Render Like a Photographer

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@ramy3D

Class summary

Back by popular demand—this class will guide you through the essentials of creating a stunning image. Nowadays it's not enough to just know how to create a rendering; to sell your image it's important to know the vital rules and principles of photography. This timeless class will break down the principles of well-known architectural photographs and renderings and translate them to creating renderings using 3ds Max software. This class will also highlight photographic elements and demonstrate how to apply them to 3D renderings. So whether you want to create better renderings or learn more about photography, this class is for you.

Key learning objectives

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

- Learn how to differentiate good renderings and photos from the bad ones
- Discover the 3 principles of photography
- Discover the 4 rules of photography composition
- Discover at least 4 photographic phenomena and how they affect images

TILTPIXEL

LUXURY HOUSES
CARS
FERRARI

TILTPIXEL

TILTPIXEL

TILTPIXEL

RESTAURANT
BAR
ARKET on GRAND
yogurt bar
COFFEE

FINE WINES
WINDOWS
1000
TILTPIXEL

SEASIDE COFFEE
TILTPIXEL

TILTPIXEL

TILTPIXEL

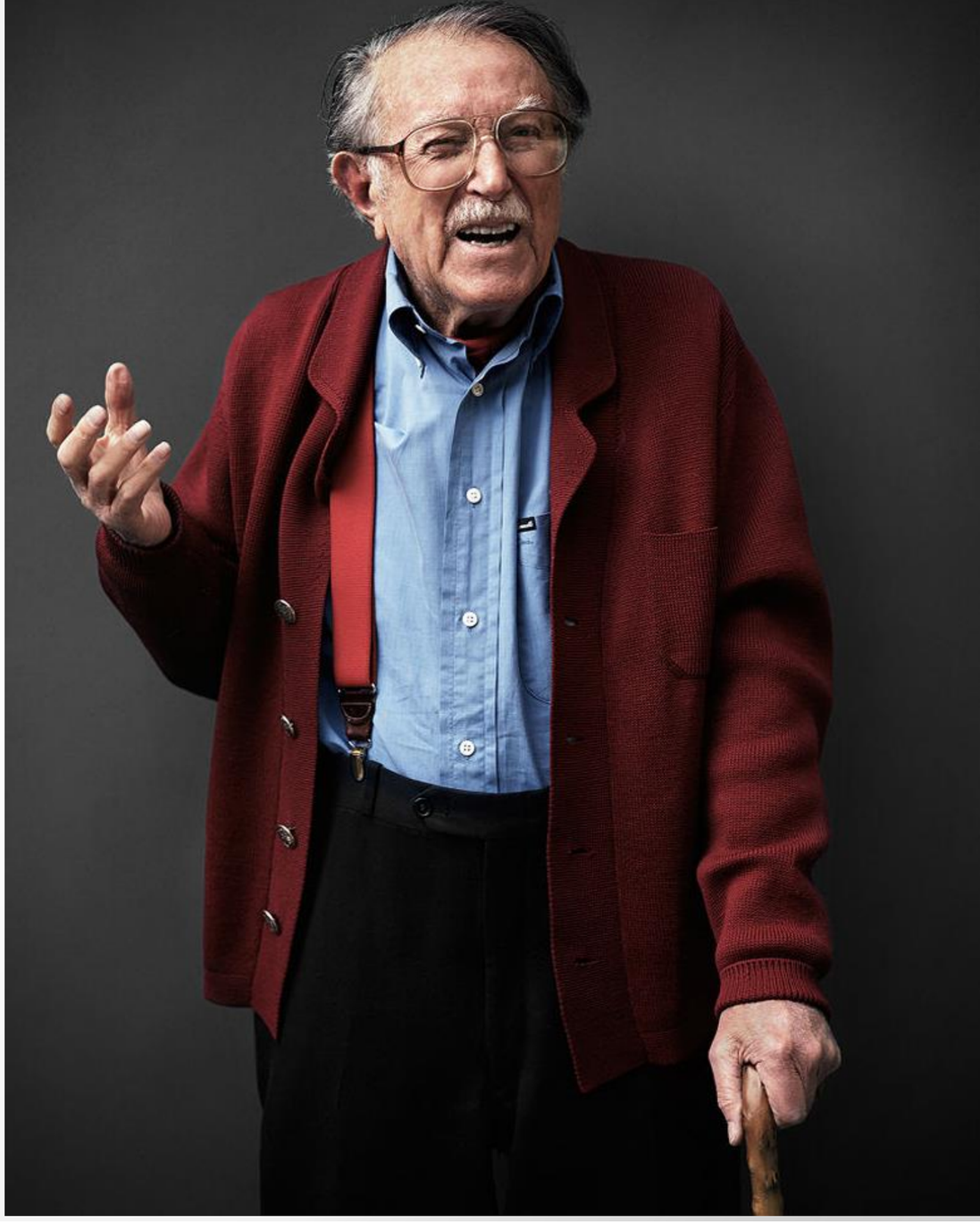
TILTPIXEL

TILTPIXEL

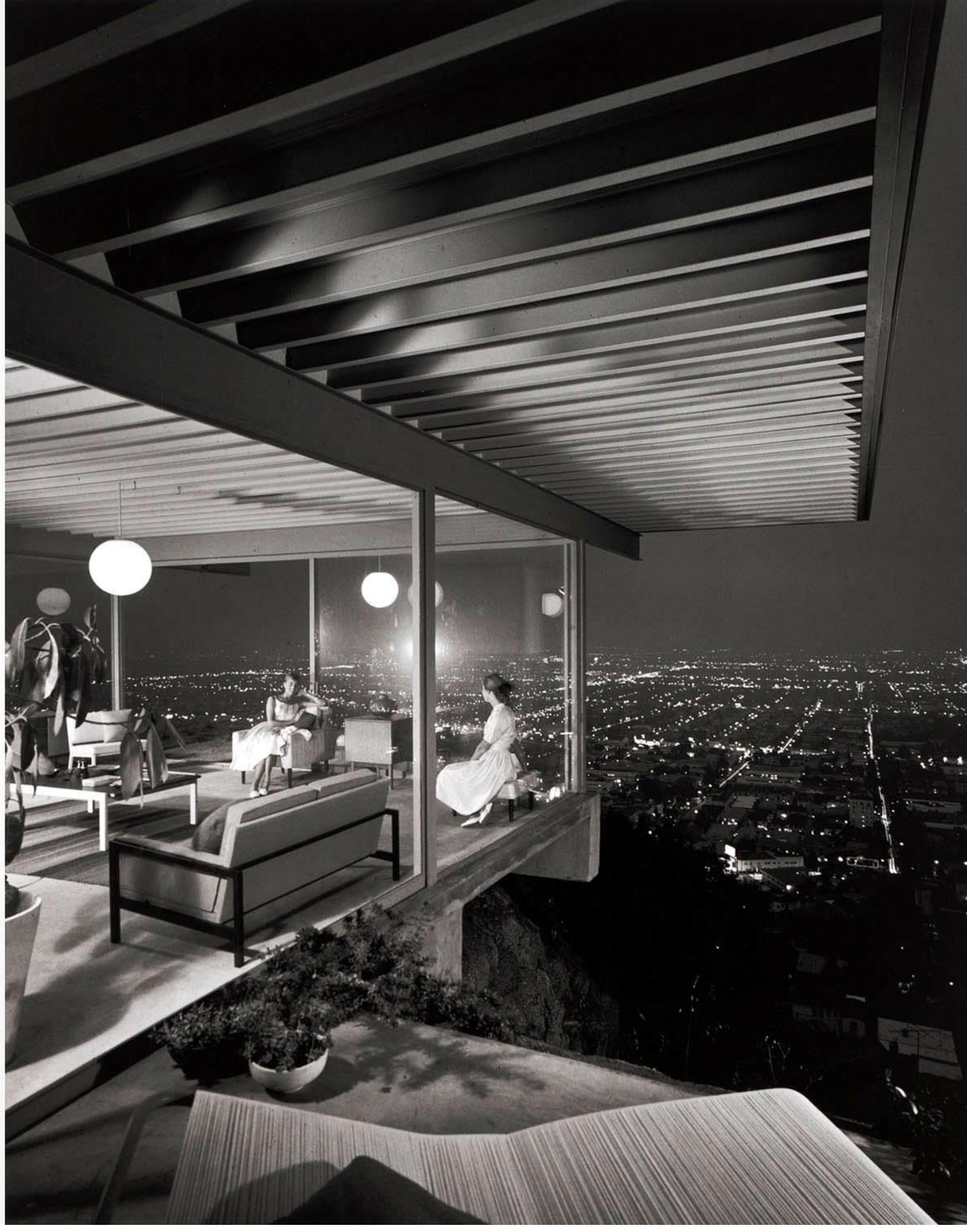
Once upon a time…

Photography Examples

Julius Shulman



Case Study House #22



Singleton House

Kaufmann House

Ezra Stoller

TWA Terminal – JFK Airport

Marin County Civic Center

Kitt Peak National Observatory

3D Examples

Alex Roman

Viktor Fretyán

Peter Guthrie

Principles of Photography

3 Principles of Photography

- Mood / lighting
- Staging
- Composition

Mood / Lighting

Mood / Lighting

Mood / Lighting

Mood / Lighting

Mood / Lighting

Mood / Lighting

Mood / Lighting

Mood / Lighting

Staging

Staging

Staging

Composition

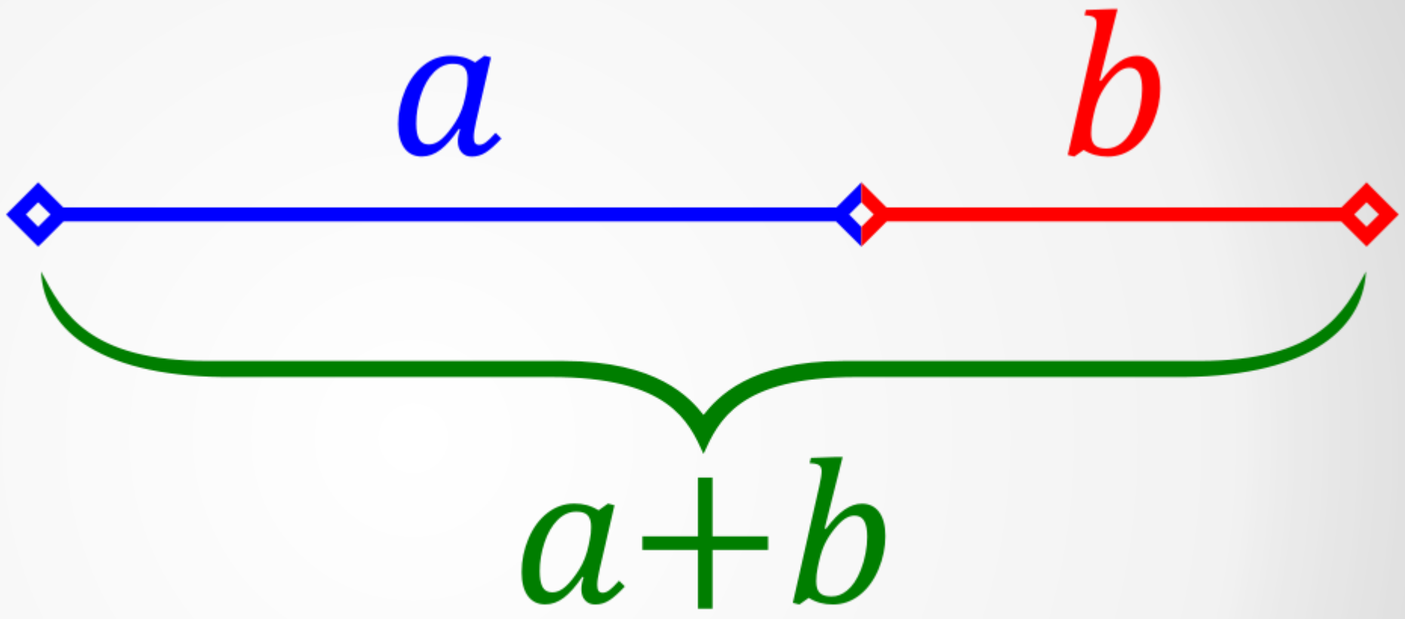
4 Rules of Composition

- Rule of Thirds
- Straight Verticals
- Diagonals to corners
- Avoid coincident edges

