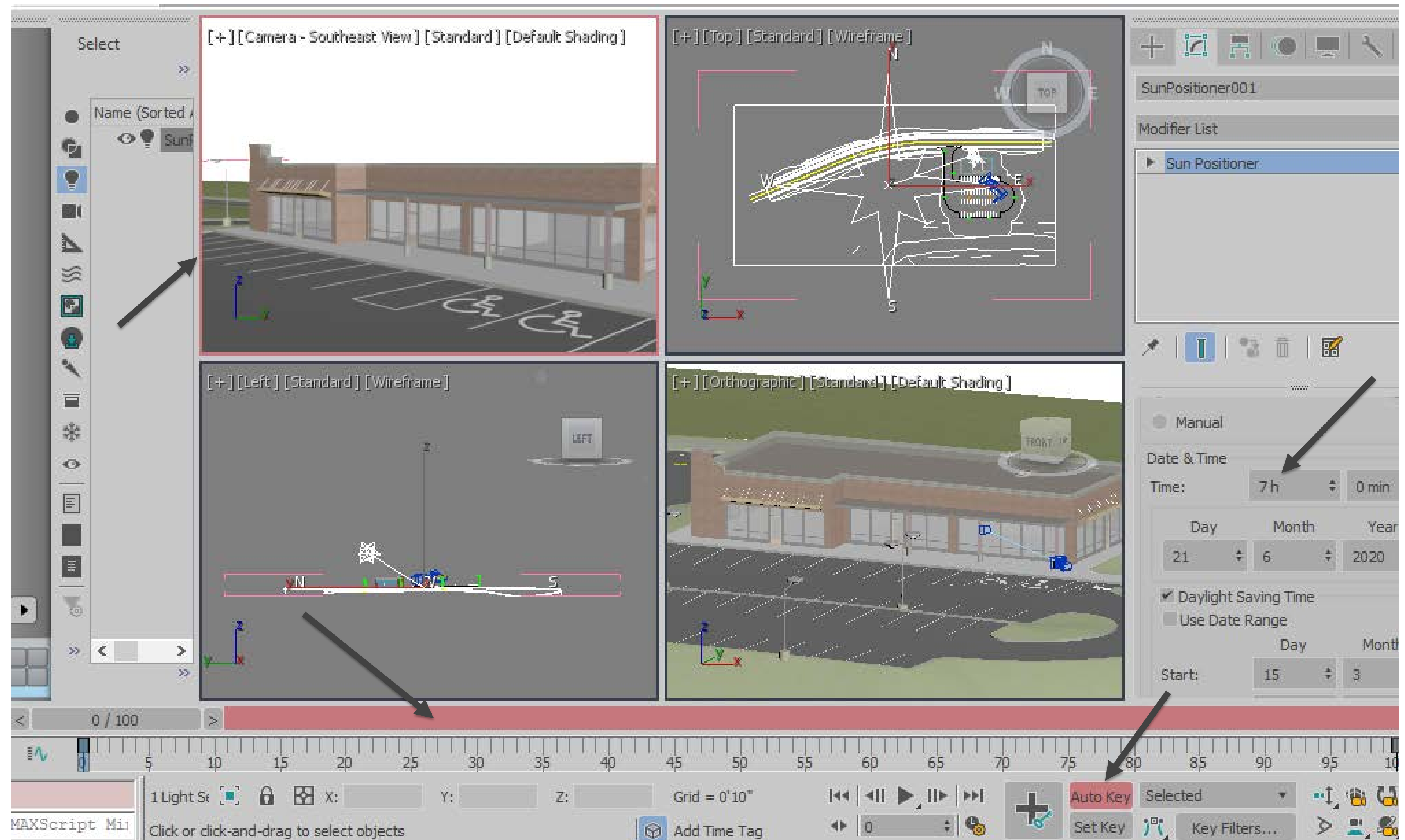
Time Configuration

