

Walk-in Slide: AU 2014 Social Media Feed

1. Click on the link below, this will open your web browser

<http://aucache.autodesk.com/social/visualization.html>

2. Use “Extended Display” to project the website on screen if you plan to work on your computer. Use “Duplicate” to display same image on screen and computer.

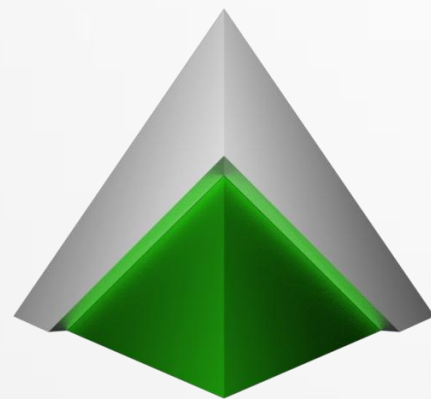
V5194-L - Integrating Water Elements and Fountains into Architectural Renderings Using Particle Flow

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Thank You



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TECHNOLOGIES

Class Summary

Many architectural structures incorporate a water feature as a prominent visual component of the structure. This exciting class explains how to implement 3ds Max Particle Flow for architectural use. This class takes you through the creating water fountains, waterfalls, and other water features architects like to use. We will cover creating particle flow networks to simulate water flow and using space warps to affect the motion of the particles. We will also cover the point cache and particle rendering.

My Story...

- **Trainer / Instructor**
 - Teaching 3ds since 3D Studio DOS Release 3.
 - Autodesk Certified Instructor since 1998.
 - Trainer – The 3D Professor (3ds Max / Maya / AutoCAD)
- **Business Owner**
 - Started Spectralight Images, LLC, 1984
 - The 3D Professor, 2003, Instructor led training
 - Spectra3D Technologies, 2014, Stratasys sales
 - Graduated BASE Incubator after 4 years in 2014
 - Business development / coaching volunteer



Learning Objectives

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

- Create a Particle Flow
- Work with space warps
- Edit Particle Flow events
- Cache particles using a Cache operator
- Create an animation preview
- Setup and render using Mental Ray

