

Advanced Rendering in Fusion 360: Photorealistic, visual storytelling

Alex Lobos - @LobosDesign

Autodesk / Rochester Institute of Technology



About Alex Lobos



Visiting Fellow at Autodesk

Expert Elite – Fusion 360

AU Advisory Council member

Graduate Director & Professor of Industrial Design
at Rochester Institute of Technology, New York



Class Description

This class covers how to achieve impressive, photo-realistic renderings in Fusion 360.

Topics include image composition, use of materials, lighting and environment effects.

Compelling renderings are a key tool for successful storytelling.



Learning Objectives

- Understand how to create clear and engaging renderings based in photography principles.
- Learn best practices for setting up materials, lighting, camera and environments.
- Take full advantage of Fusion 360's intuitive rendering environment.
- Understand how renderings connect with audiences by telling visual stories.



Story is
Everything

Elements of a good story

Intent

**Model's
preparation**

Composition

**Technical
Setup**

Elements of a good story

Intent

**Composition
and Lighting**

**Technical
Setup**

Intent

Intent > Technical



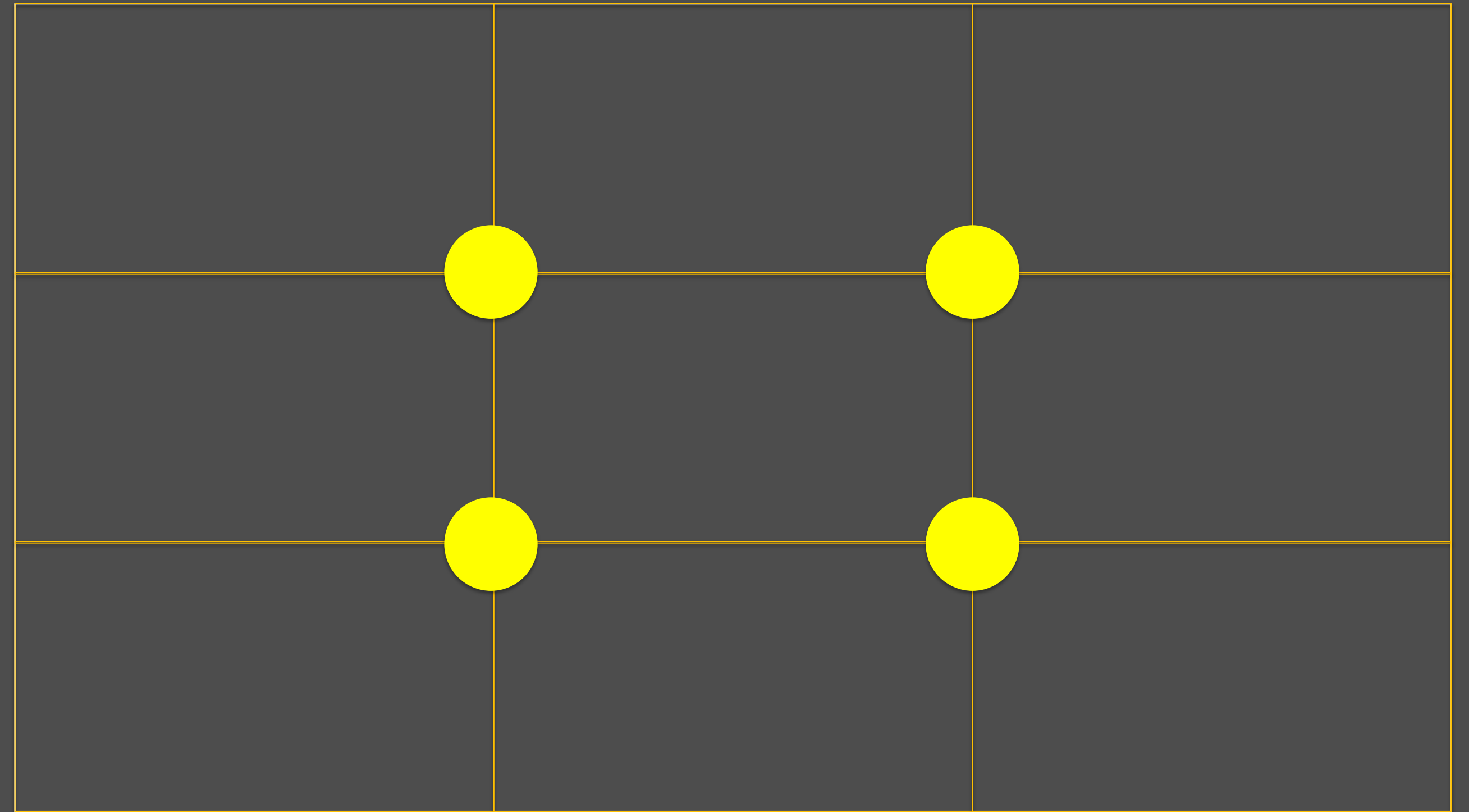


Intent > Emotional

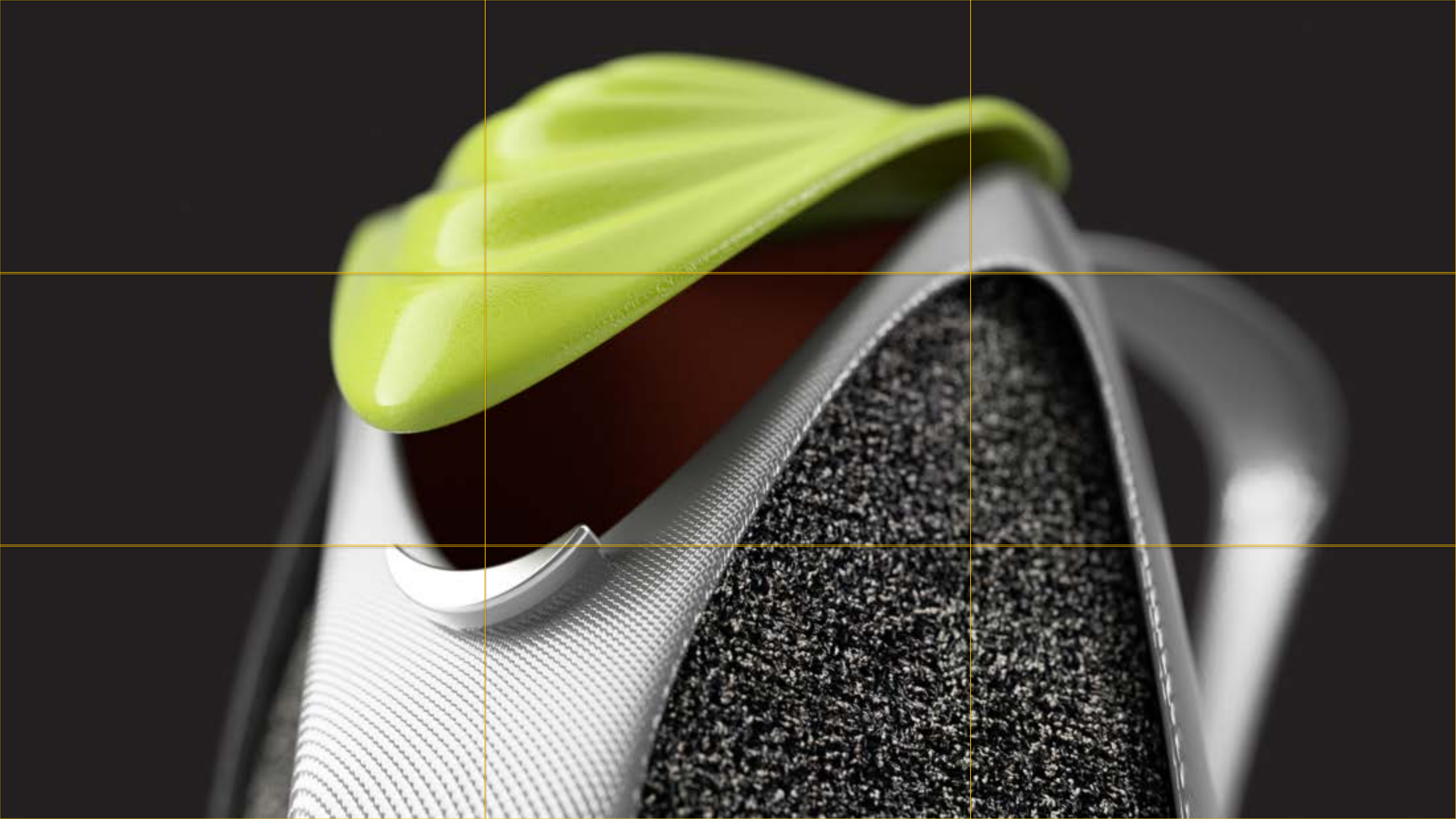


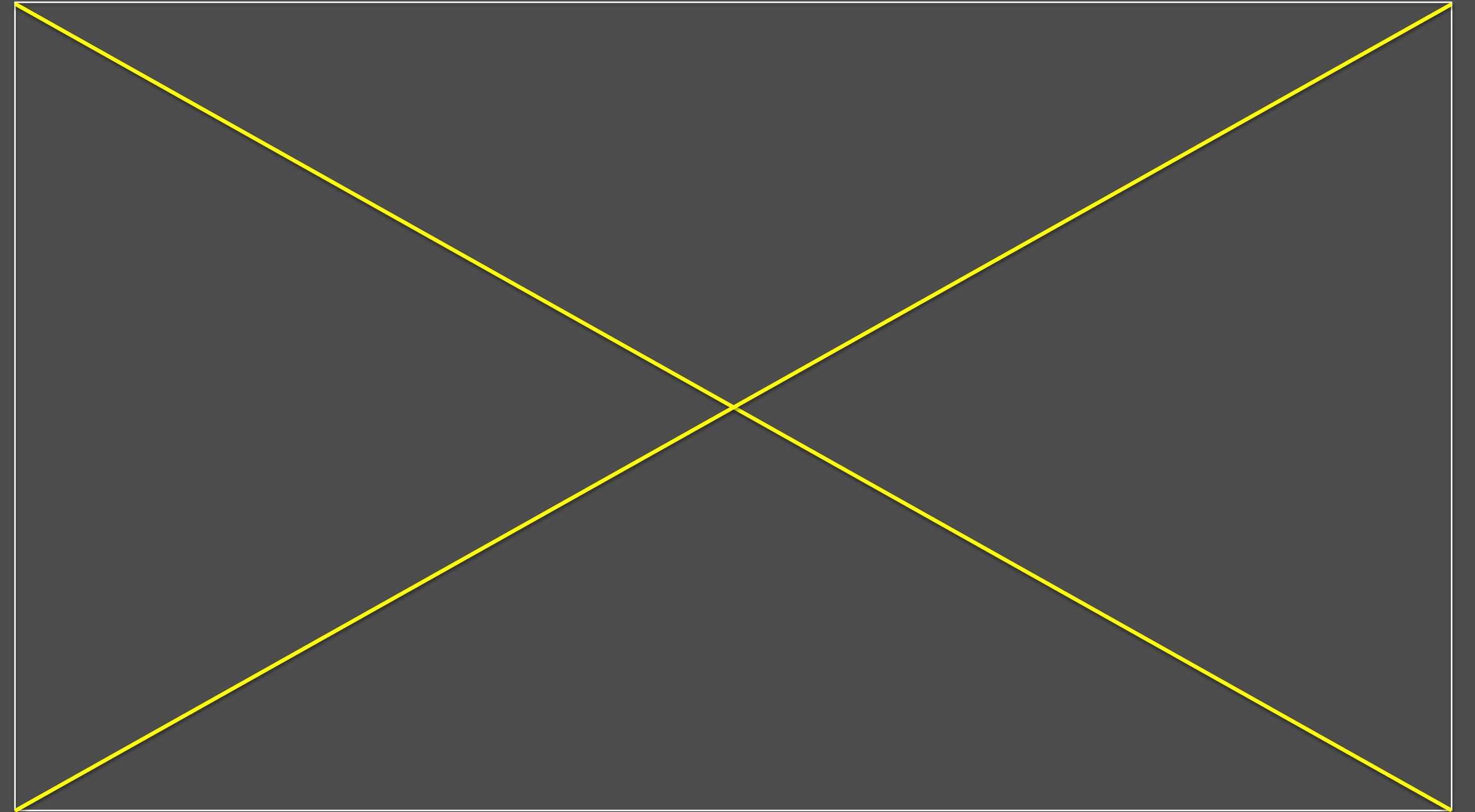
Visual Composition

Rule of thirds





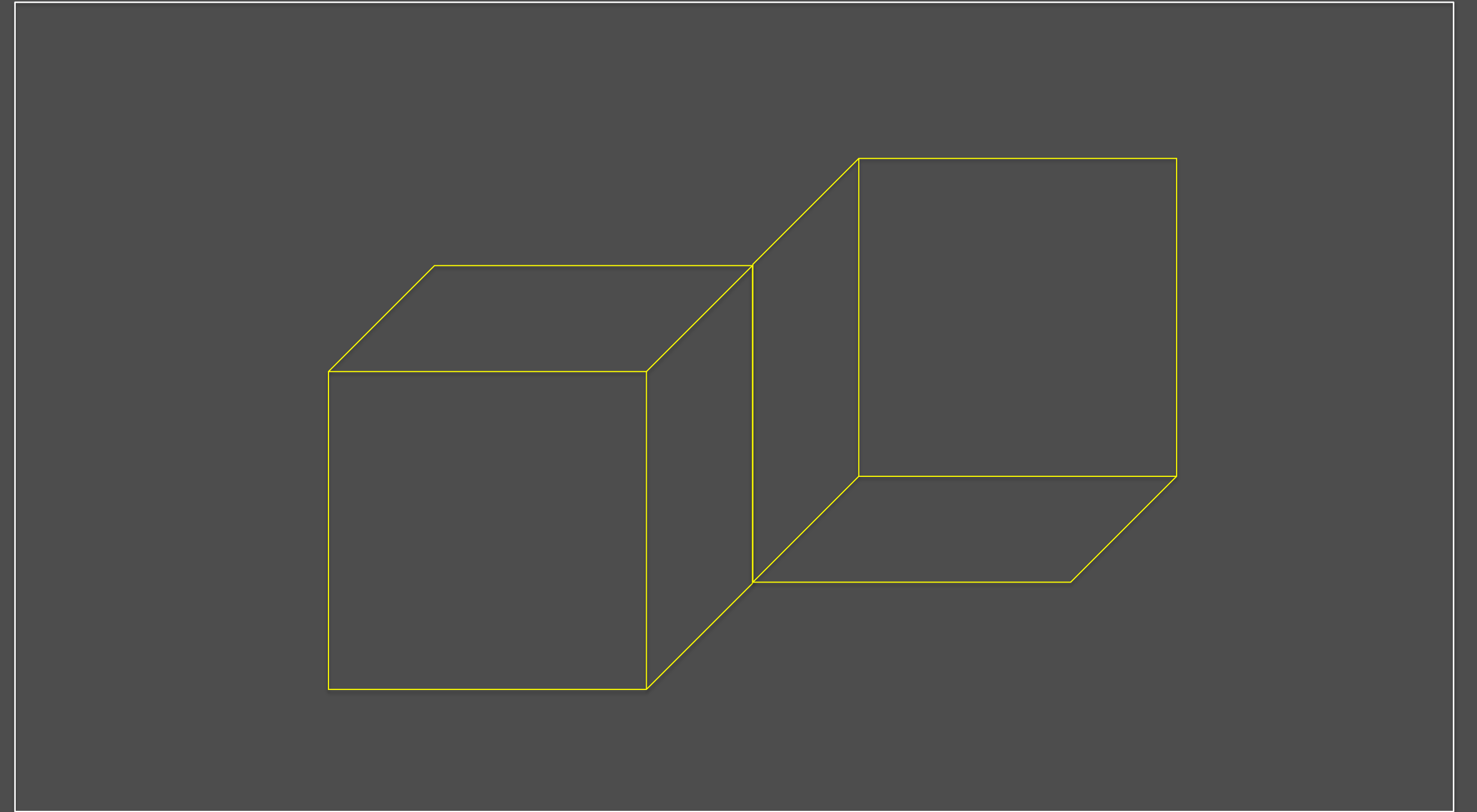




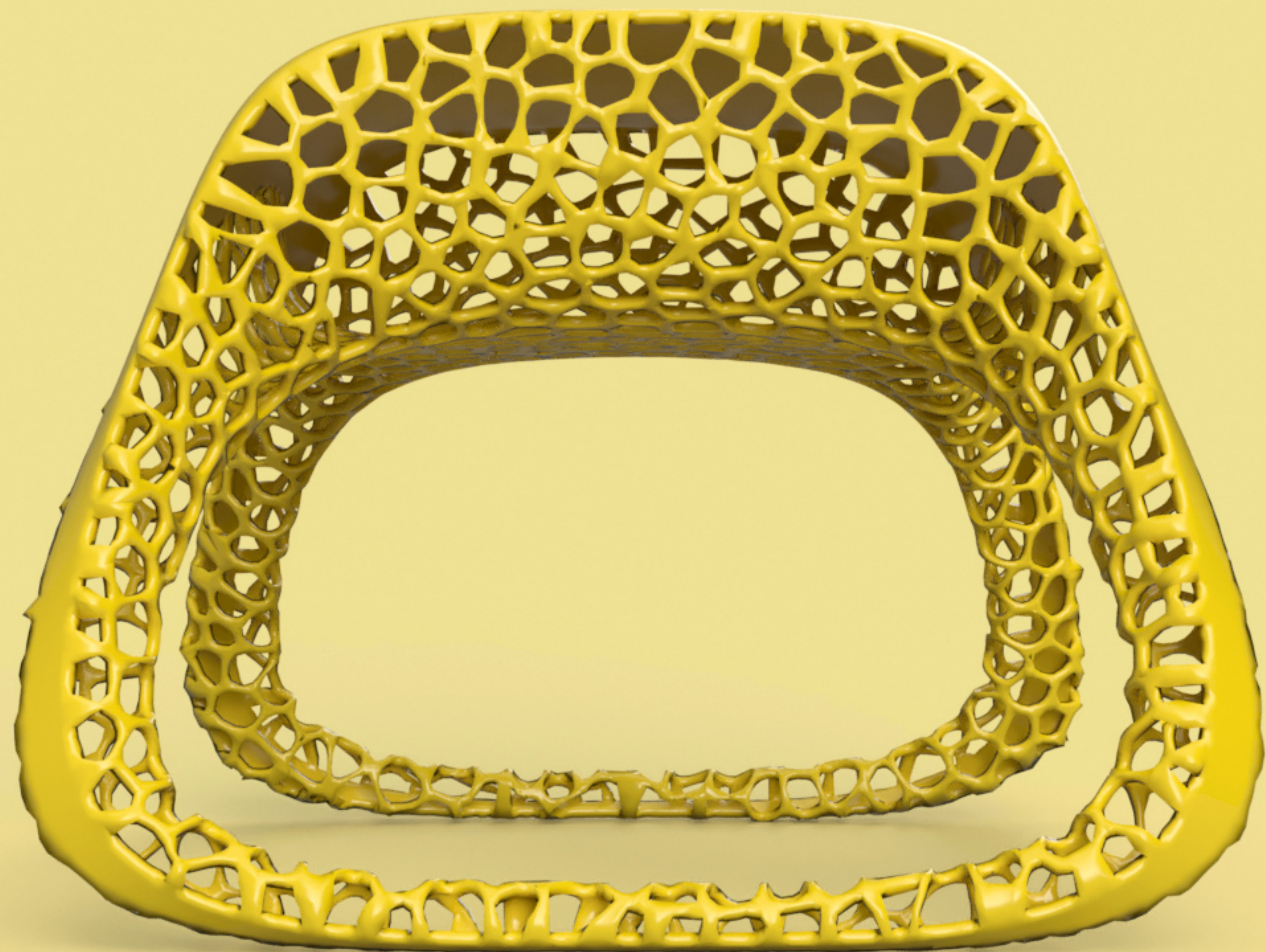
Diagonal Axis

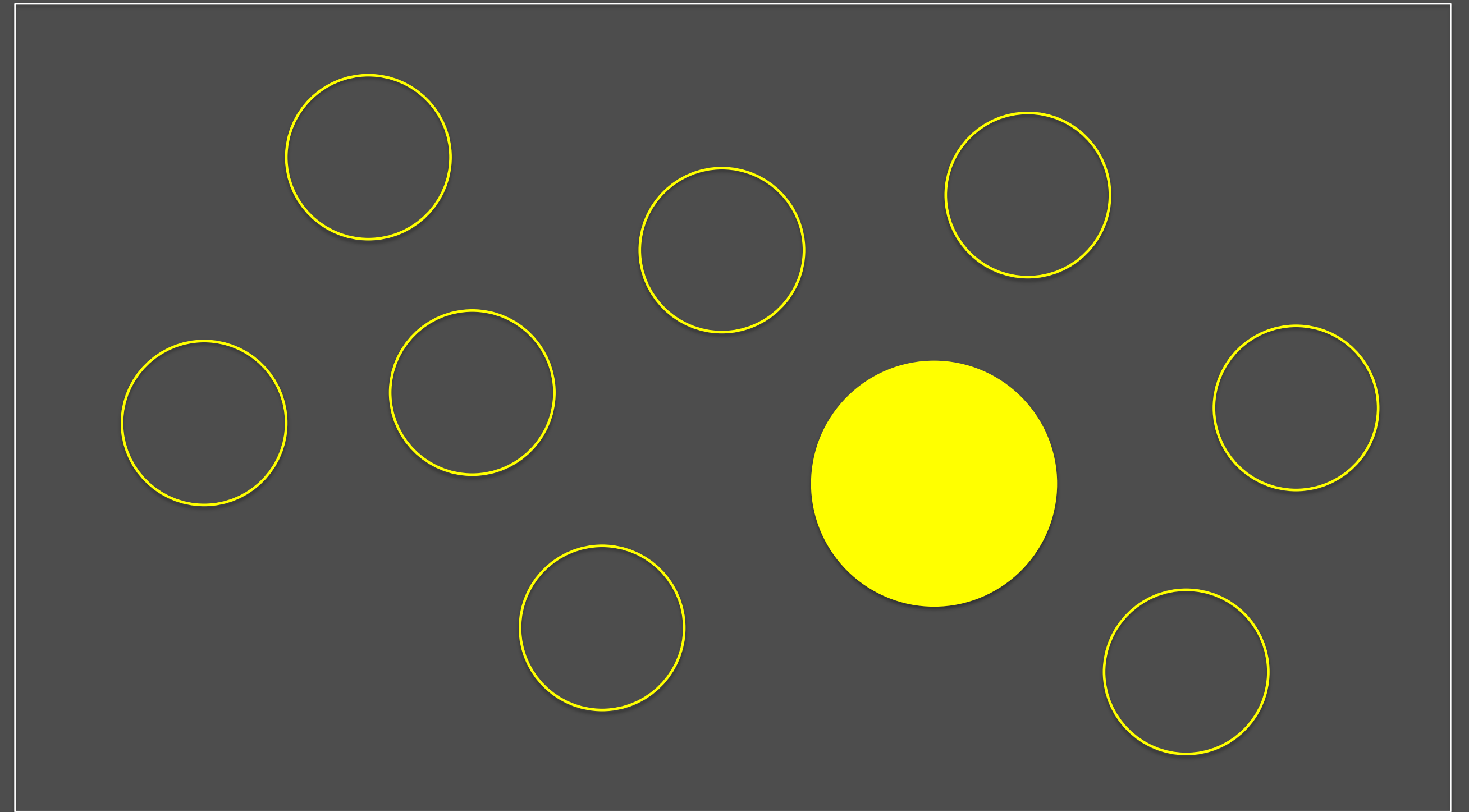






Symmetry / Asymmetry