-  Time Configuration
- Frame Rate
- Time Display
- Animation



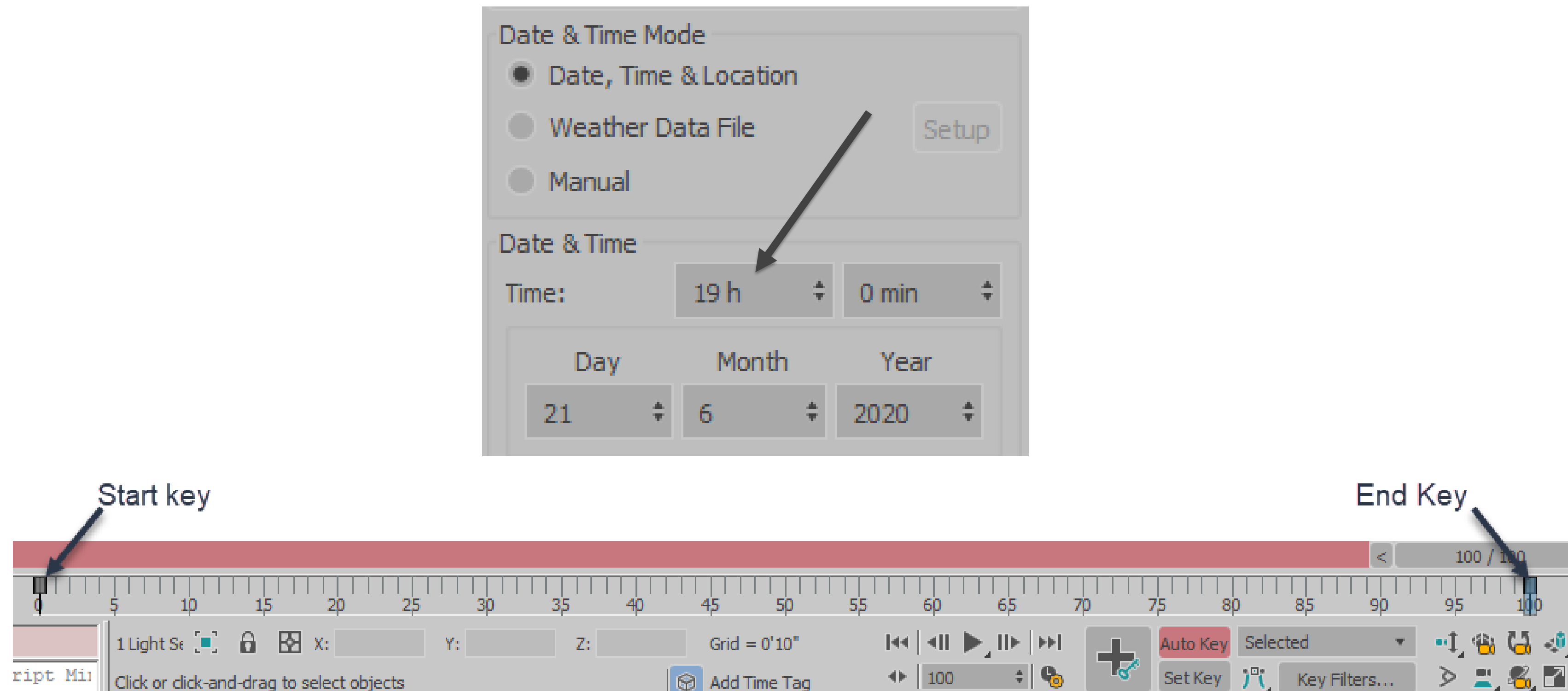
Animation Controls

- Auto Key