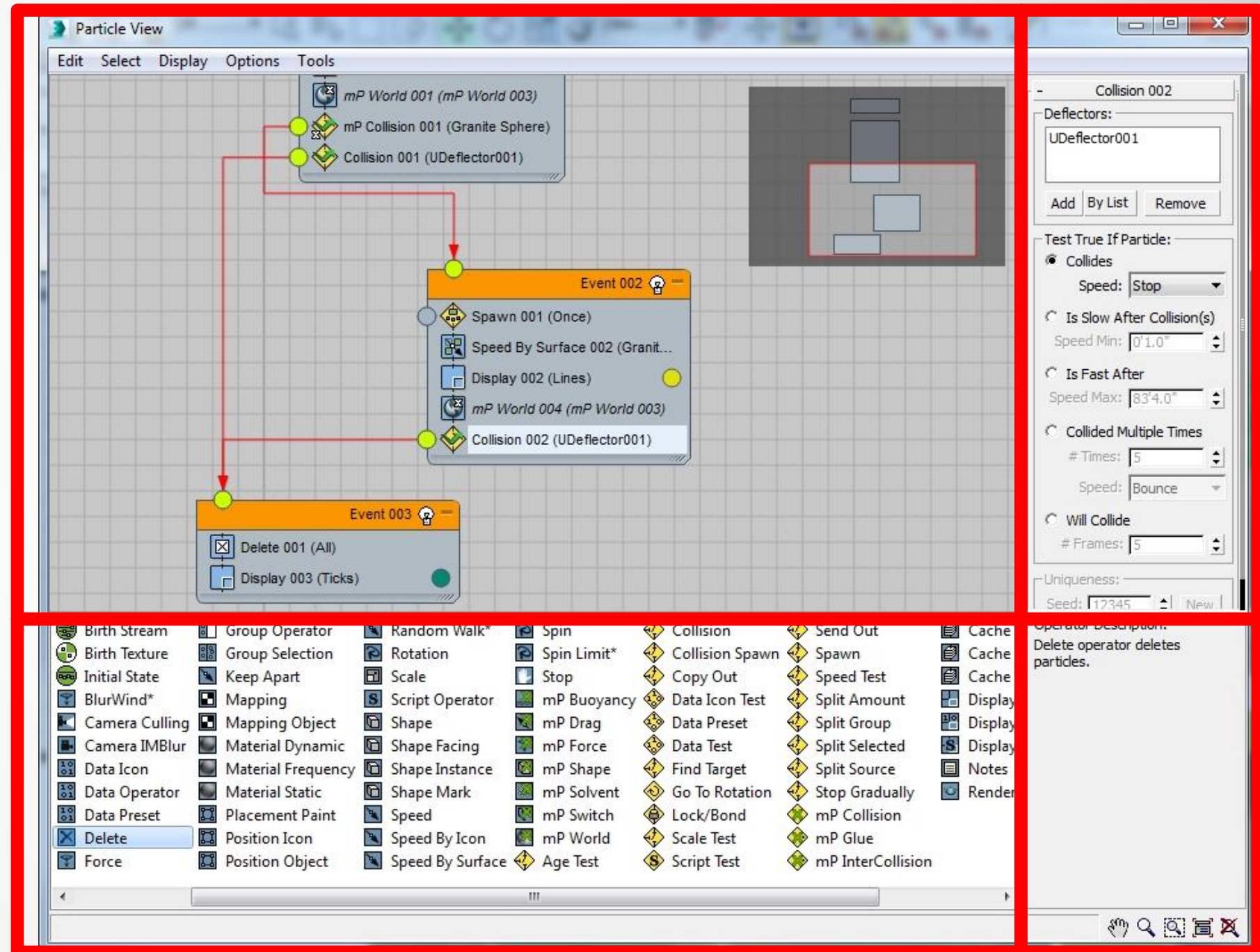


Particle Flow Explained



Particle Flow Explained

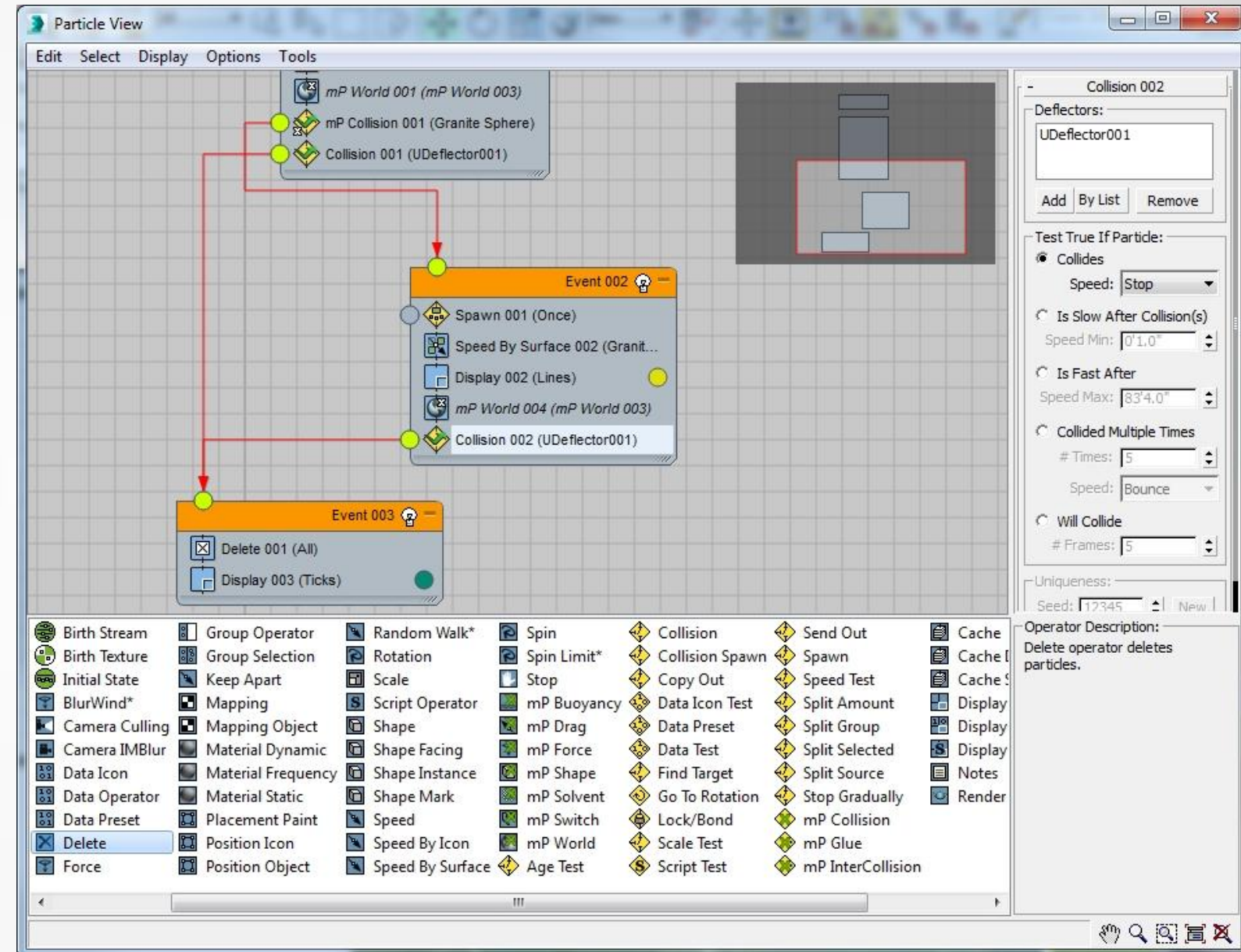
- Particle Flow
 - Event driven
 - Particle View interface
 - Event display
 - Depot
 - Parameters
 - Description