Rule of Thirds

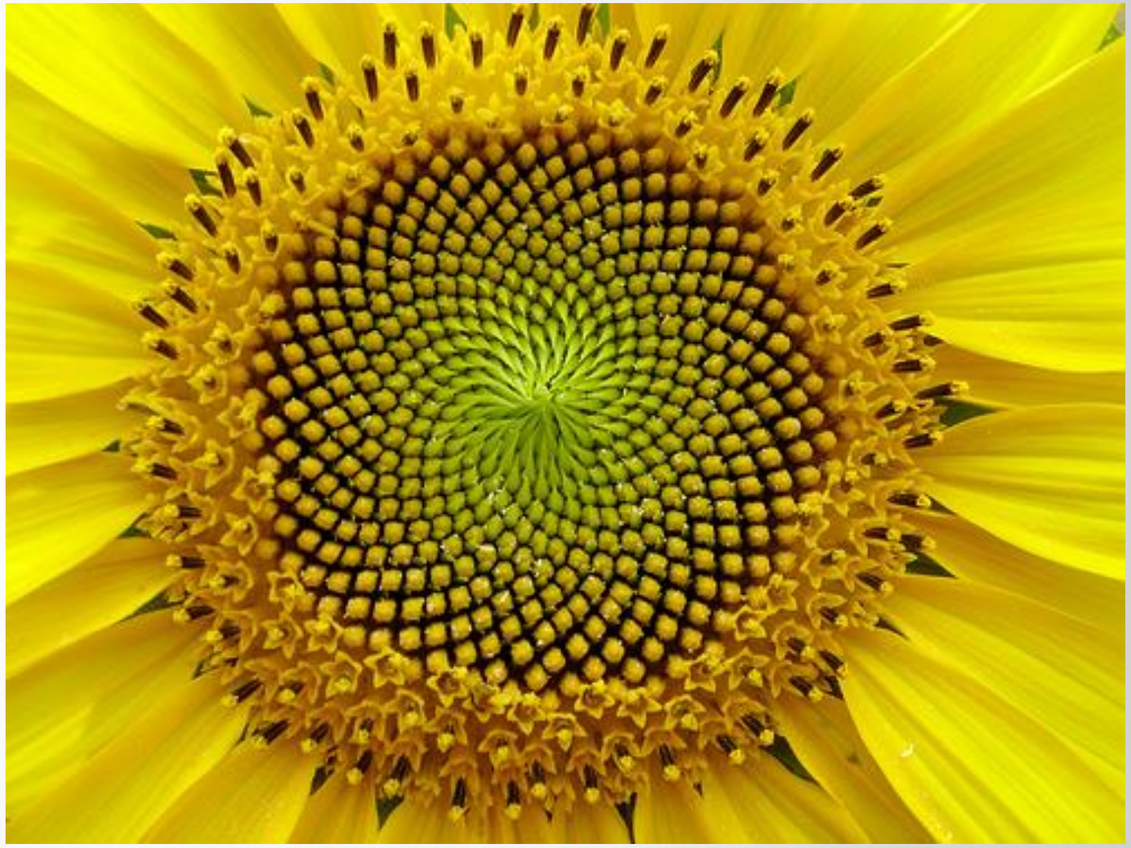
Golden Ratio

Euclid

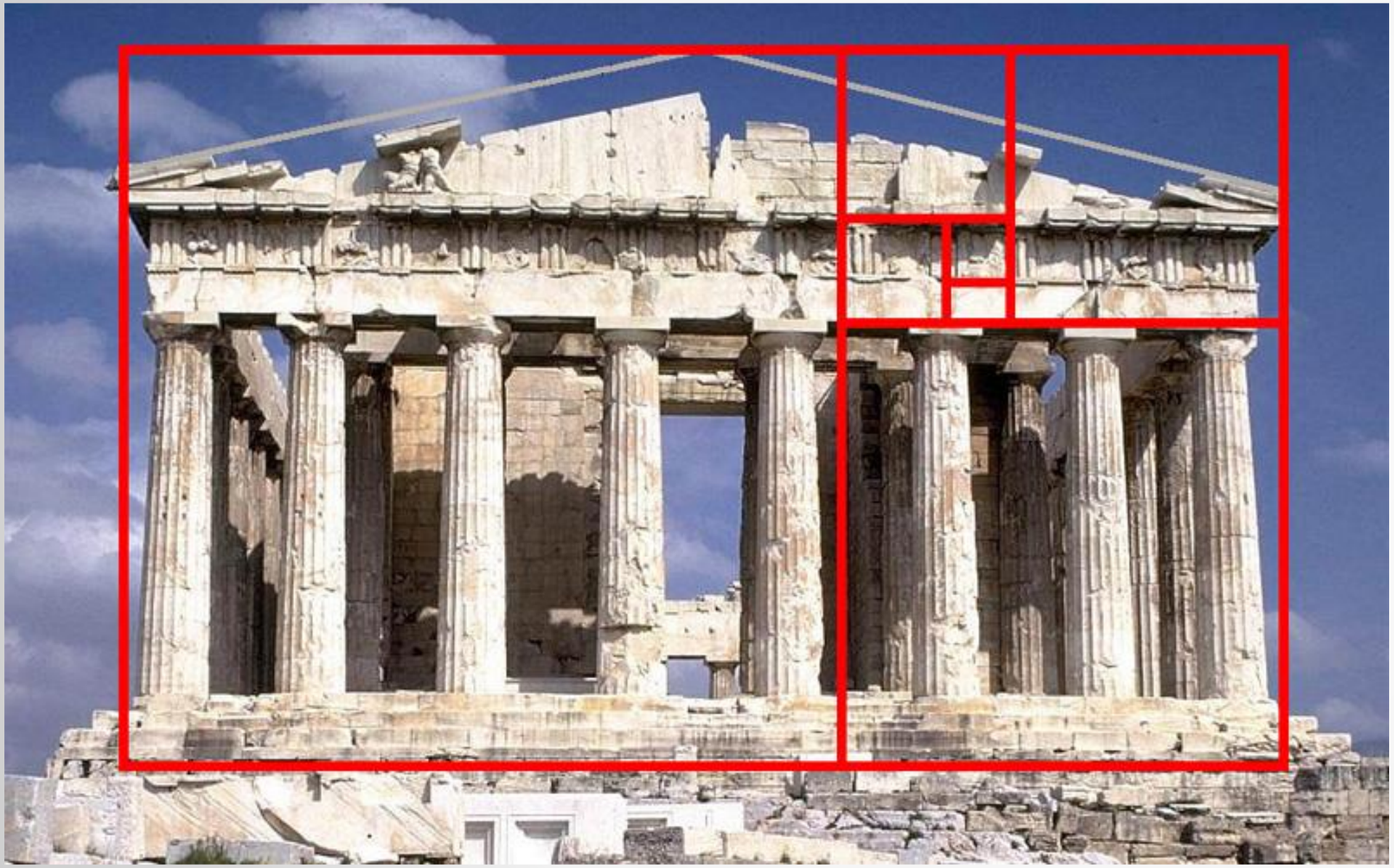


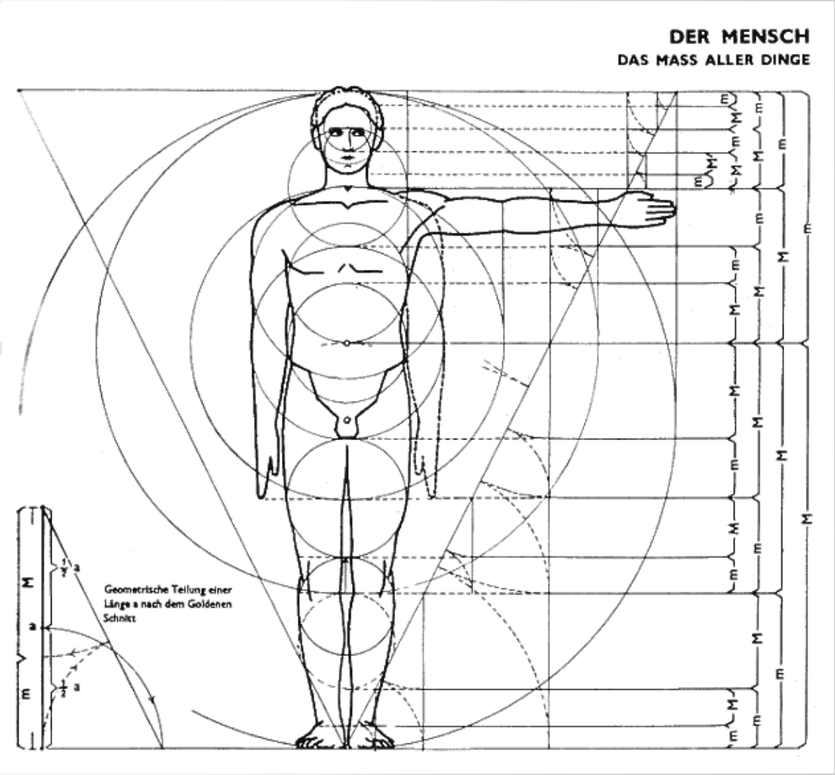