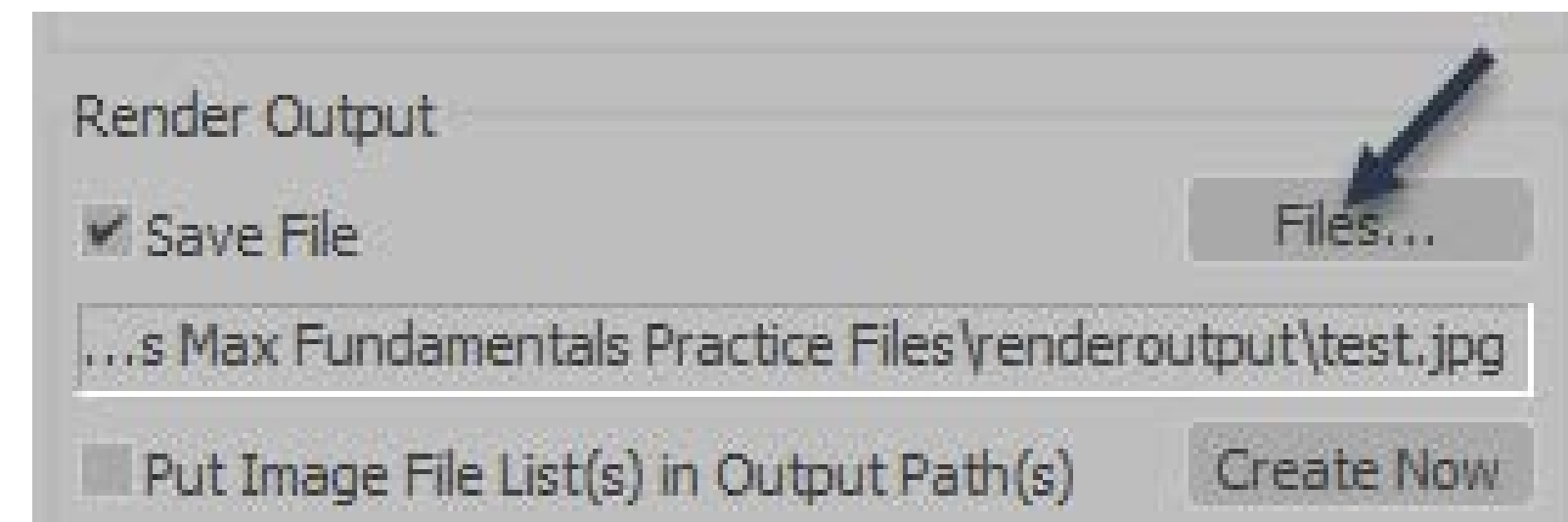
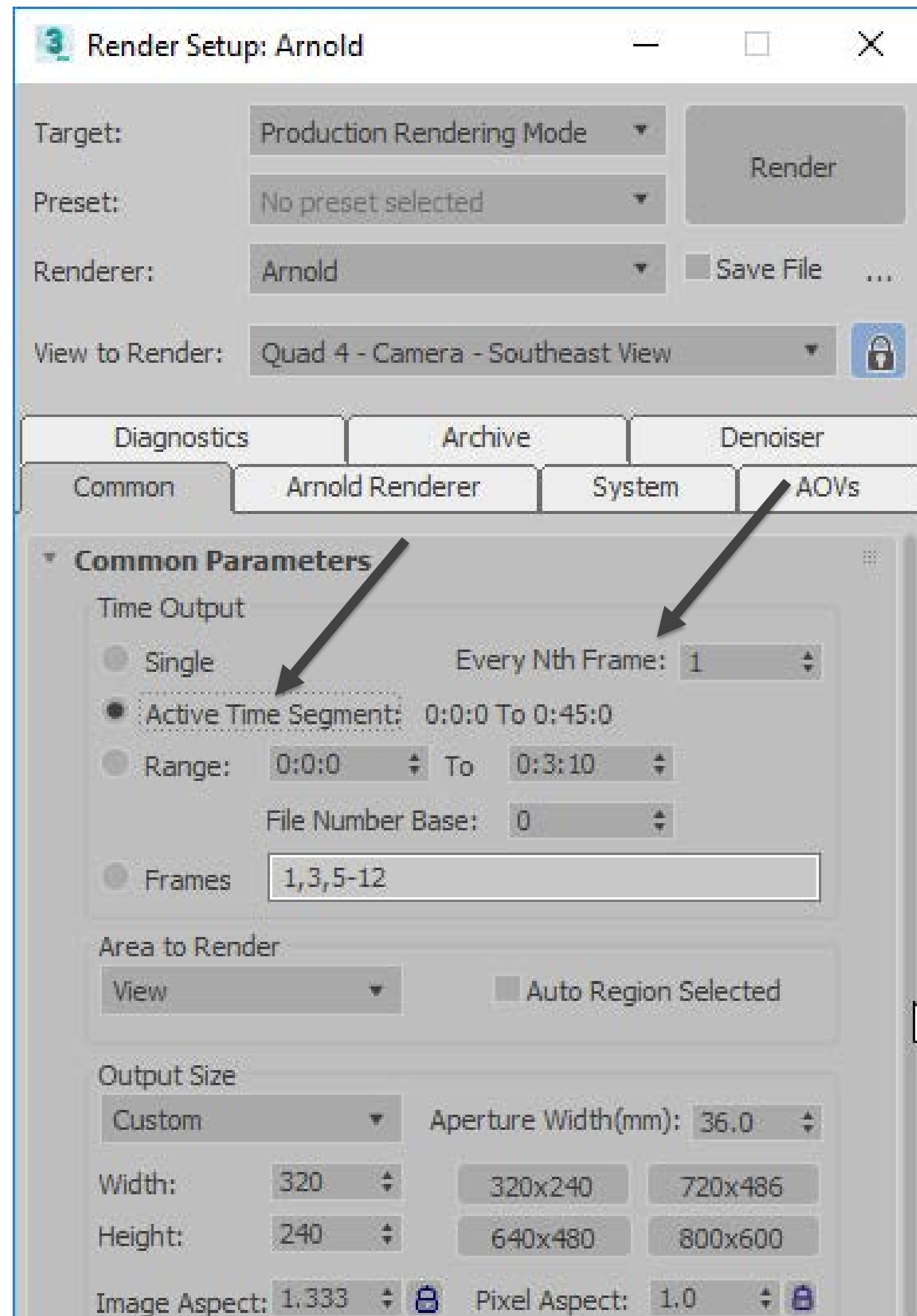