Particle Flow Explained

■ Particle view

- Operators
- Tests
- Flows

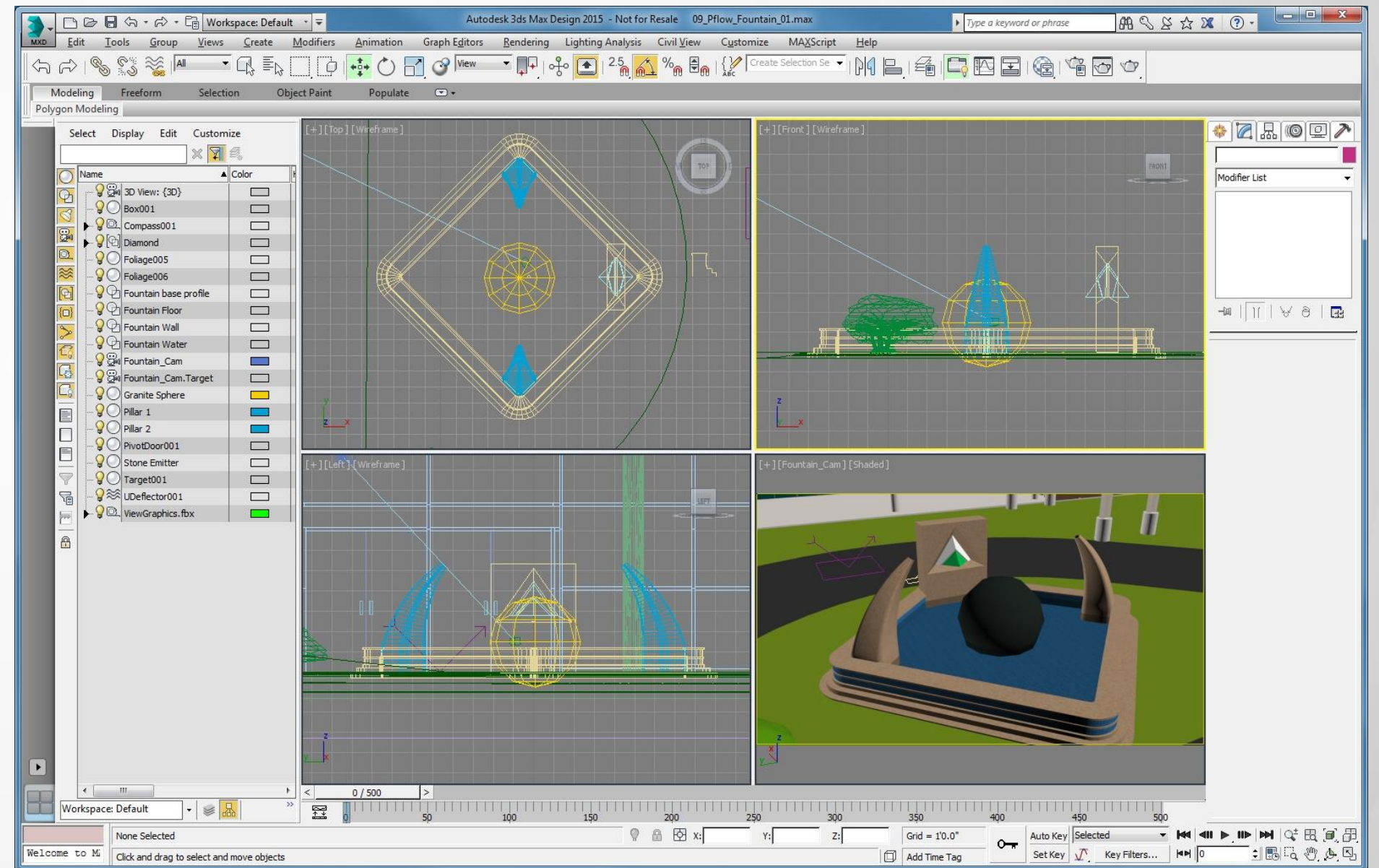


Setting up the scene



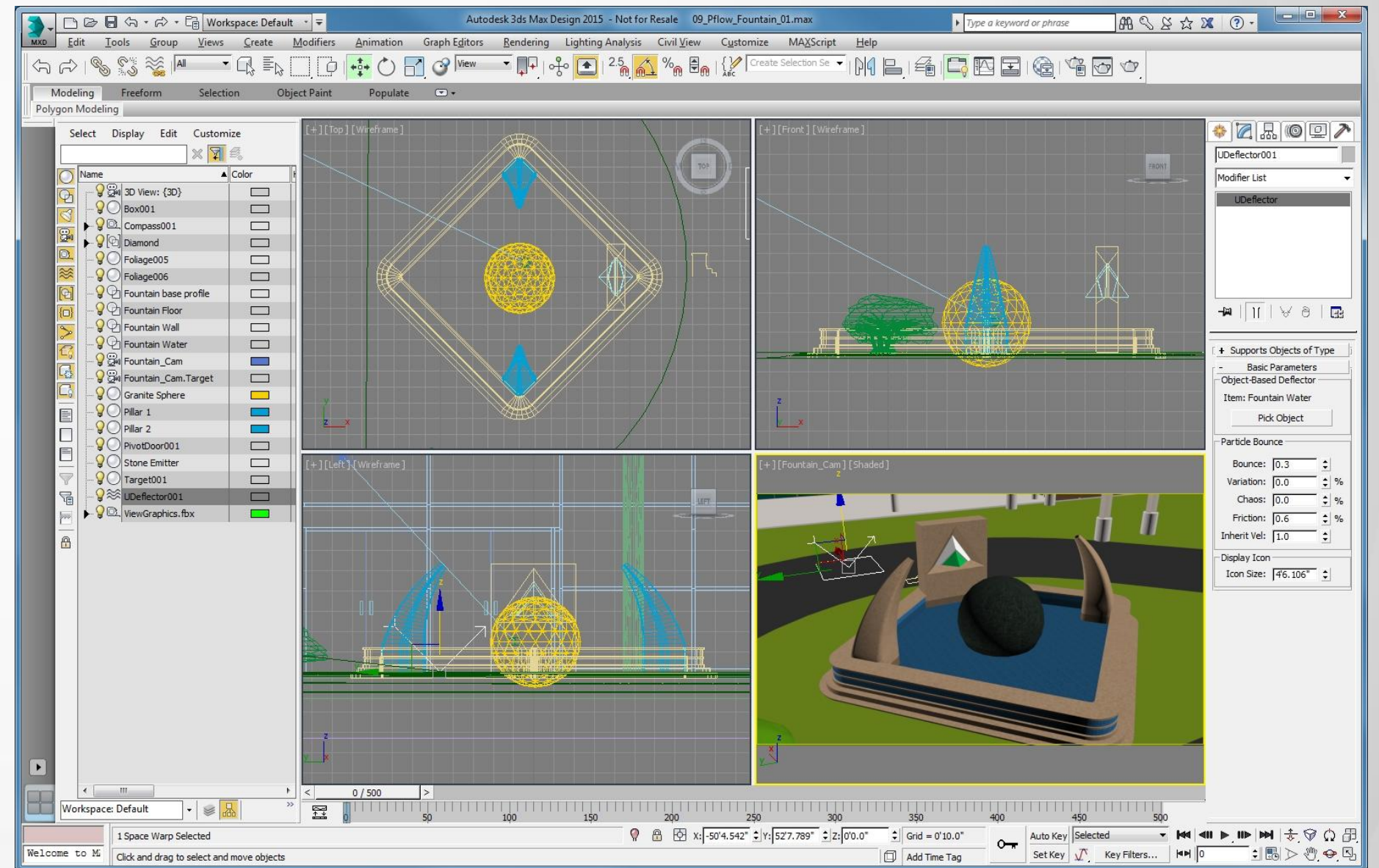
Setting up the scene

- Determine particle system function



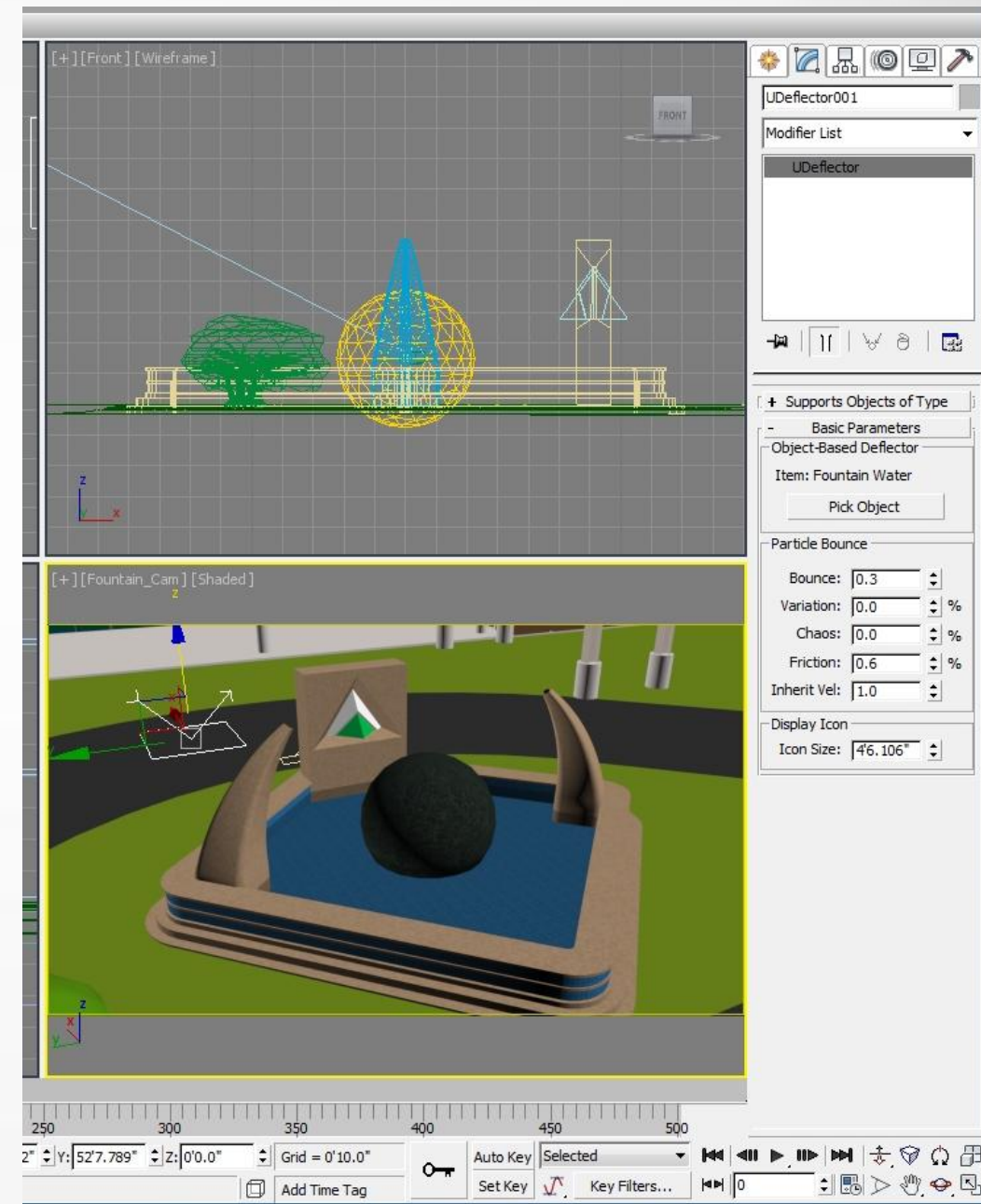