$a+b$ is to a as a is to b

Golden Ratio

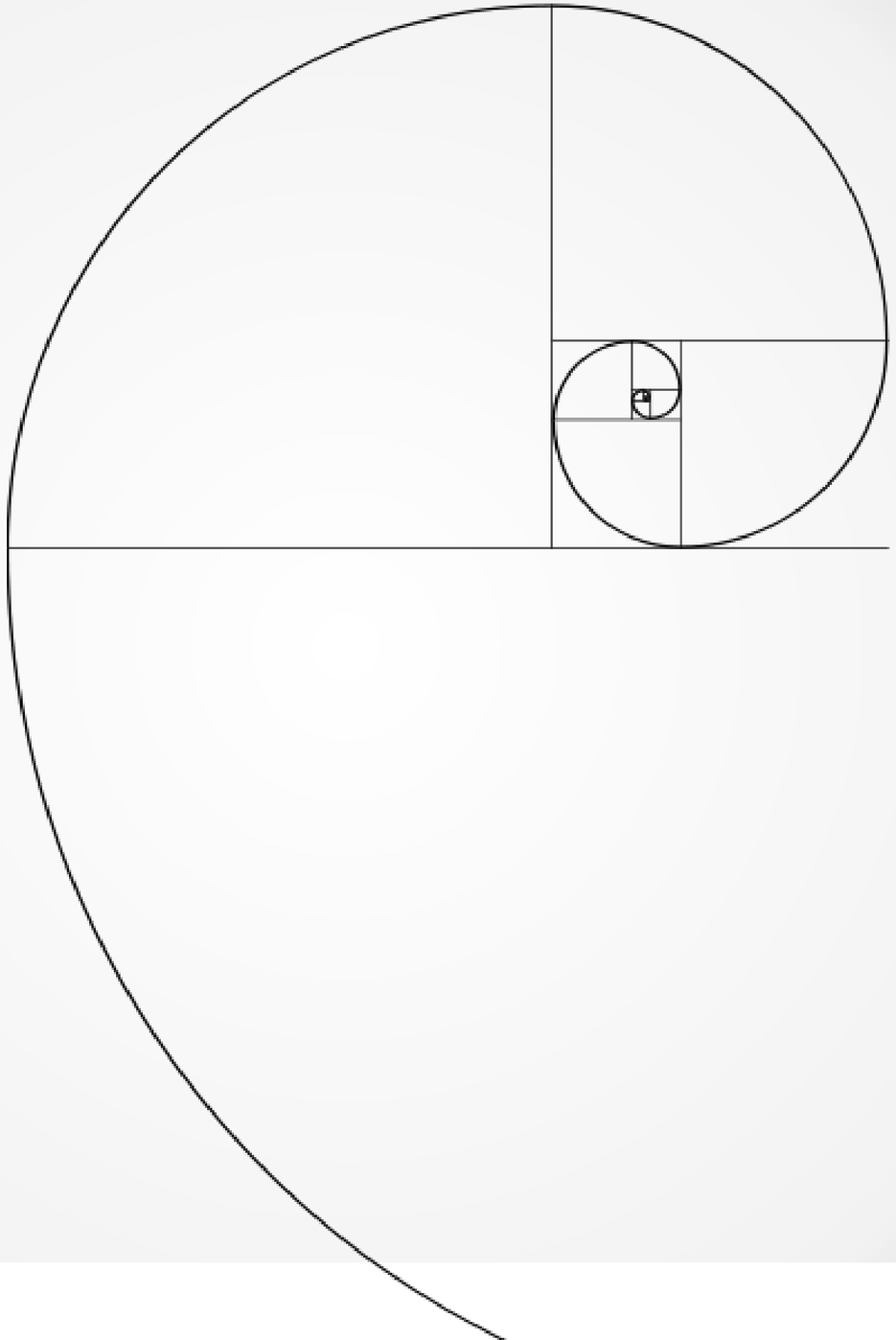


Golden Section

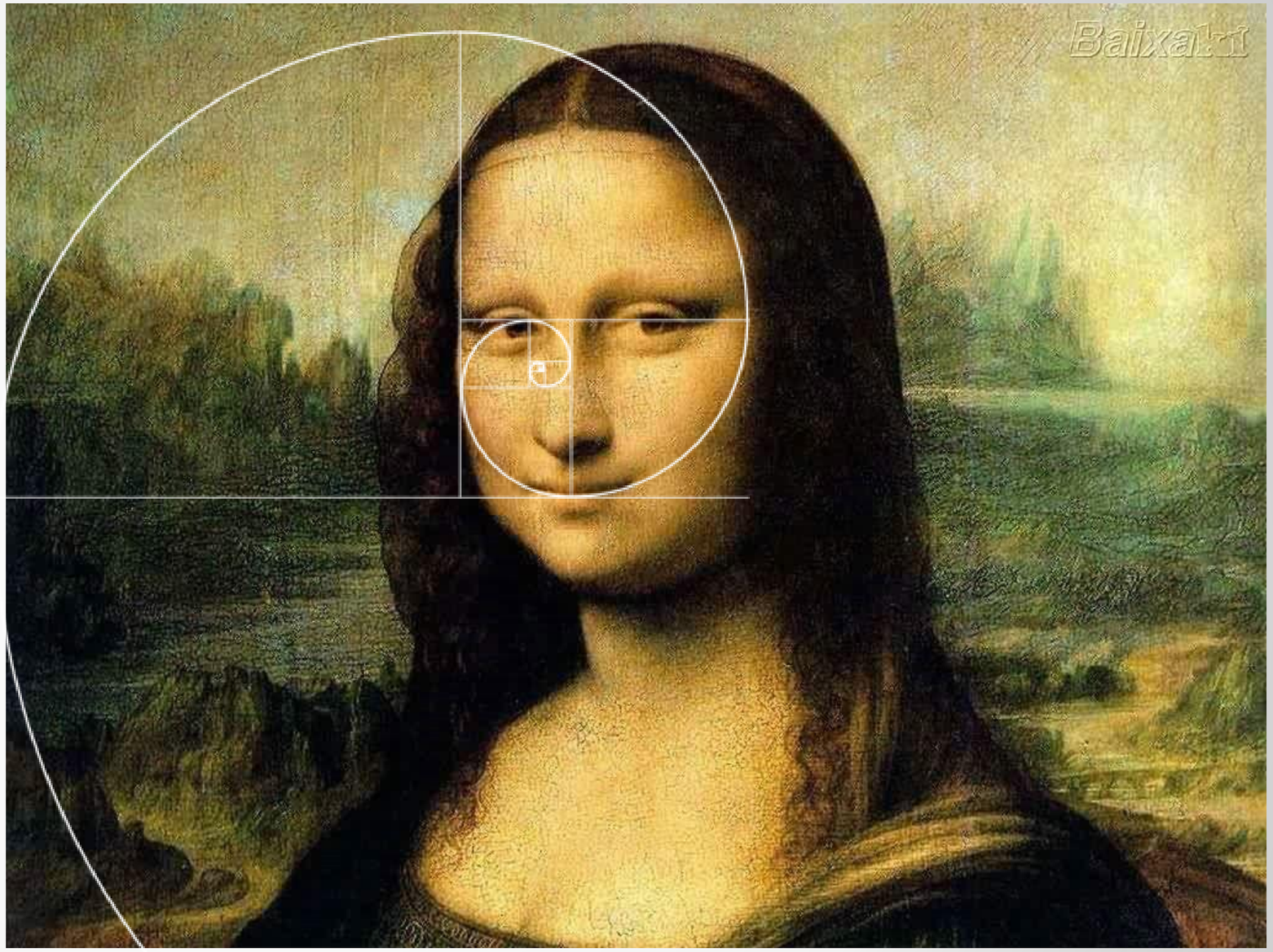




Fibonacci Spiral



Fibonacci Spiral