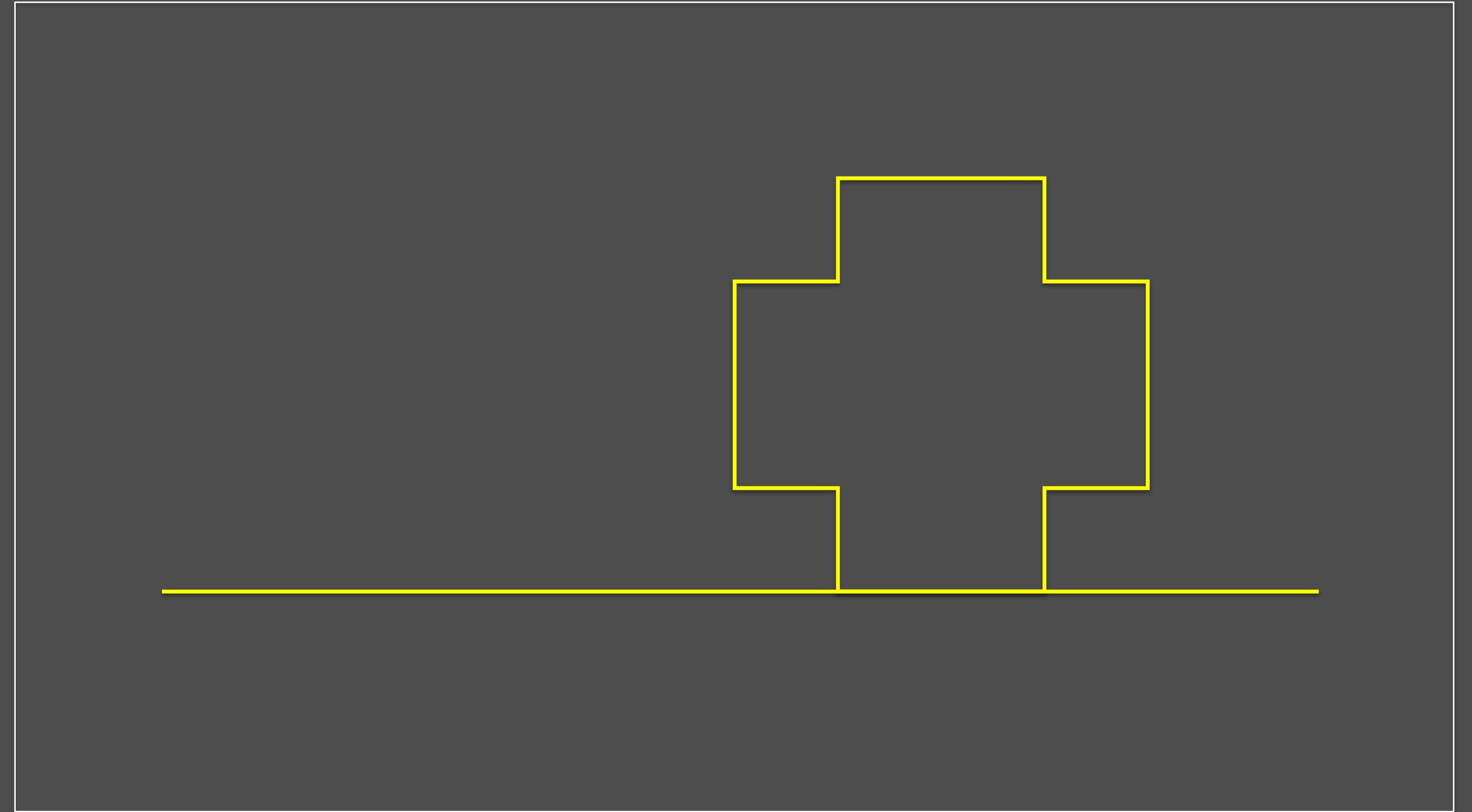




Focal Point





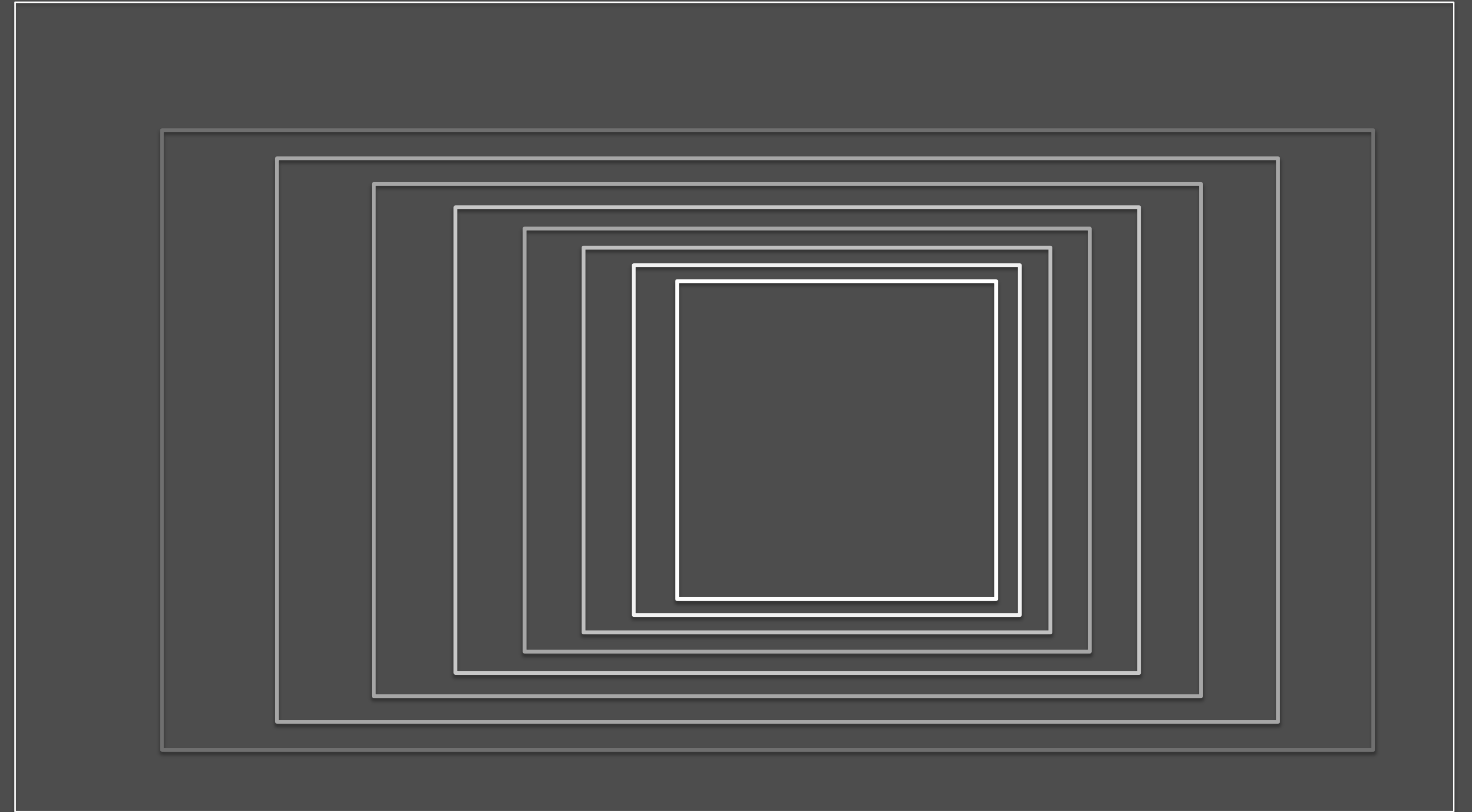


Negative Space









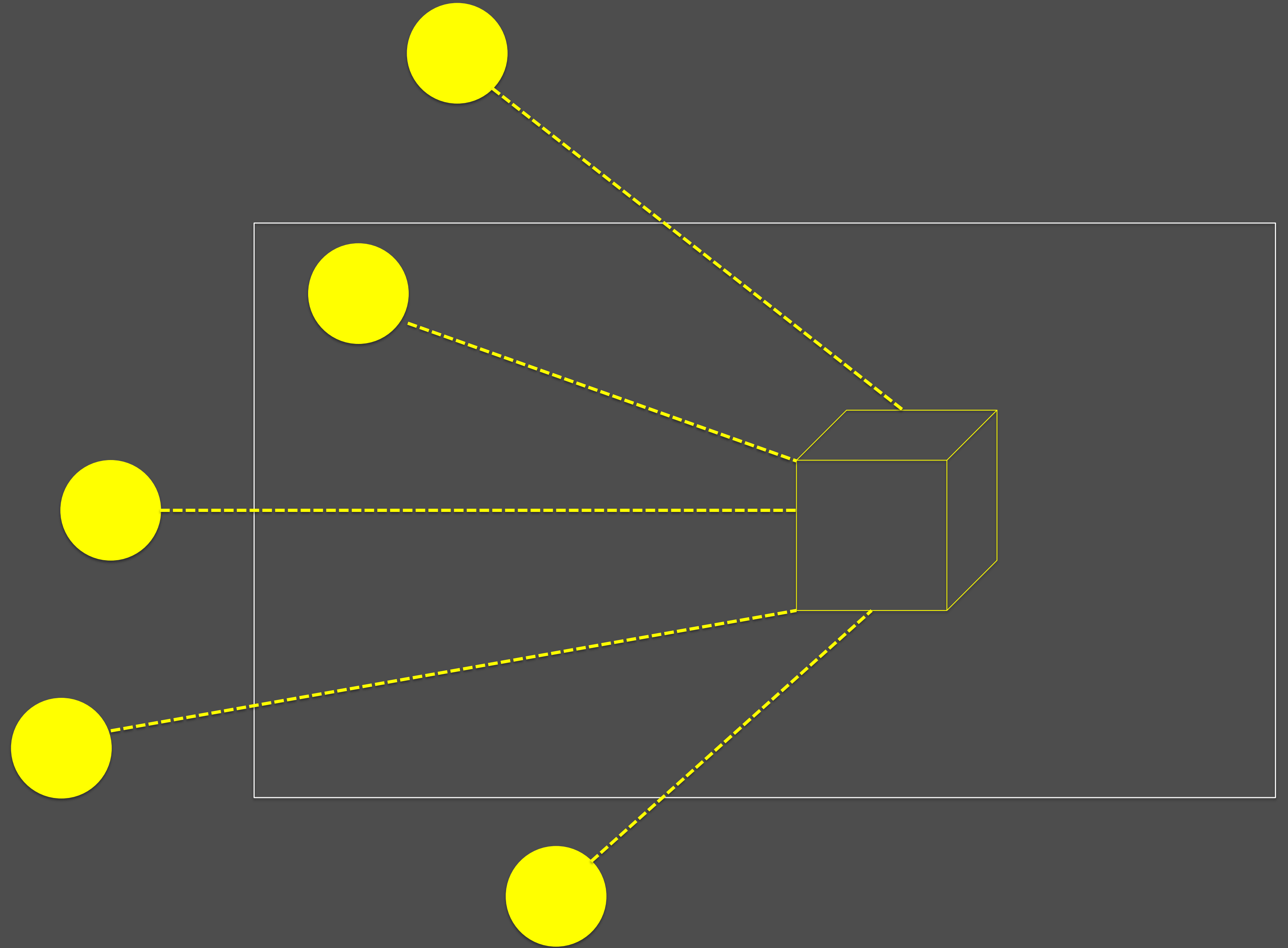
Depth of Field

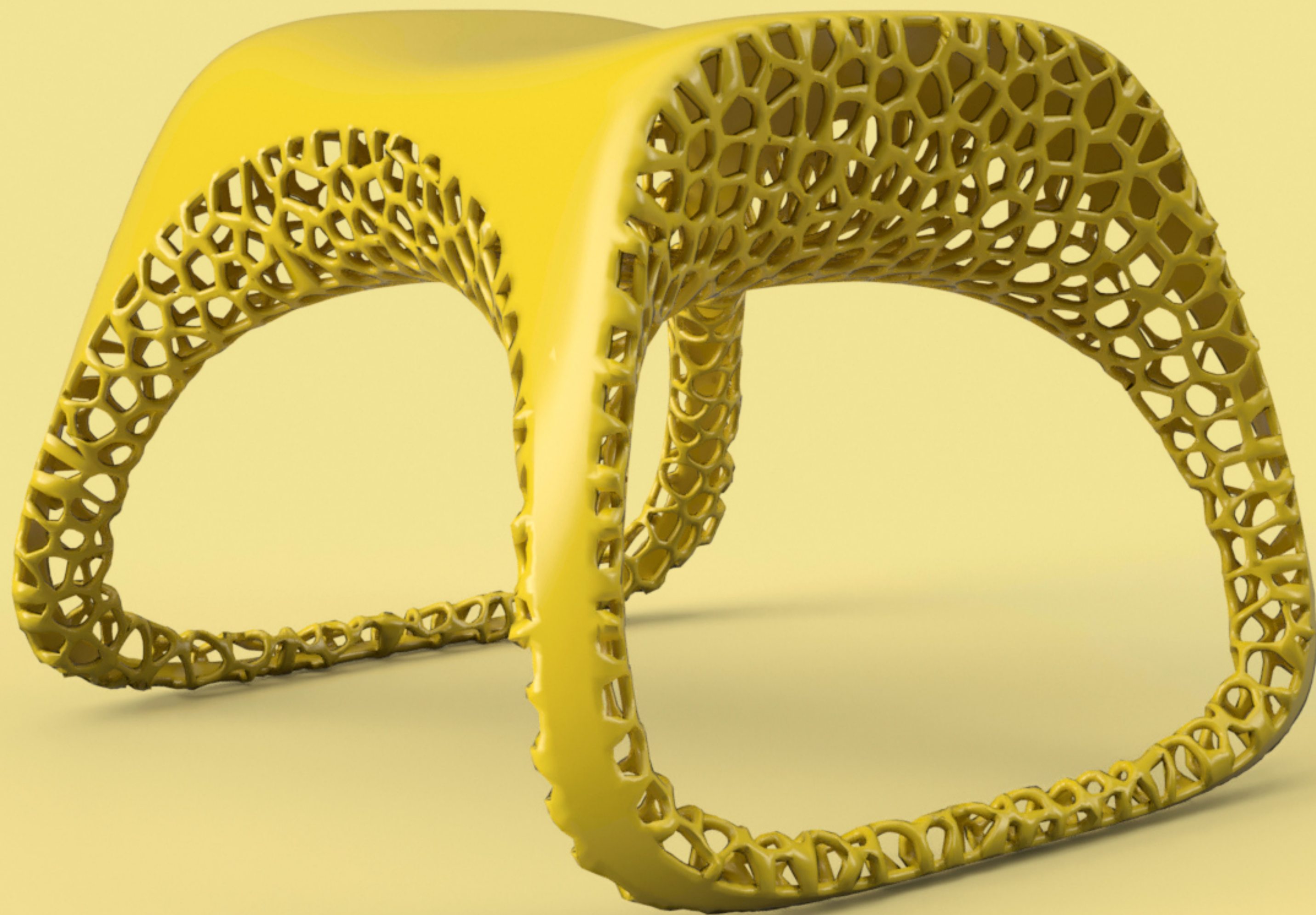


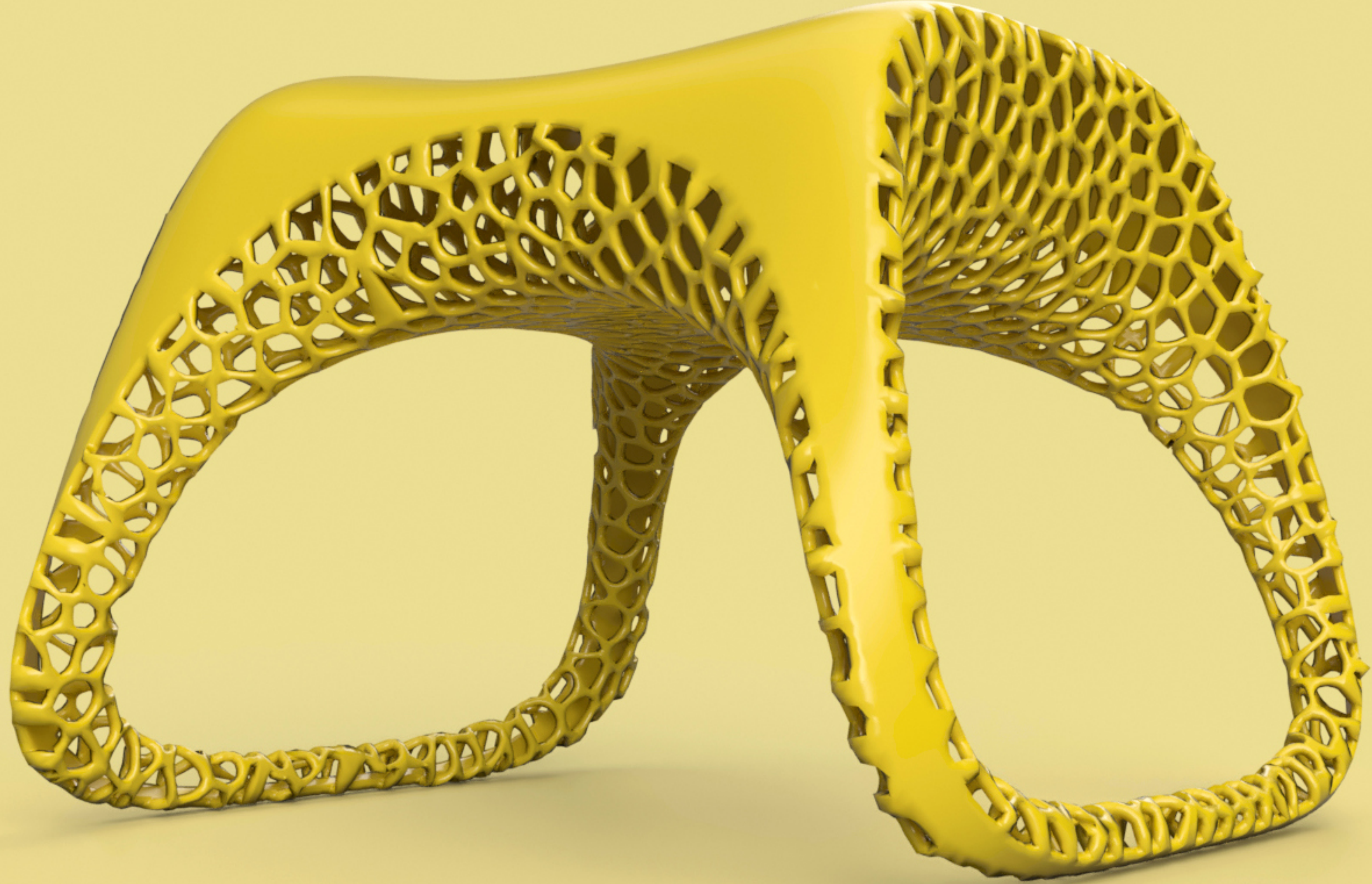


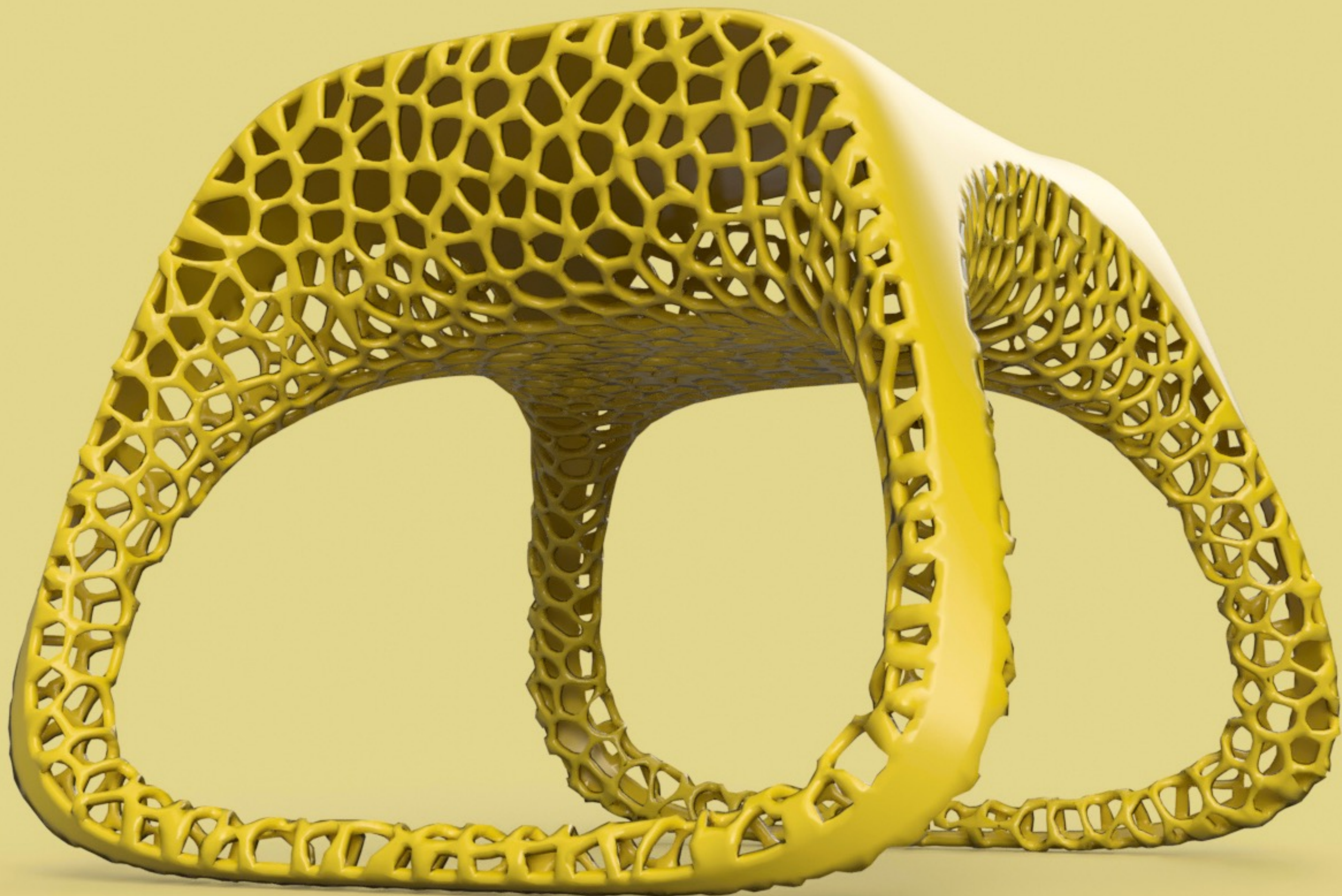


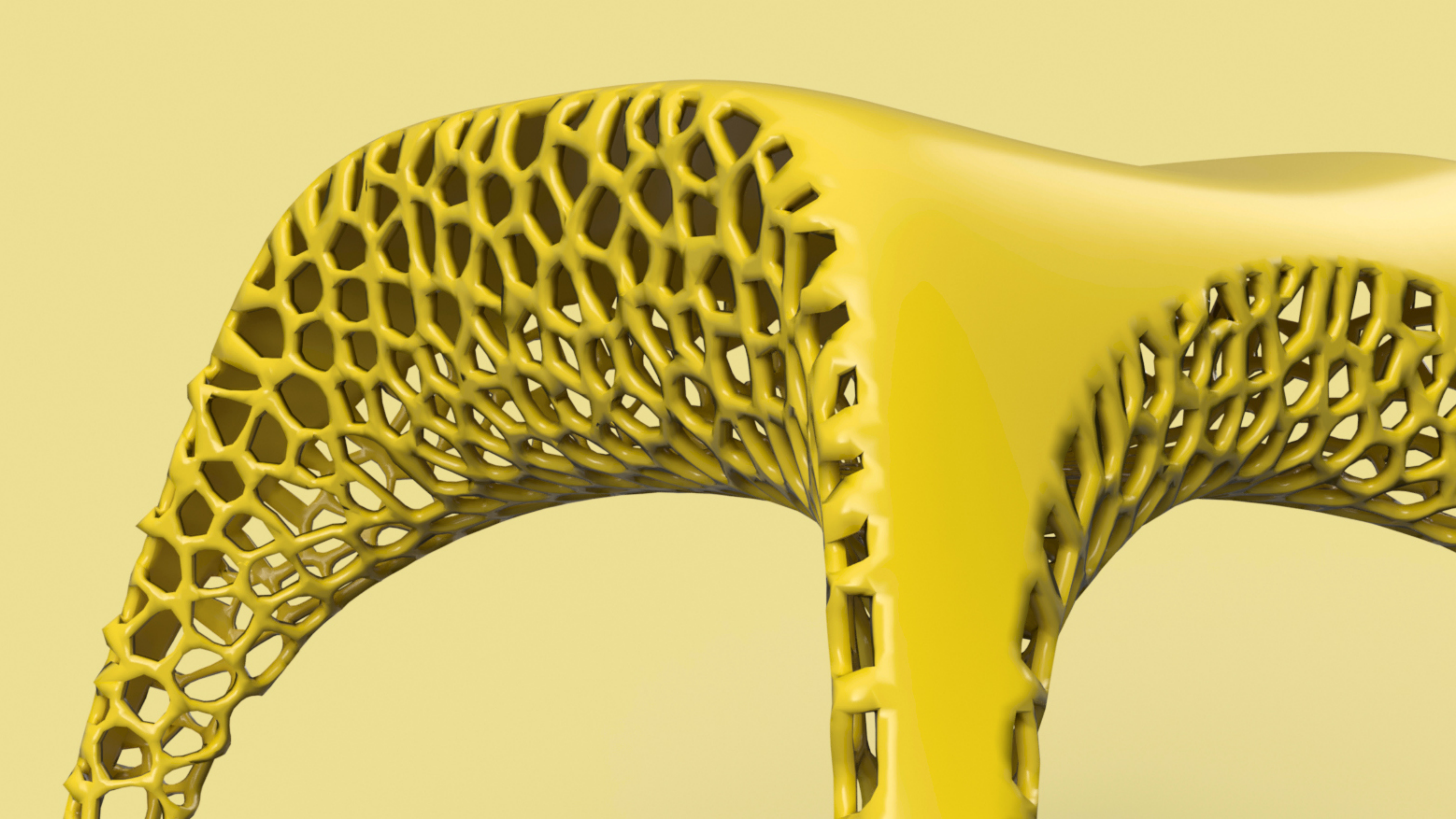
Camera