Setting up the scene

- Adding Space Warps
 - Deflectors
 - Universal deflector



Setting up the scene

- Editing Space Warps
 - Deflector parameters
 - Bounce
 - Friction

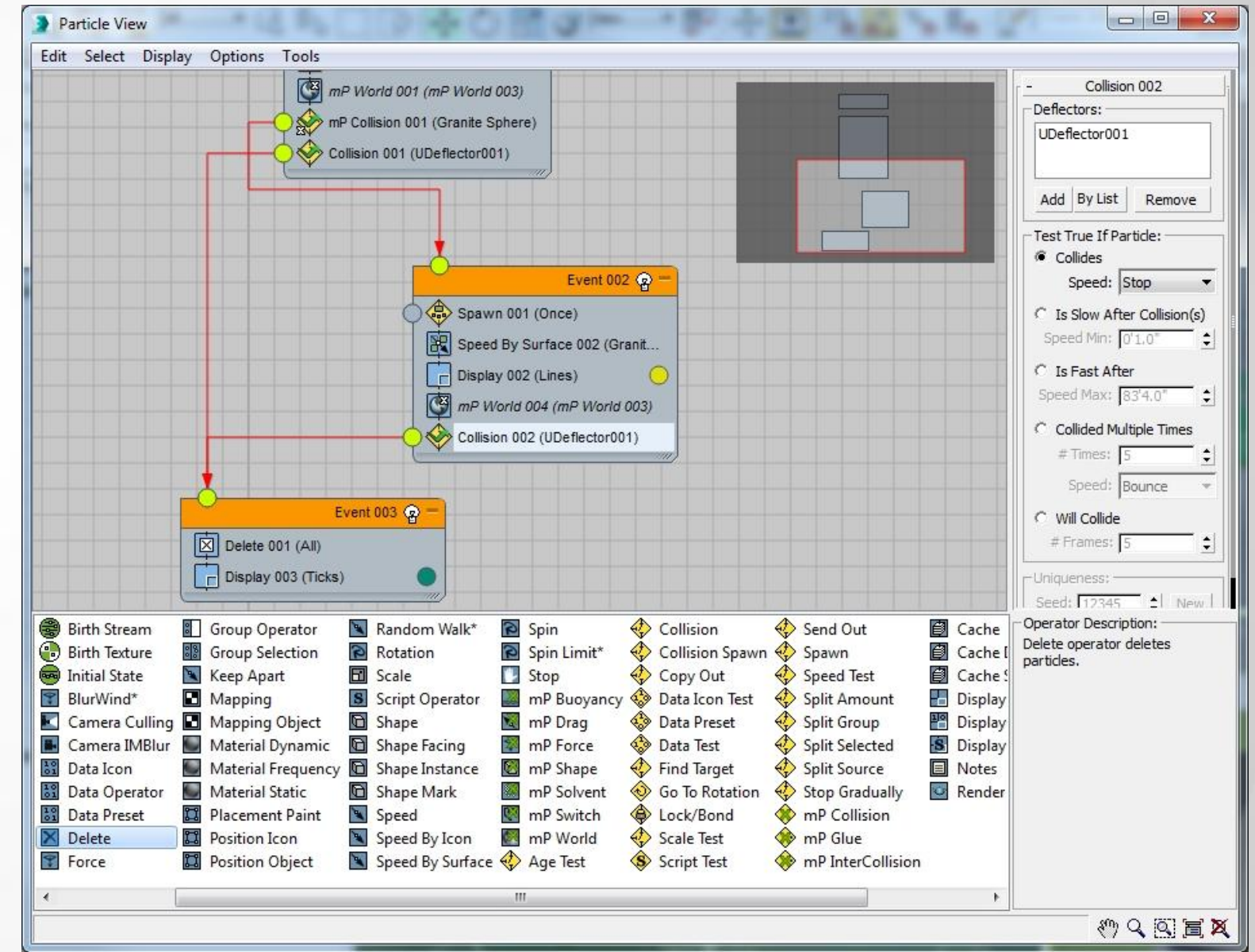


An aerial perspective of a cityscape featuring a large bridge crossing a wide river. The bridge has a rainbow-colored particle flow simulation line running along its length. The city skyline in the background includes several tall skyscrapers and a large stadium. The foreground shows green grassy areas with trees and a small landscaped garden. The sky is a clear blue.