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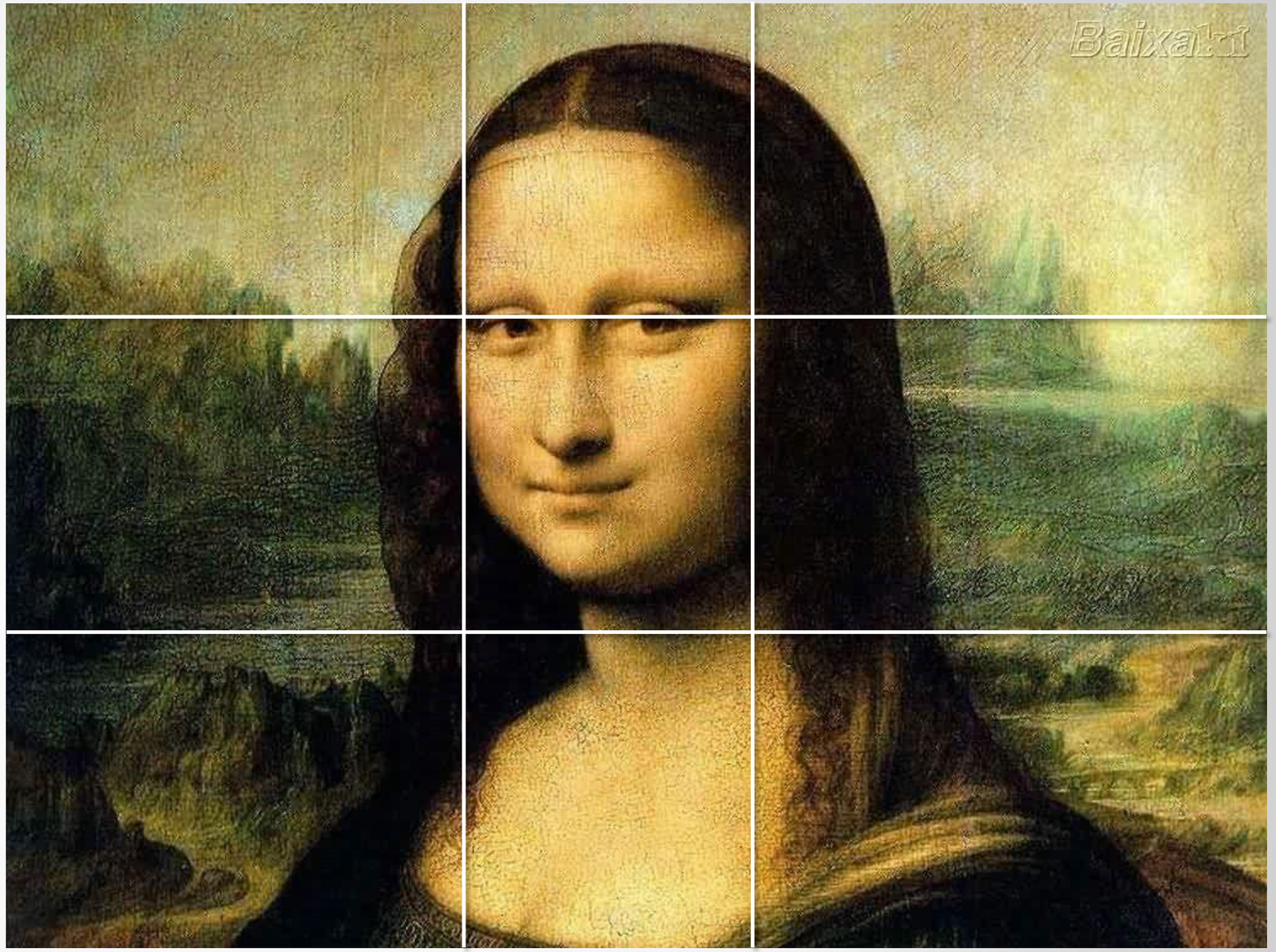
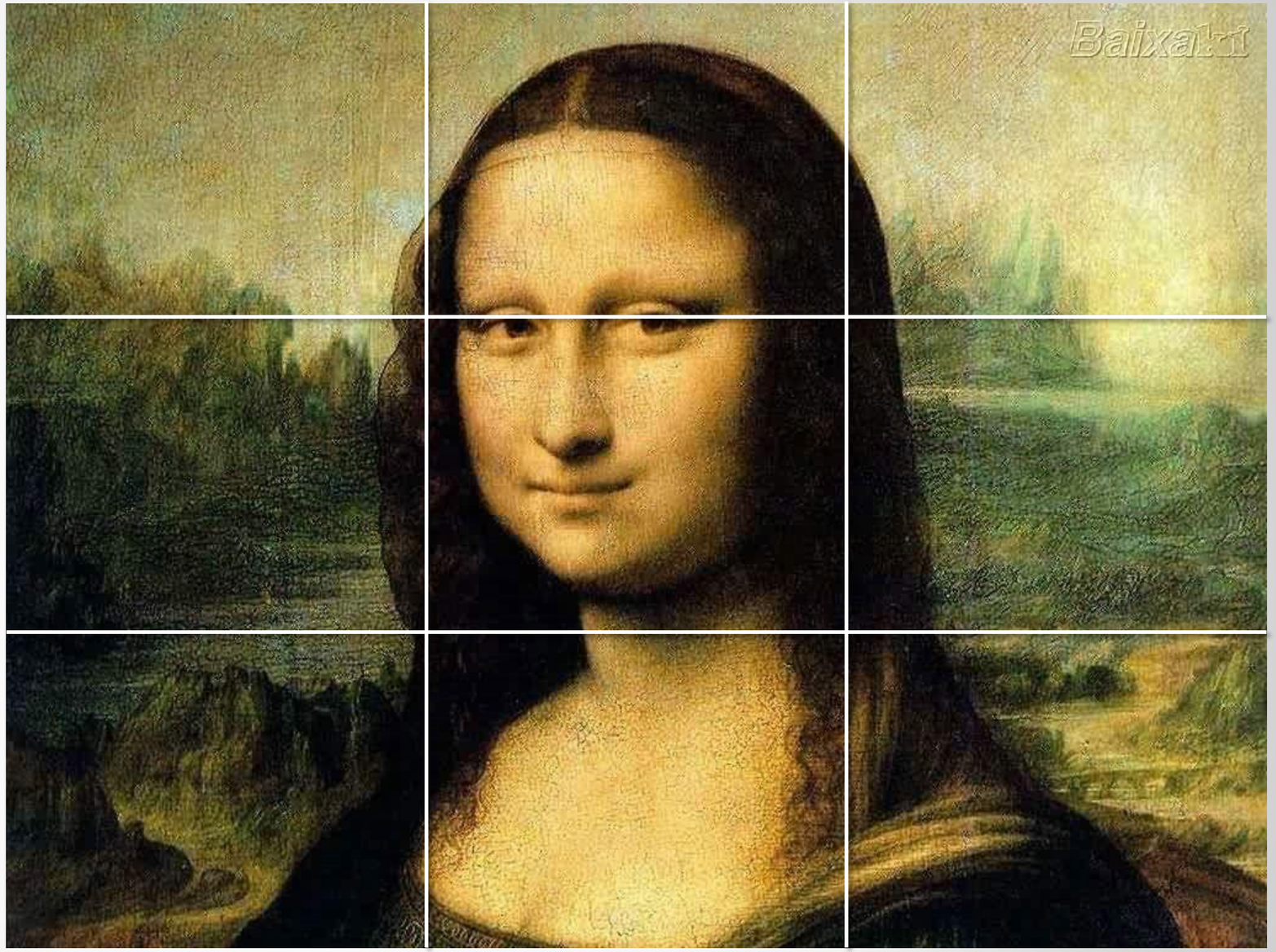
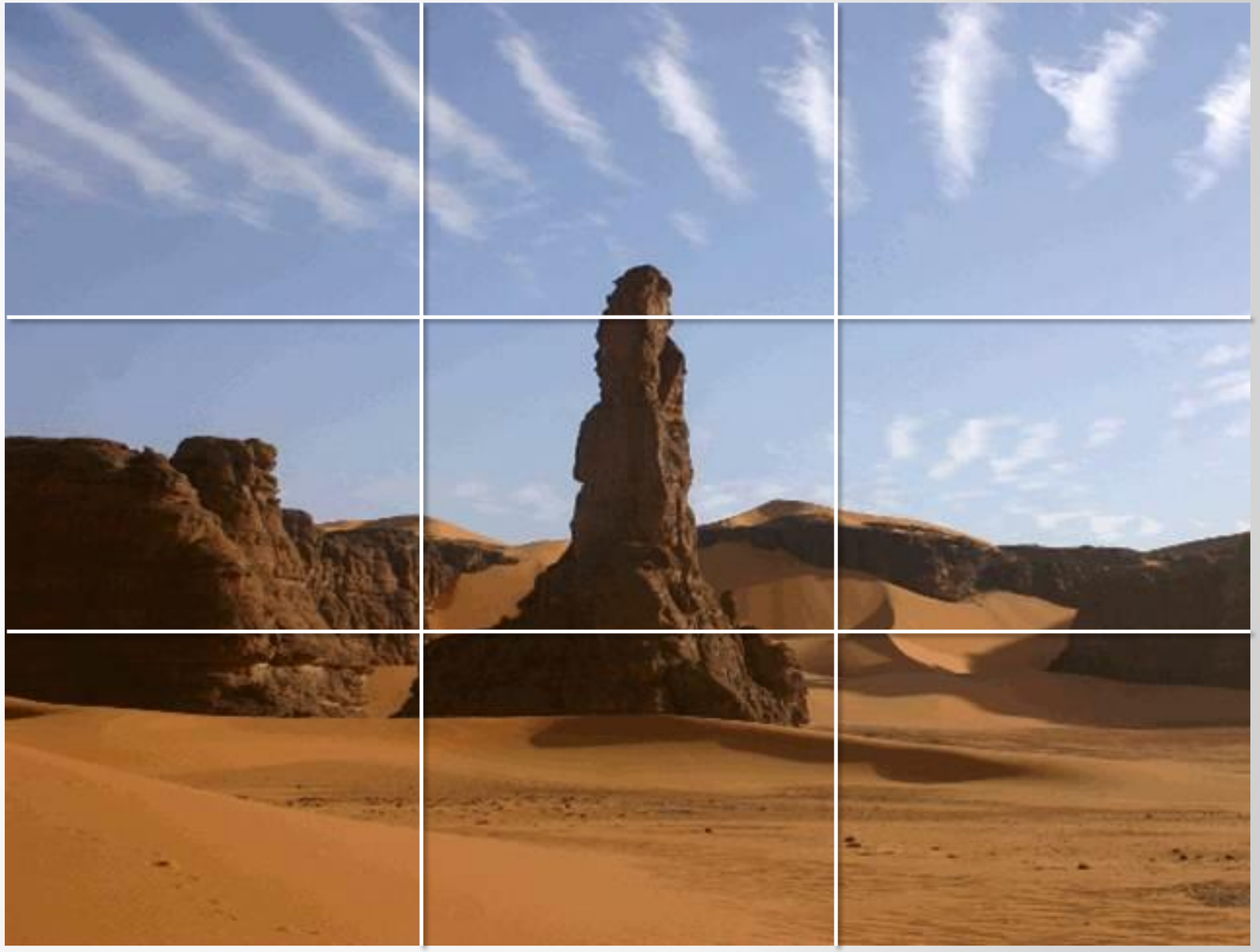