Lighting

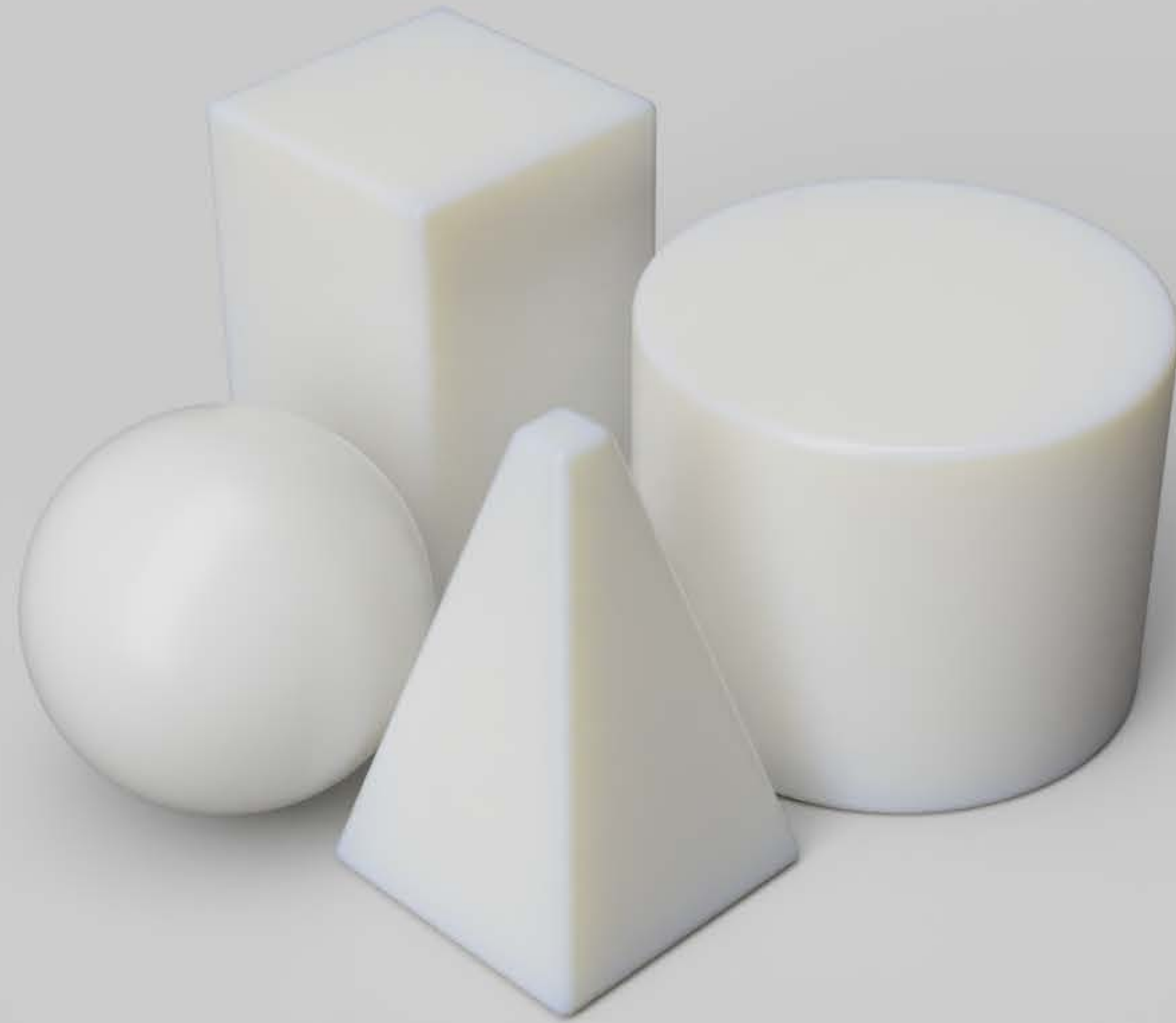
Lighting presets



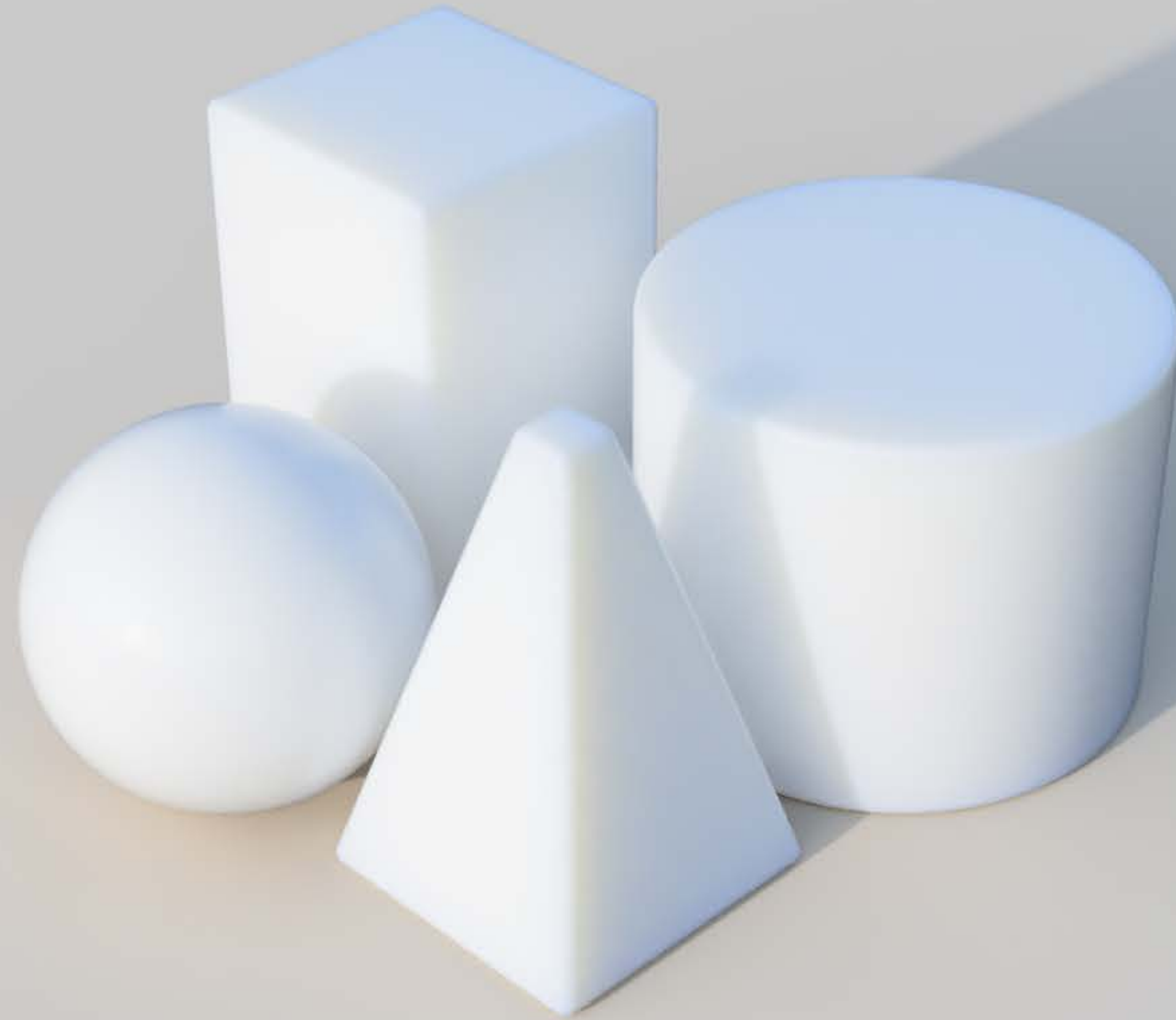
Cool



Grid



Photobooth



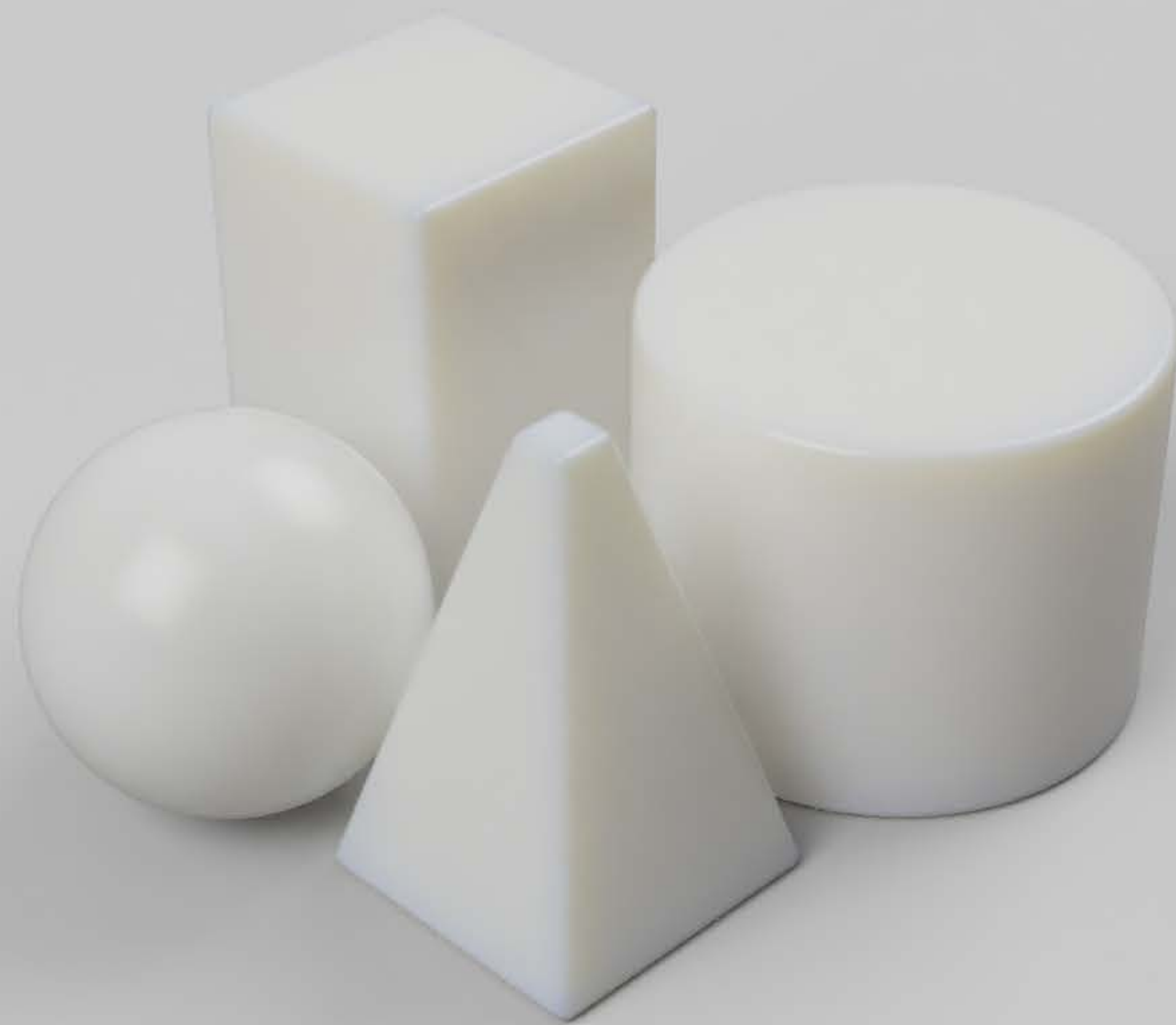
Plaza



Rims



Sharp



Soft

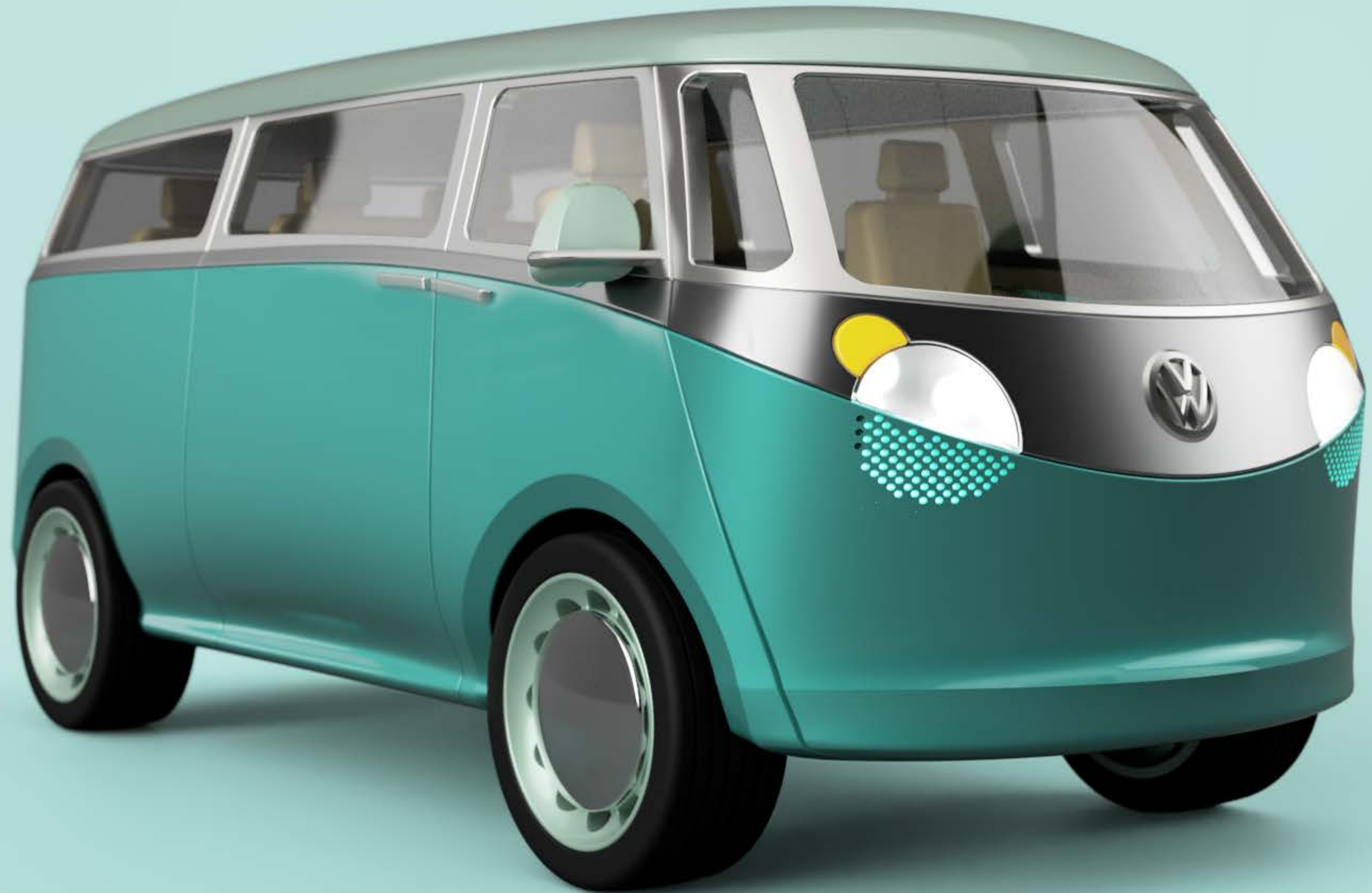


Umbrella



Warm

Highlights



Shadows & backlight





Ground & reflections



Technical Setup



AUTODESK[®] FUSION 360[™]