Animation Controls

- Auto Key

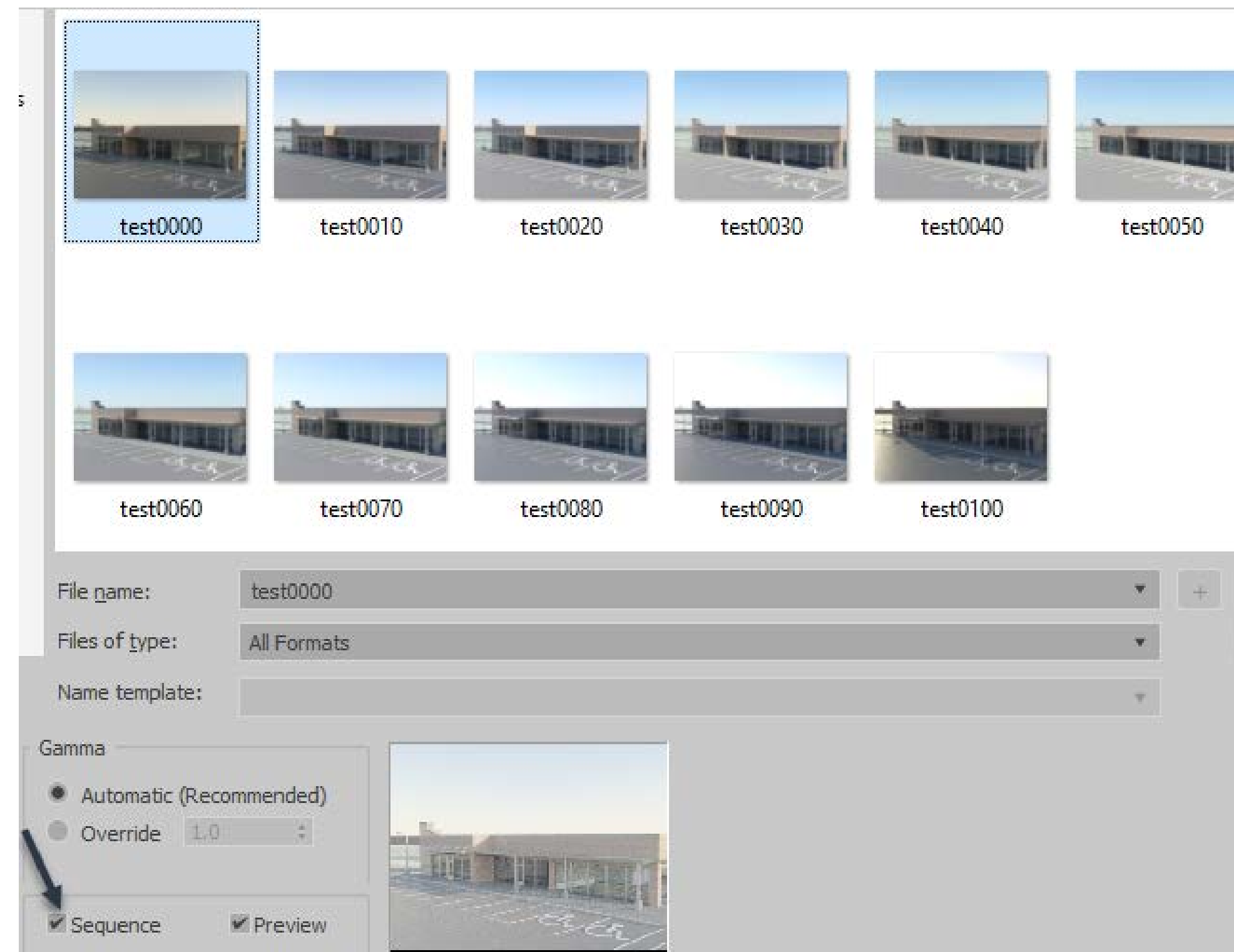
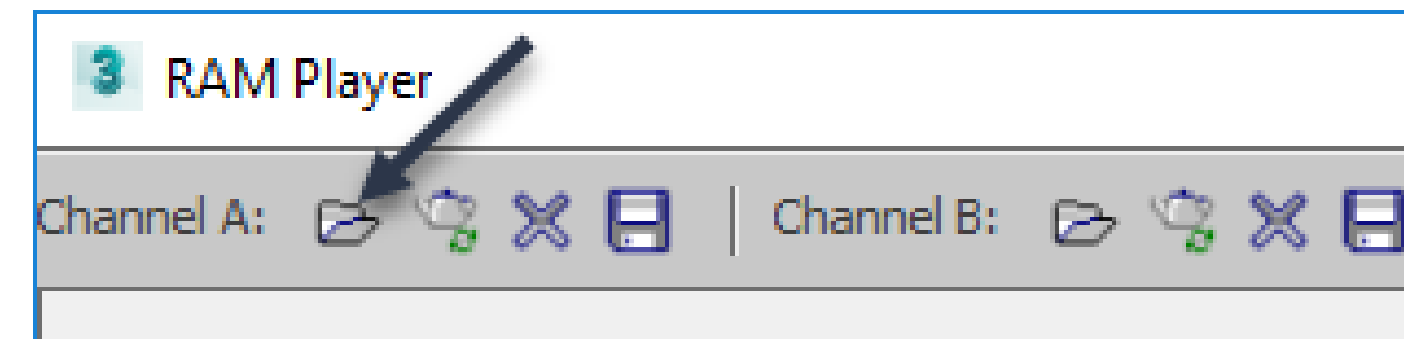