Rule of Thirds



Rule of Thirds



Rule of Thirds

Rule of Thirds

Rule of Thirds

Rule of Thirds

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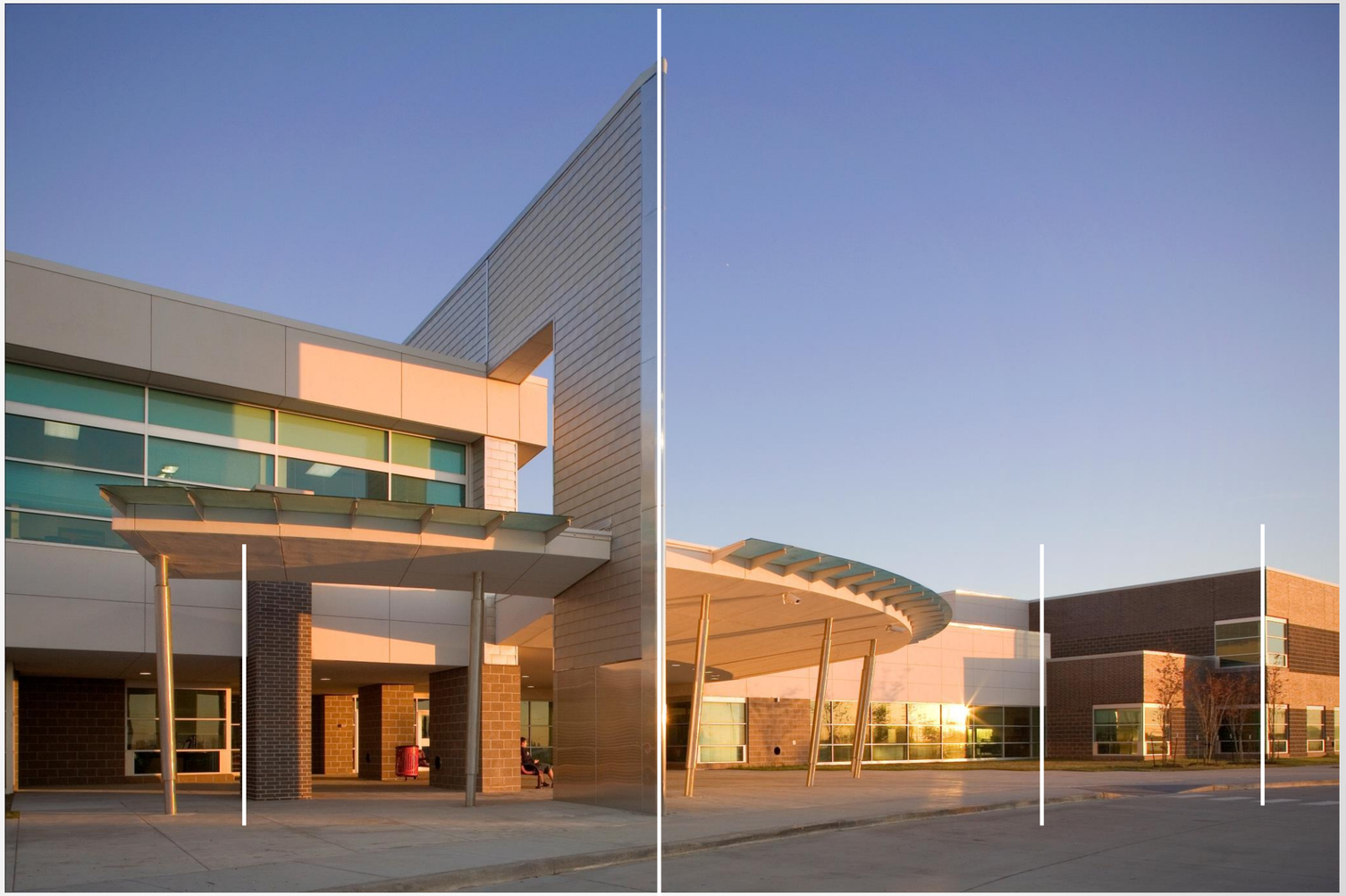
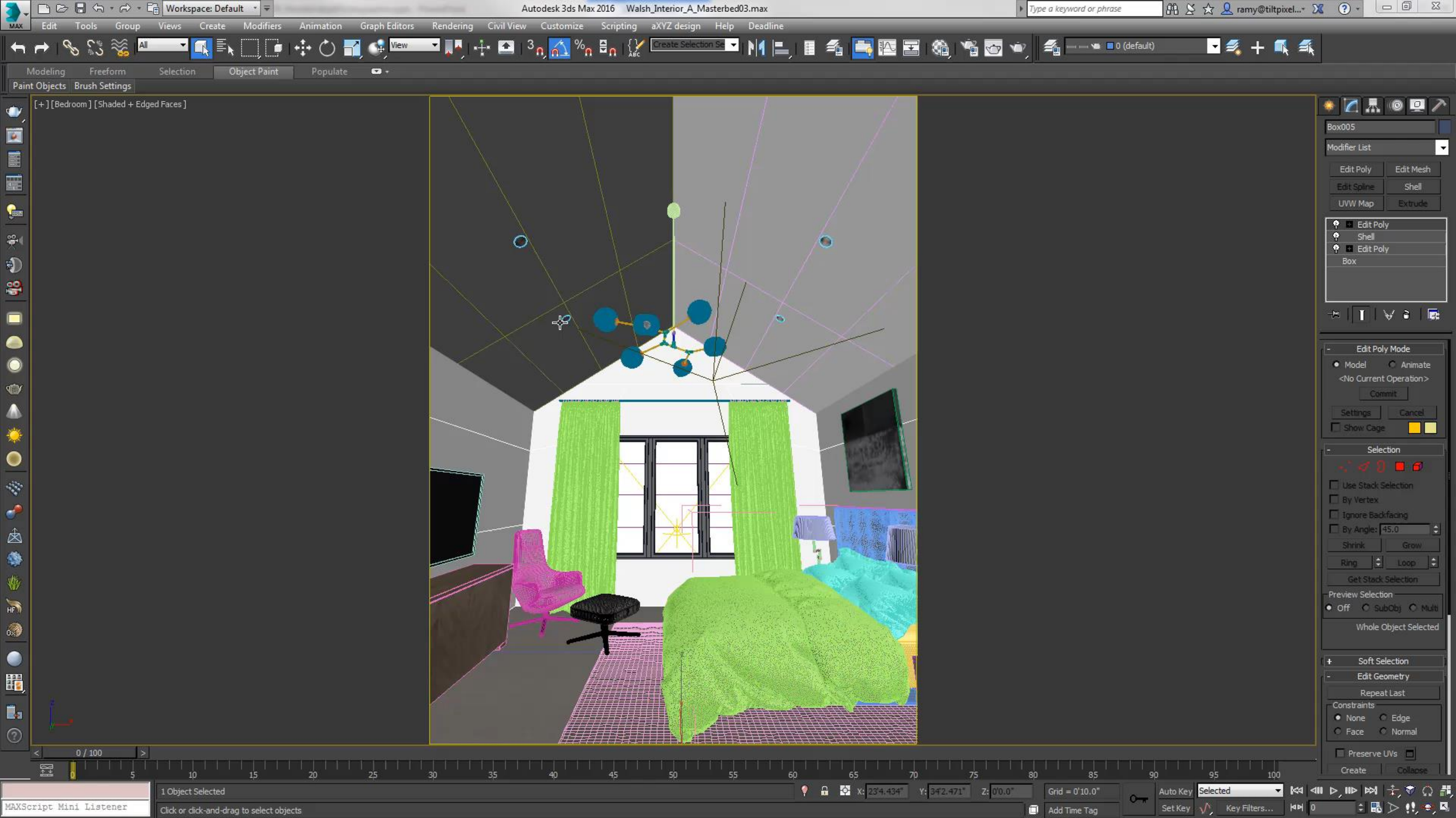
Straight Verticals

Straight Verticals

Straight Verticals



Straight Verticals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Modeling Freeform Selection Object Paint Populate
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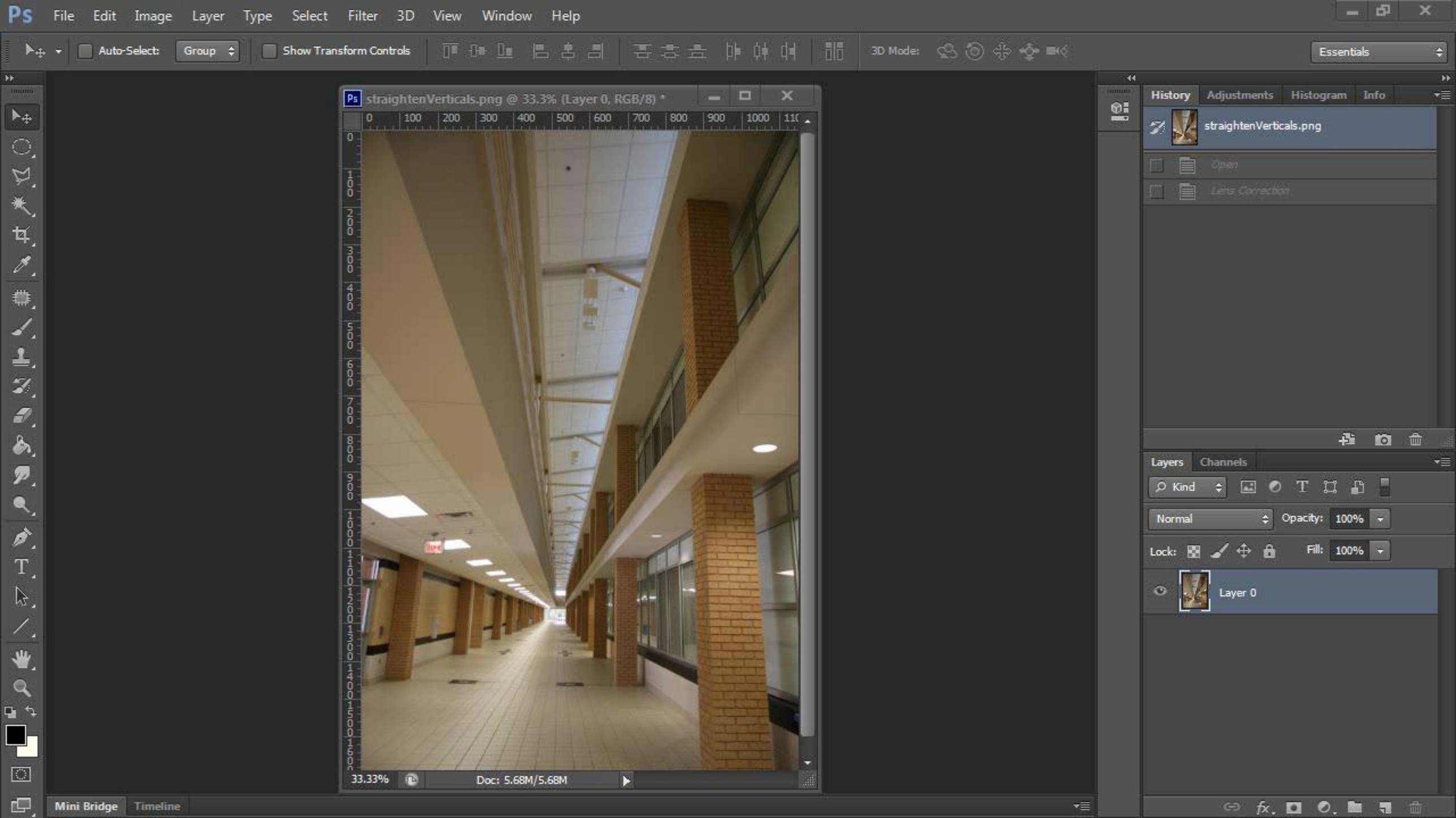
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Diagonals to Corners

Diagonals to Corners

Avoid Coincident Edges

Avoid Coincident Edges

Photographic Phenomenon - Optics

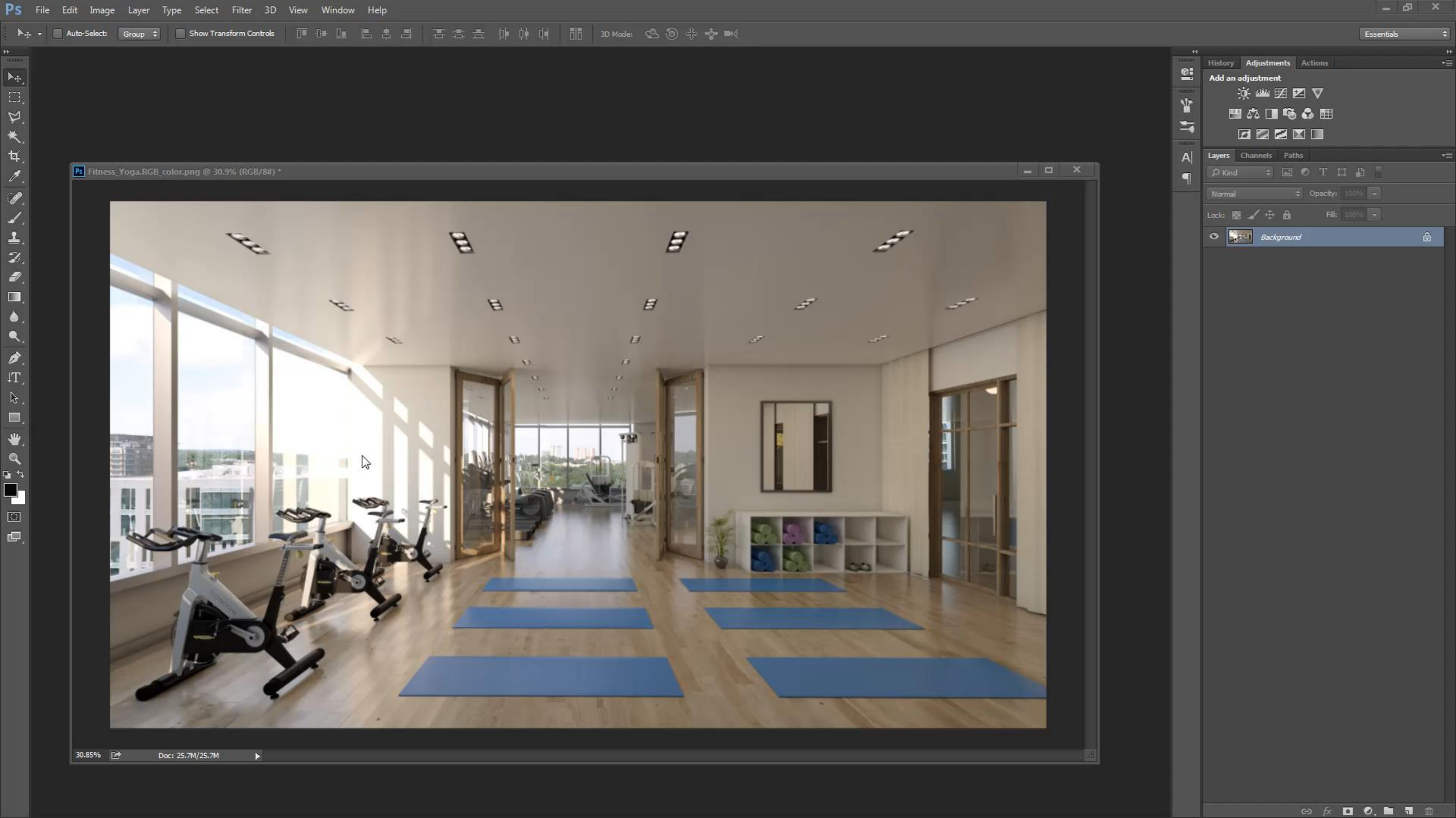
Photographic Phenomenon - Optics

- Vignetting
- Chromatic Aberration
- Barrel Distortion
- Glare / Light Blooming / Flares
- DOF