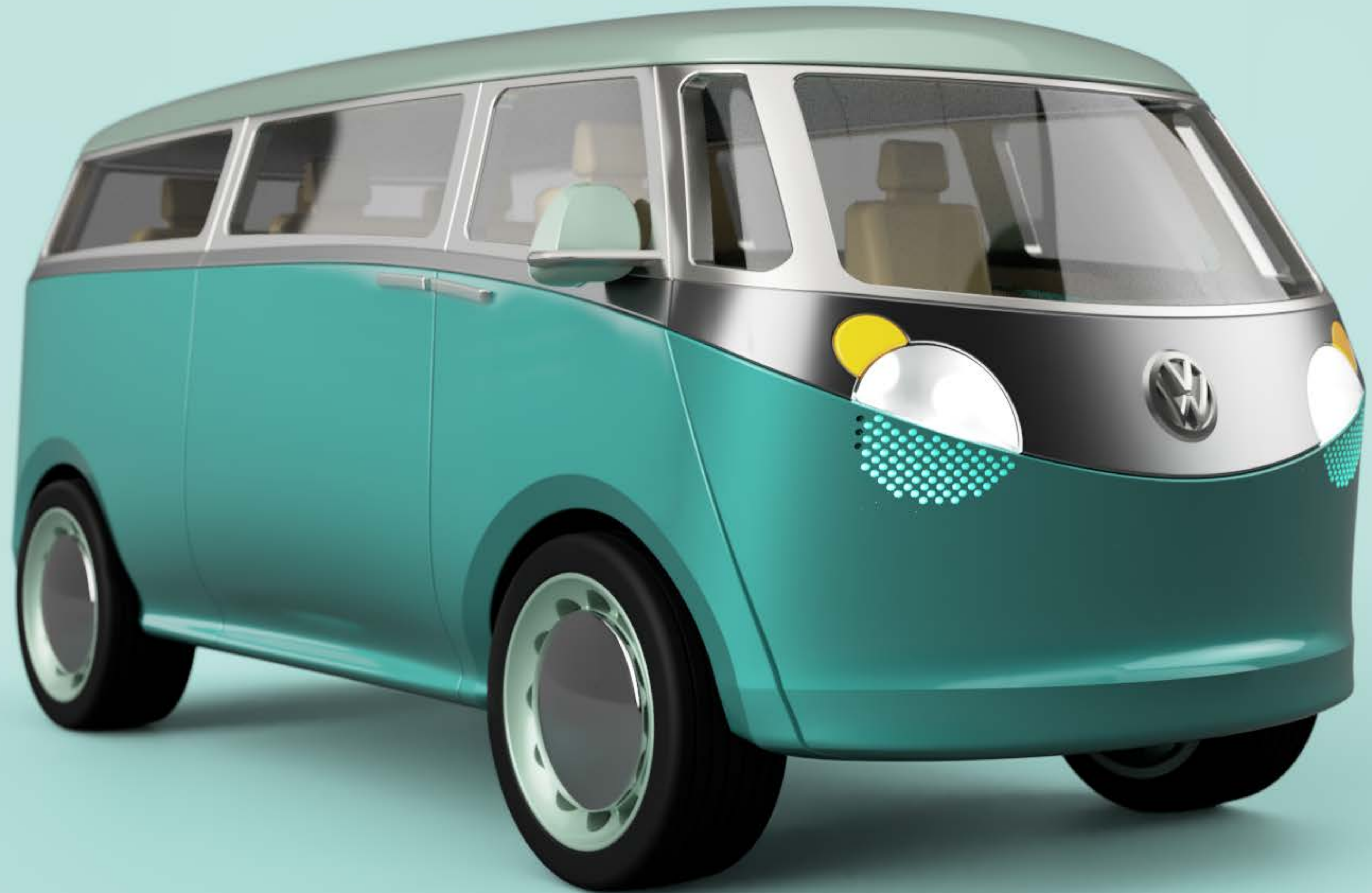
Key Tips

Story first





**If the camera moves,
the light moves**







**Shadows are as
important as
highlights**



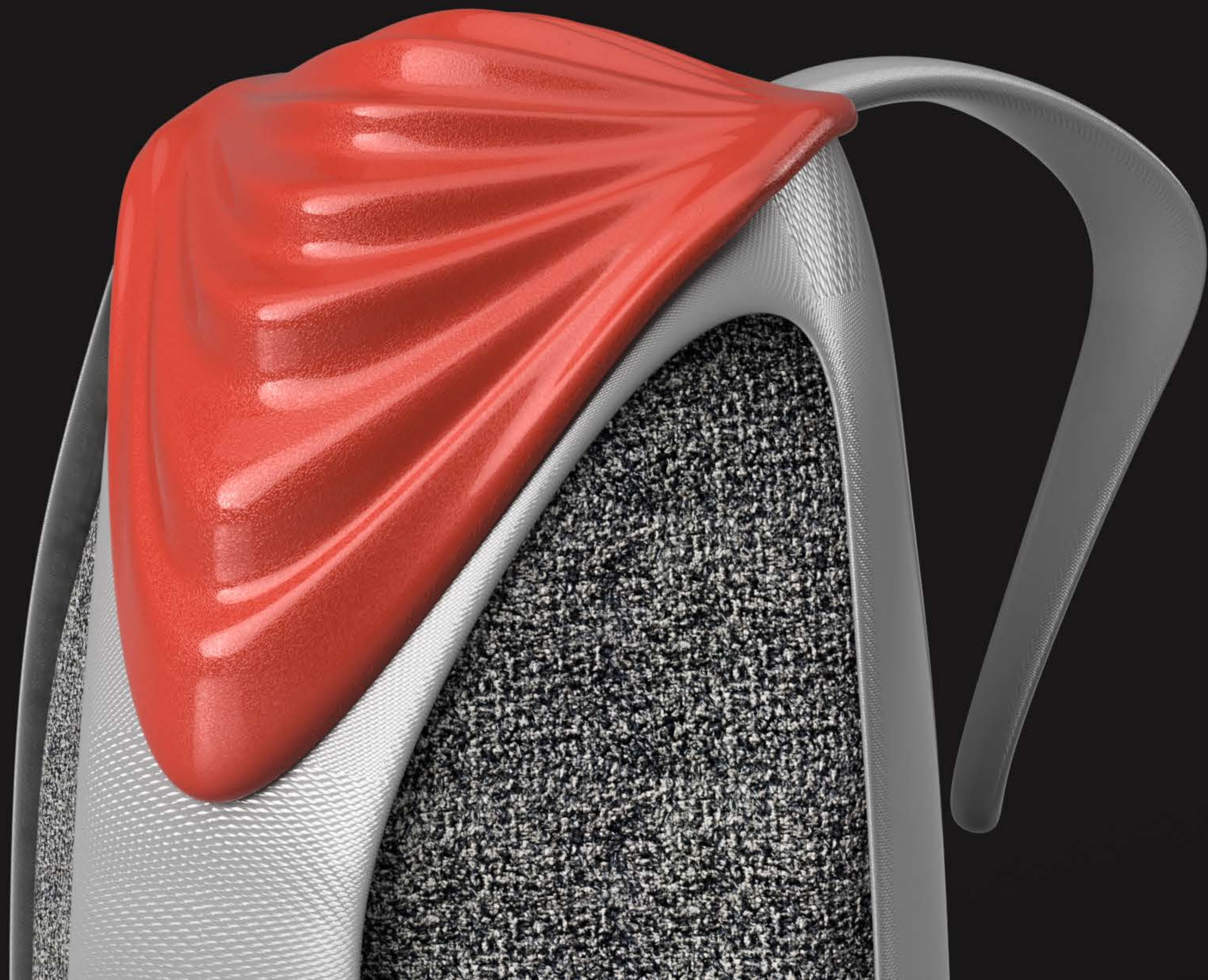
No *raw* edges