Saving the Animation



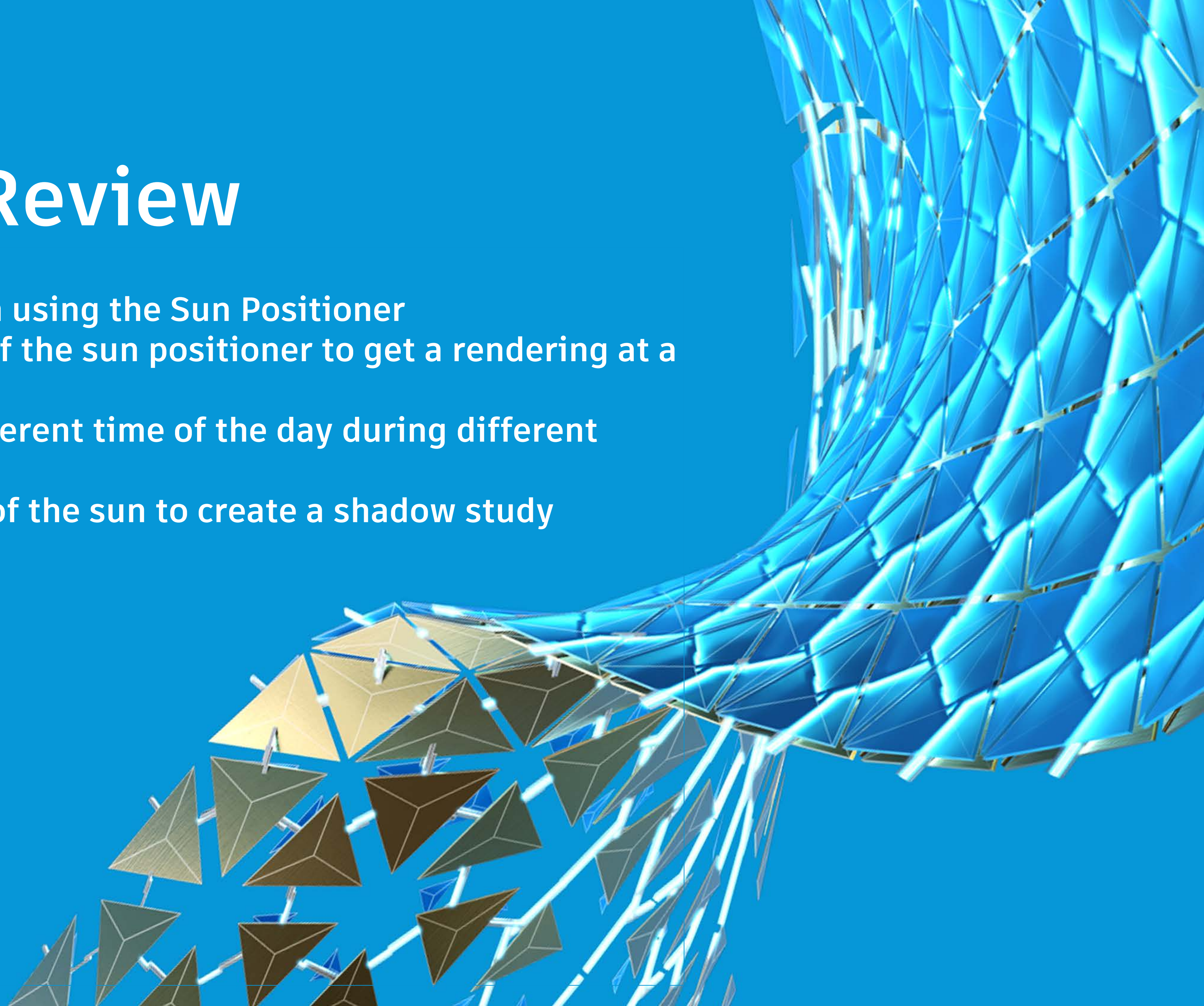
Compiling the Animation

- RAM Player



Objectives Review

1. Create a Daylight system using the Sun Positioner
2. Modify the parameters of the sun positioner to get a rendering at a given location
3. Create renderings at different time of the day during different seasons
4. Animate the movement of the sun to create a shadow study





THANK YOU!



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ASCENTed.com (Blog)

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