Vignetting

Vignetting

Vignetting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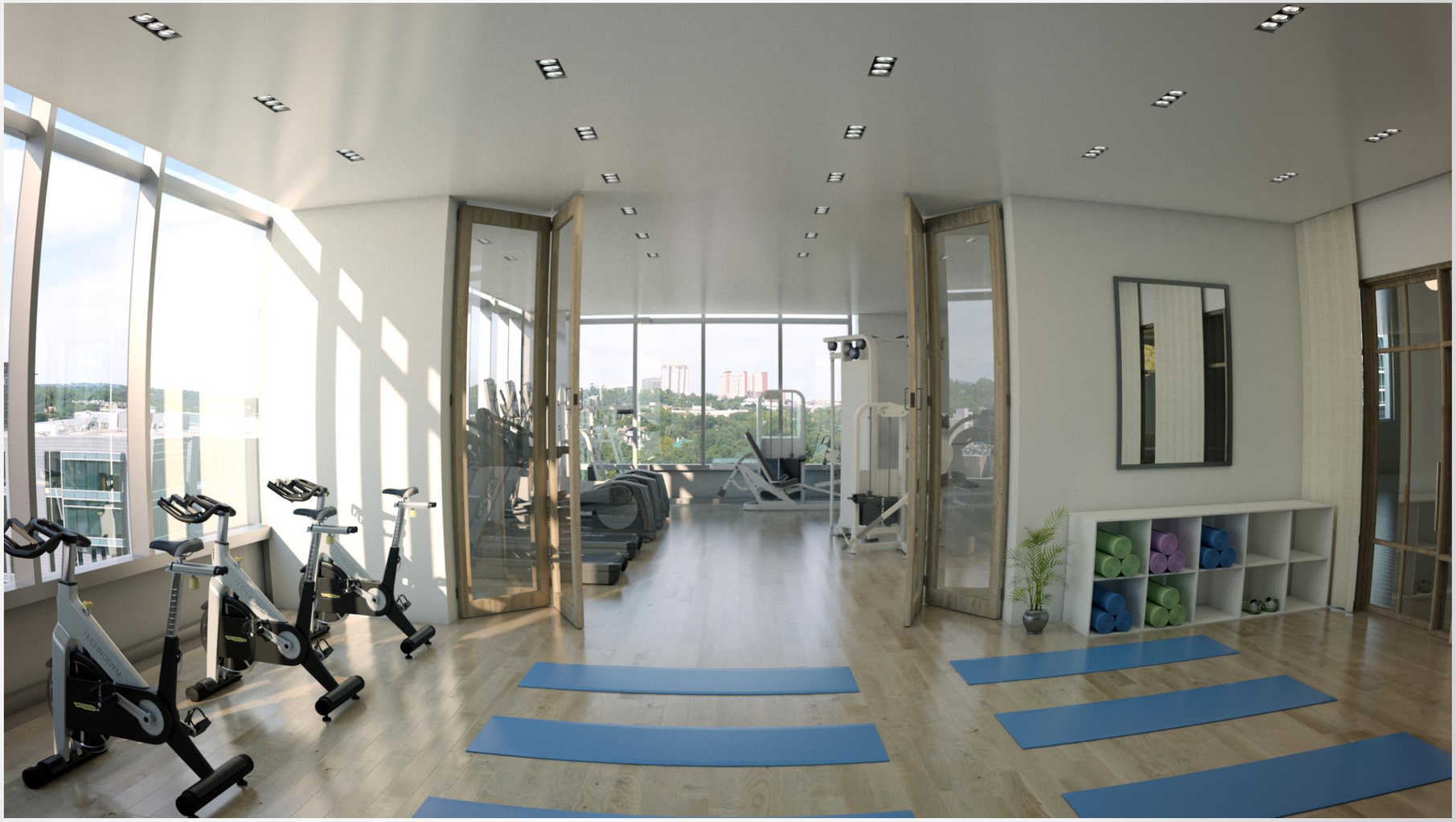
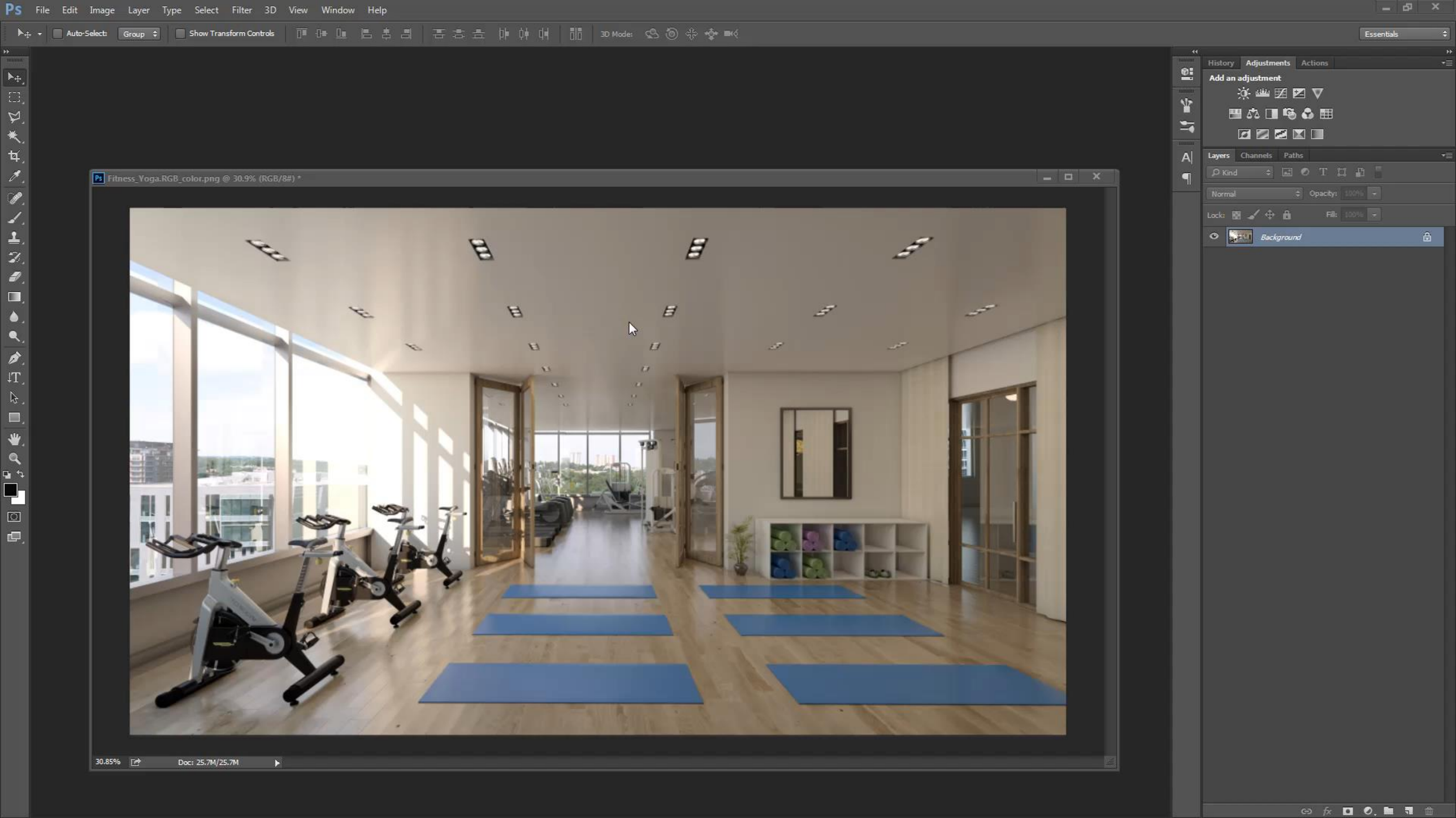
Barrel Distortion

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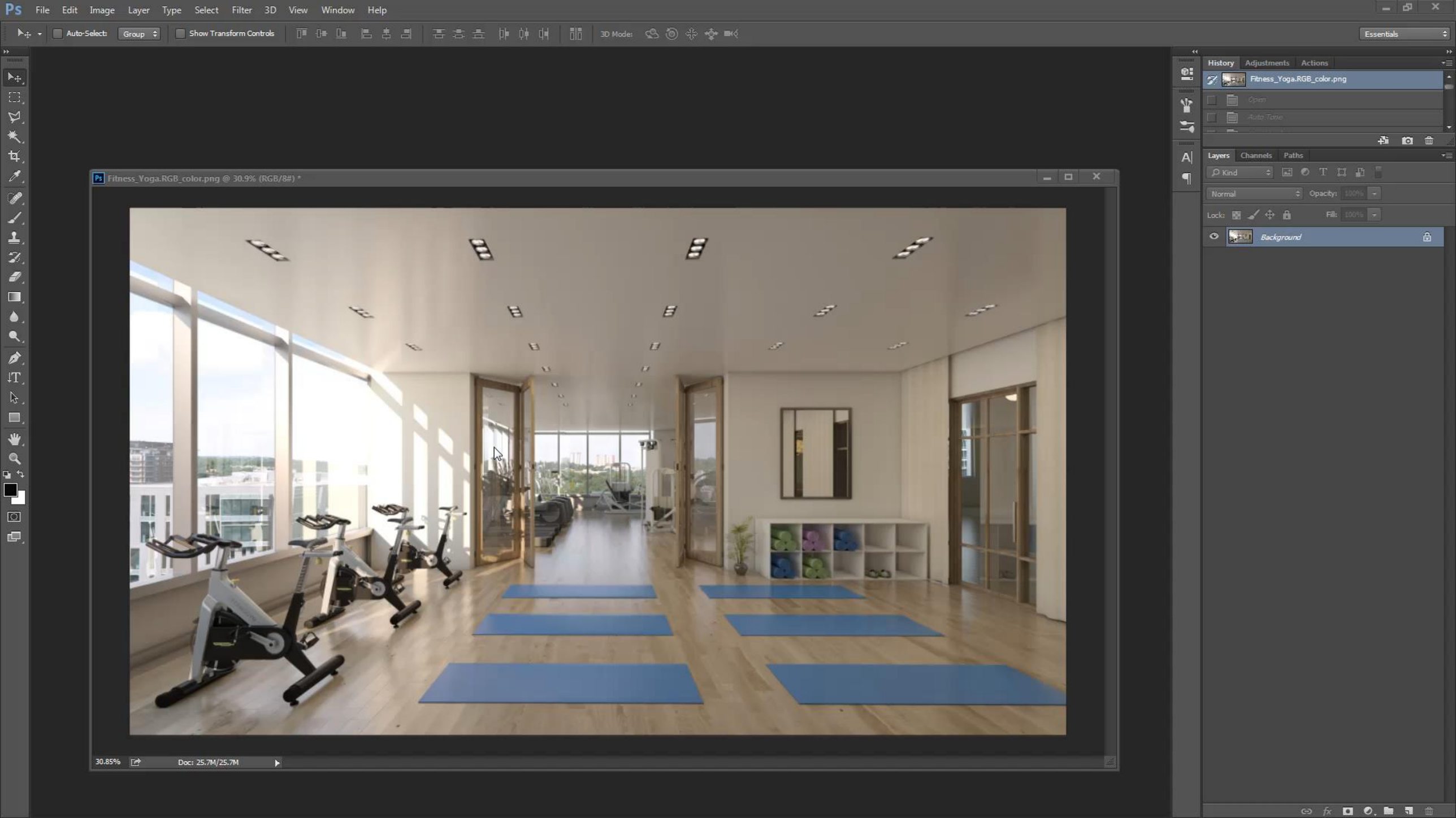
Chromatic Aberration