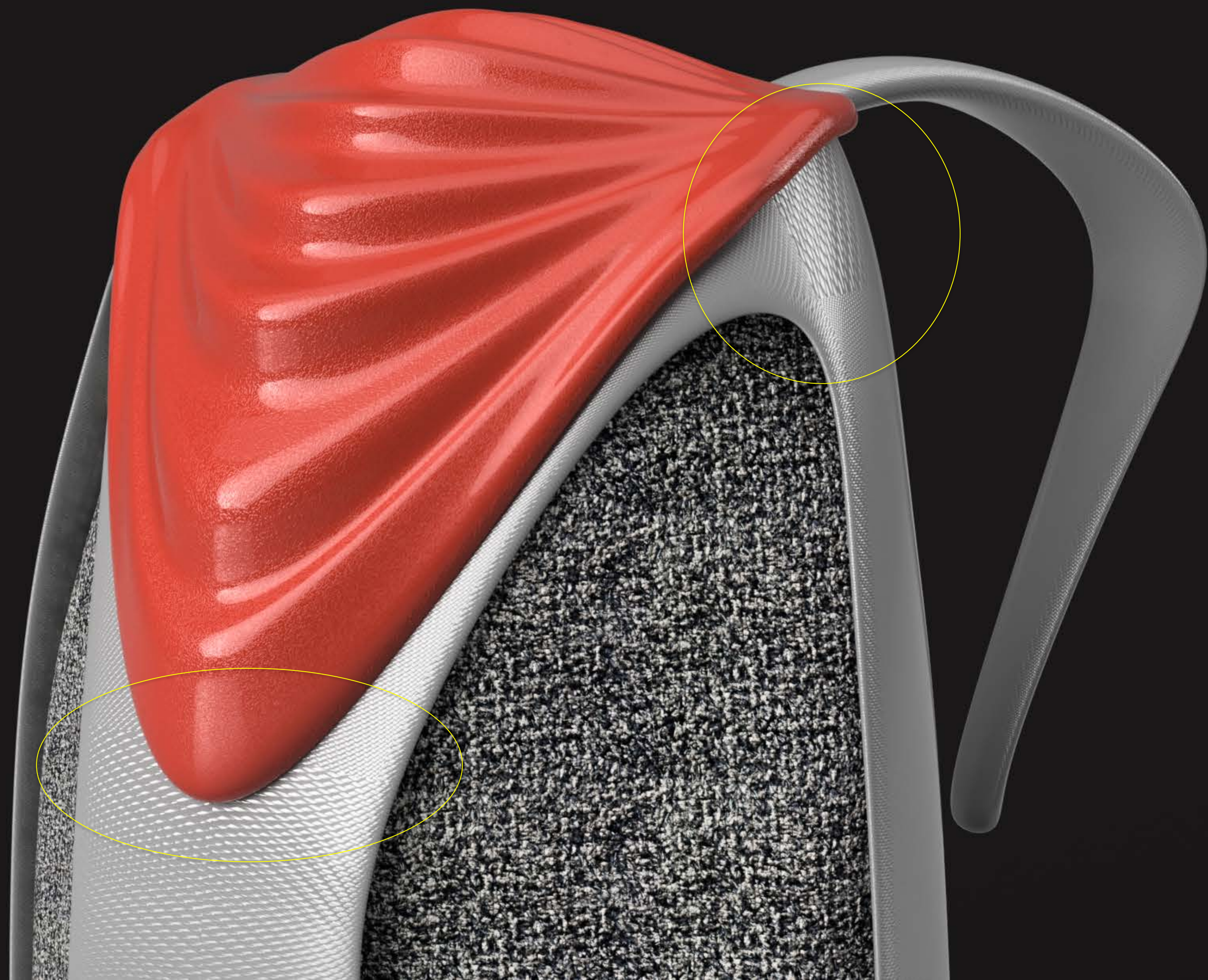


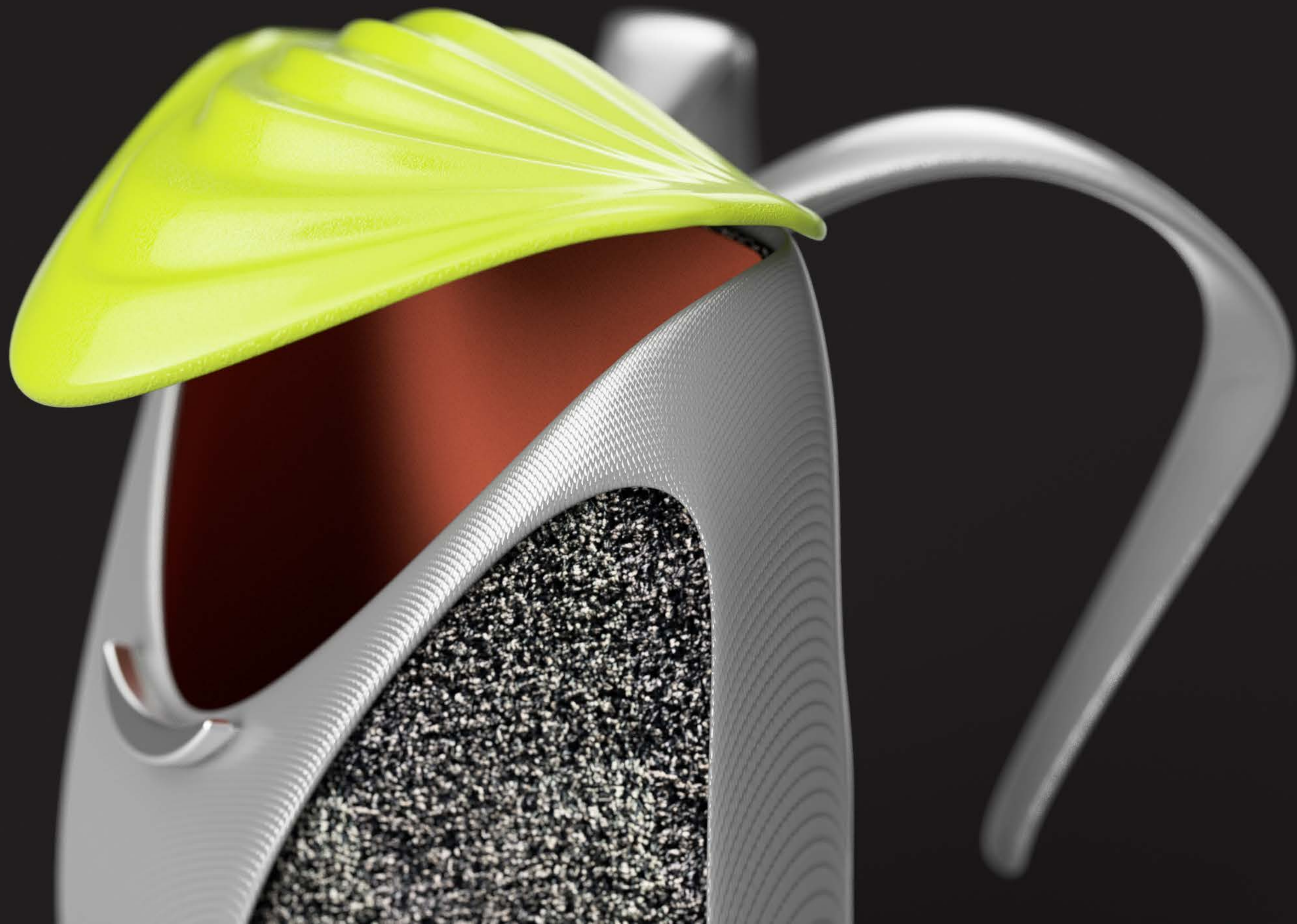




**Check texture
mapping**







Let it simmer



Ver.1



Ver.30



Ver.47



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