Chromatic Aberration

Chromatic Aberration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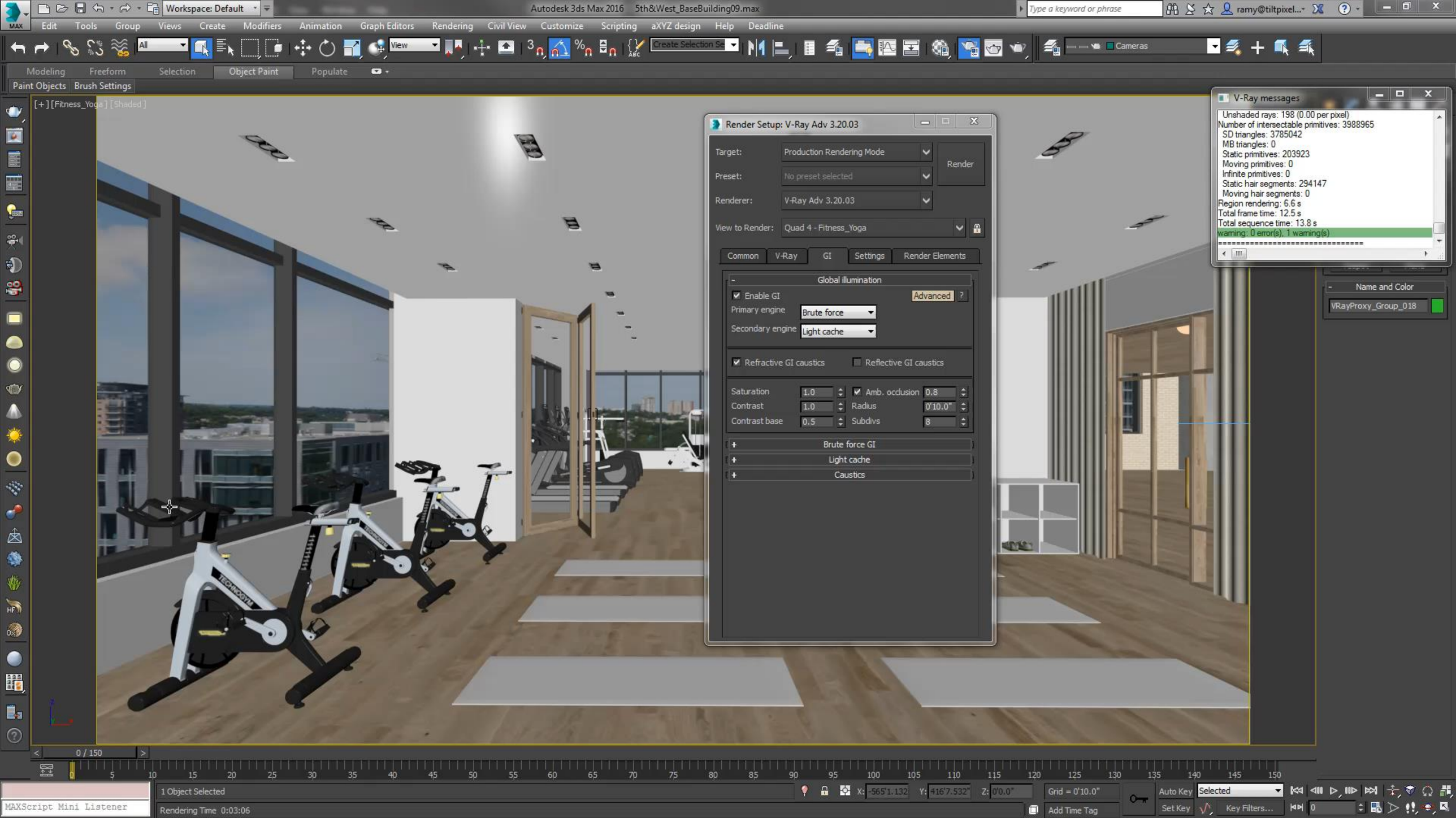
Glare / Light Bloom / Flares

Glare / Light Bloom / Flares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Paint Objects Brush Settings
[+] [Fitness_Yoga] [Shaded]
Render Setup: V-Ray Adv 3.20.03
Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.20.03
View to Render: Quad 4 - Fitness_Yoga
Render
Common V-Ray GI Settings Render Elements
Global illumination
Enable GI
Advanced
Primary engine Brute force
Secondary engine Light cache
Refractive GI caustics
Reflective GI caustics
Saturation 1.0
Contrast 1.0
Contrast base 0.5
Amb. occlusion 0.8
Radius 0'10.0"
Subdivs 8
Brute force GI
Light cache
Caustics
V-Ray messages
Unshaded rays: 198 (0.00 per pixel)
Number of intersectable primitives: 3988965
SD triangles: 3785042
MB triangles: 0
Static primitives: 203923
Moving primitives: 0
Infinite primitives: 0
Static hair segments: 294147
Moving hair segments: 0
Region rendering: 6.6 s
Total frame time: 12.5 s
Total sequence time: 13.8 s
warning: 0 error(s), 1 warning(s)
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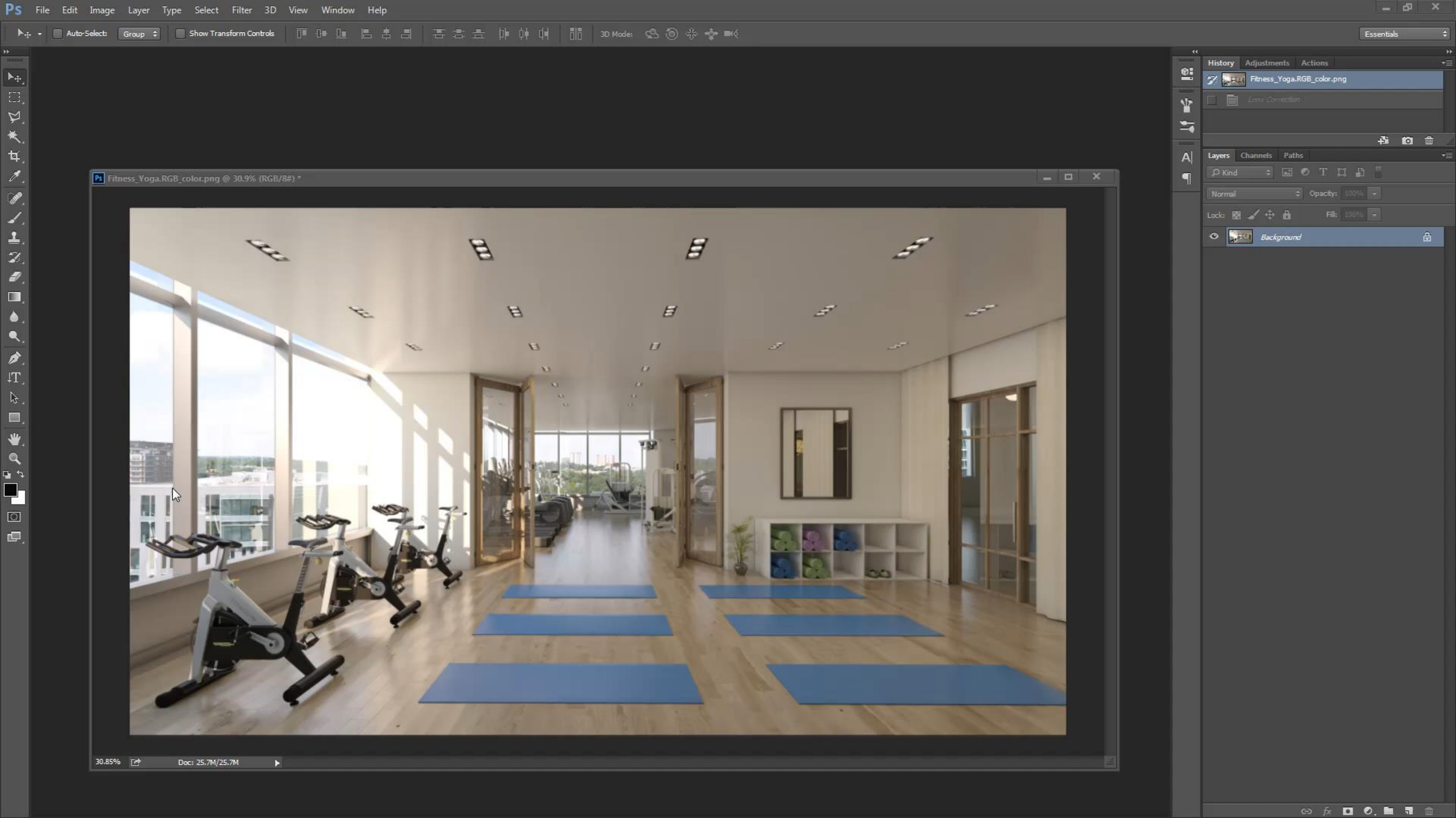
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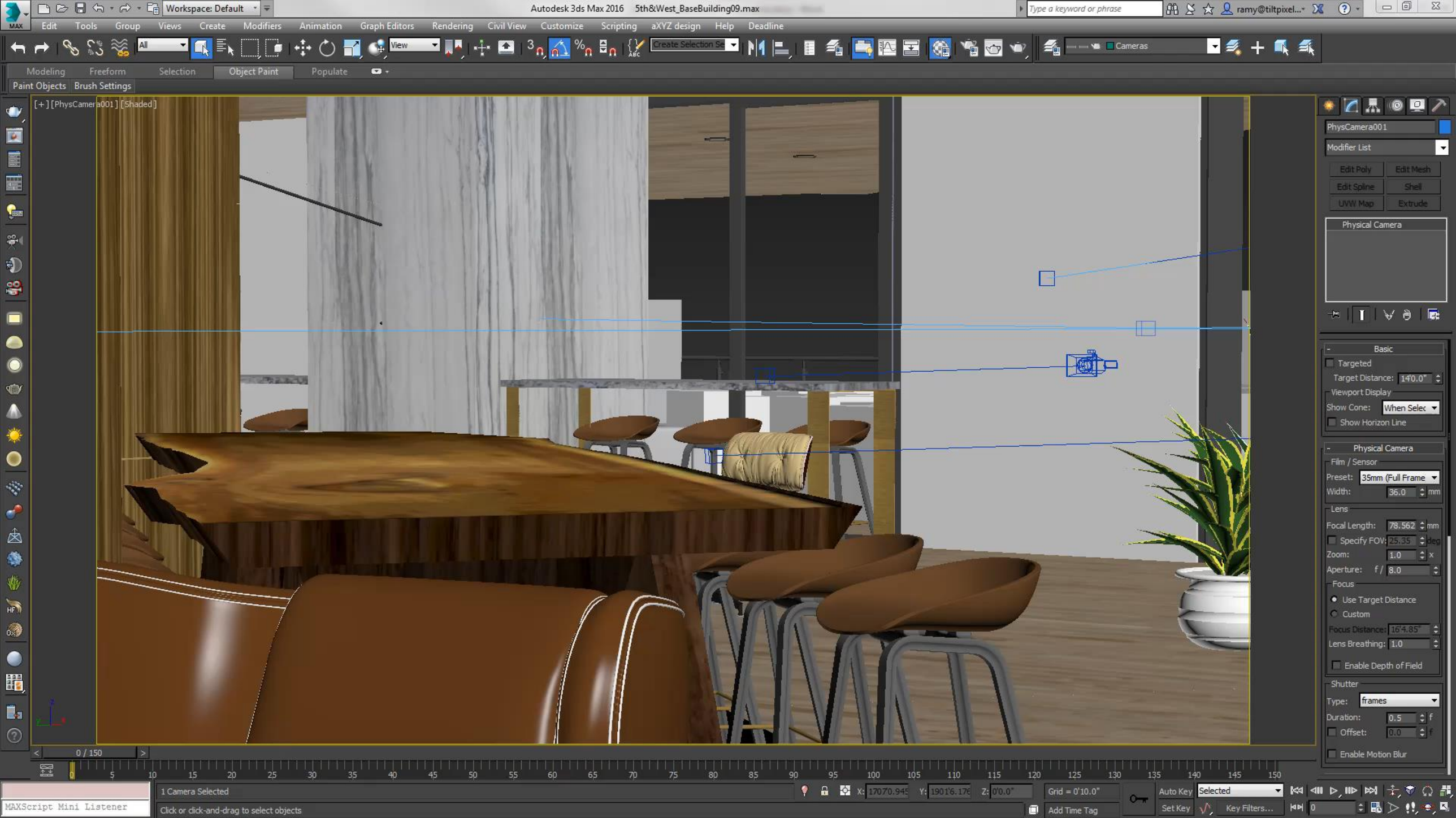
Depth of Field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Viewport Display
Show Cone:
Show Horizon Line
Physical Camera
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Preset:
35mm (Full Frame
Width:
Lens
Focal Length:
Specify FOV:
Zoom:
Aperture:
Focus
Use Target Distance
Custom
Focus Distance:
Lens Breathing:
Enable Depth of Field
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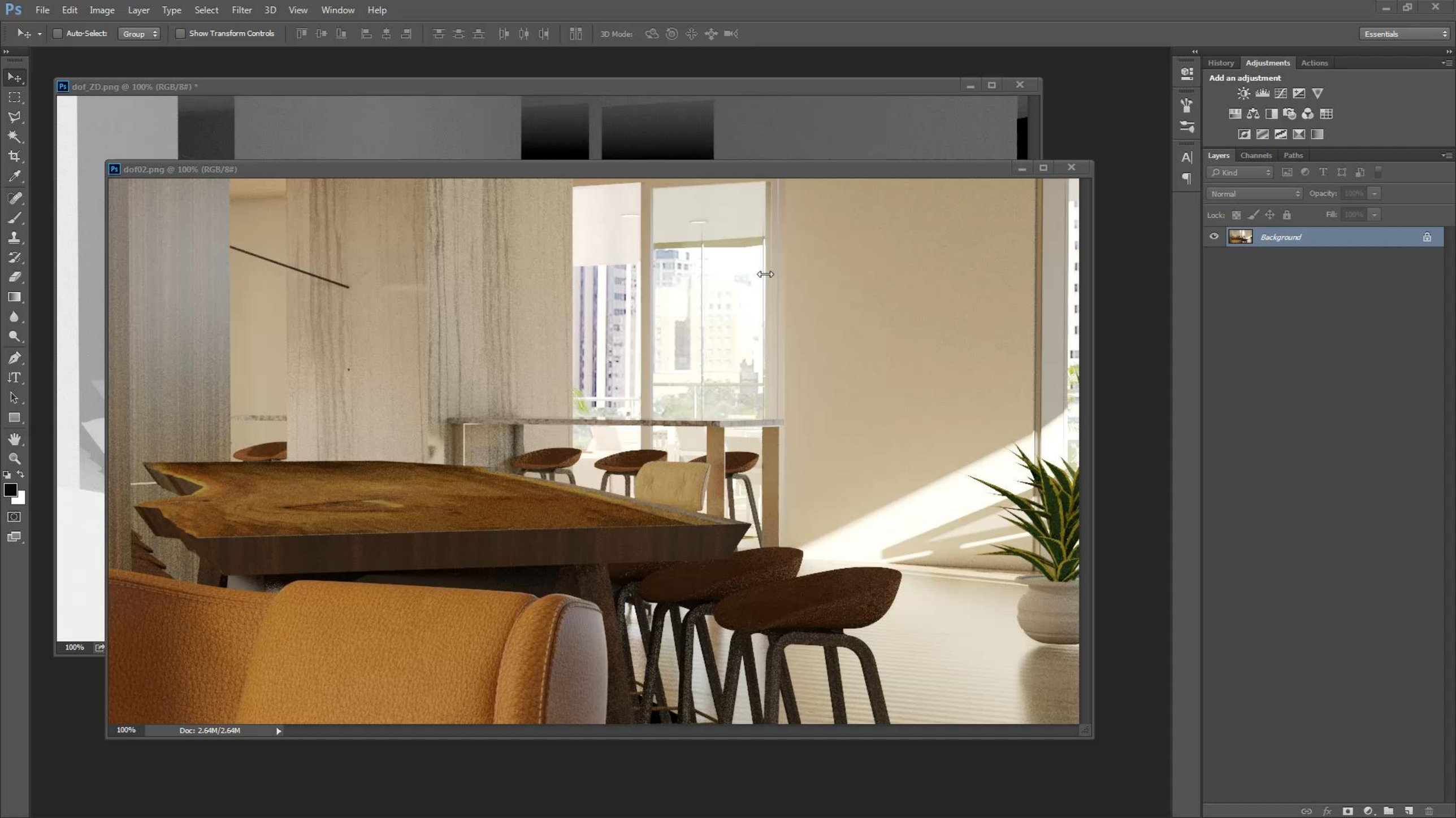
MAXScript Mini Listener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In render

PS Lens Blur

Summary

3 Principles of Photography

- Mood / Lighting
- Staging
- Composition

Photographic Phenomenon

- Vignetting
- Chromatic Aberration
- Barrel Distortion
- Glare / Light Blooming / Flares
- DOF

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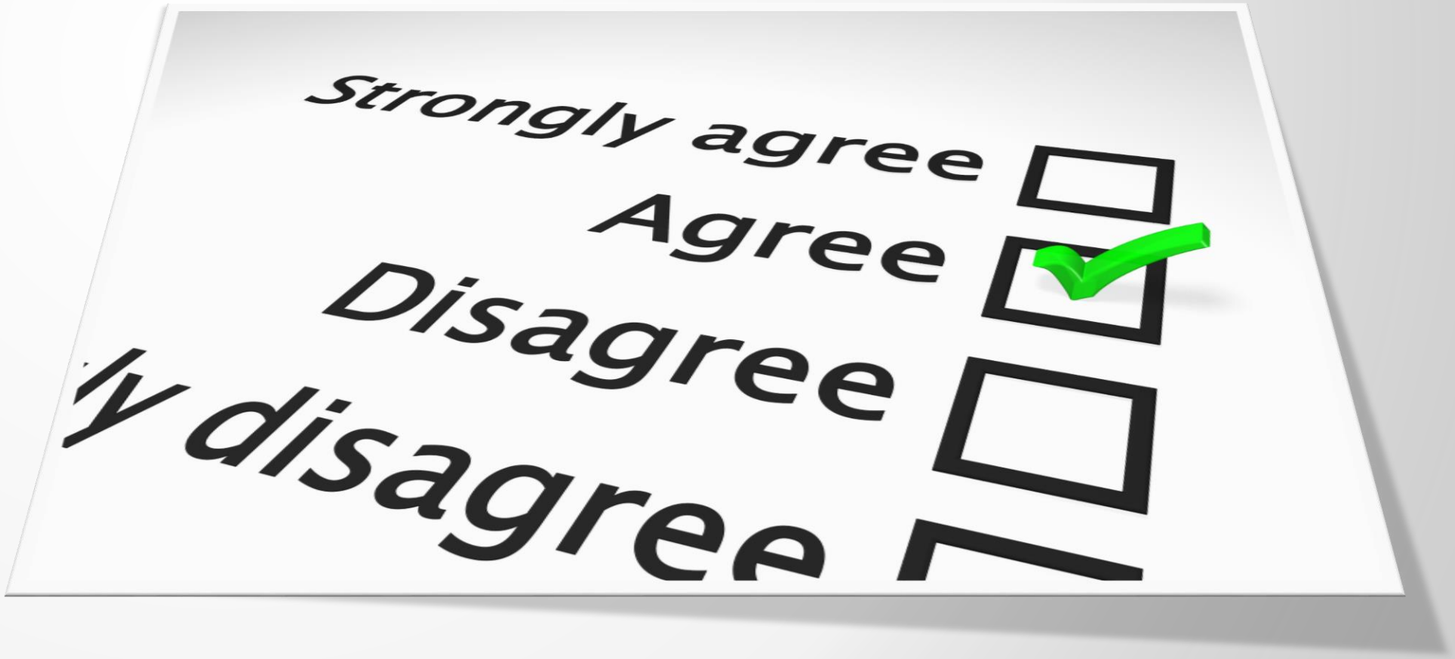

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