Creating the Particle Flow

Creating the Particle Flow

- Adding a Pflow source
- Setting up events
 - Adding forces
 - Configuring a collision spawn test
- Setting particle shapes

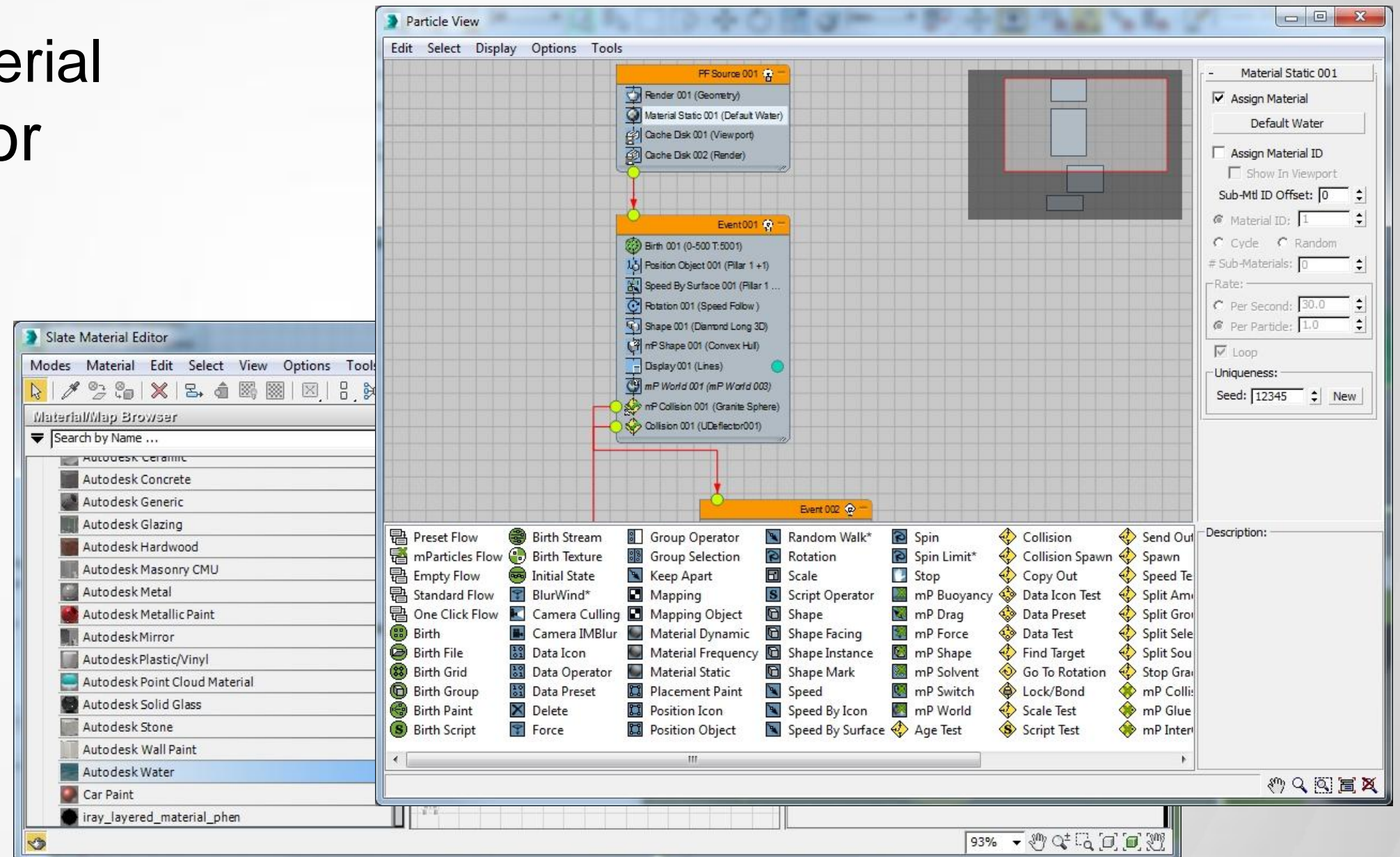


Applying Materials



Applying materials

- Choosing an appropriate material
 - Autodesk Water Material
- Material Static operator
- Operator Placement

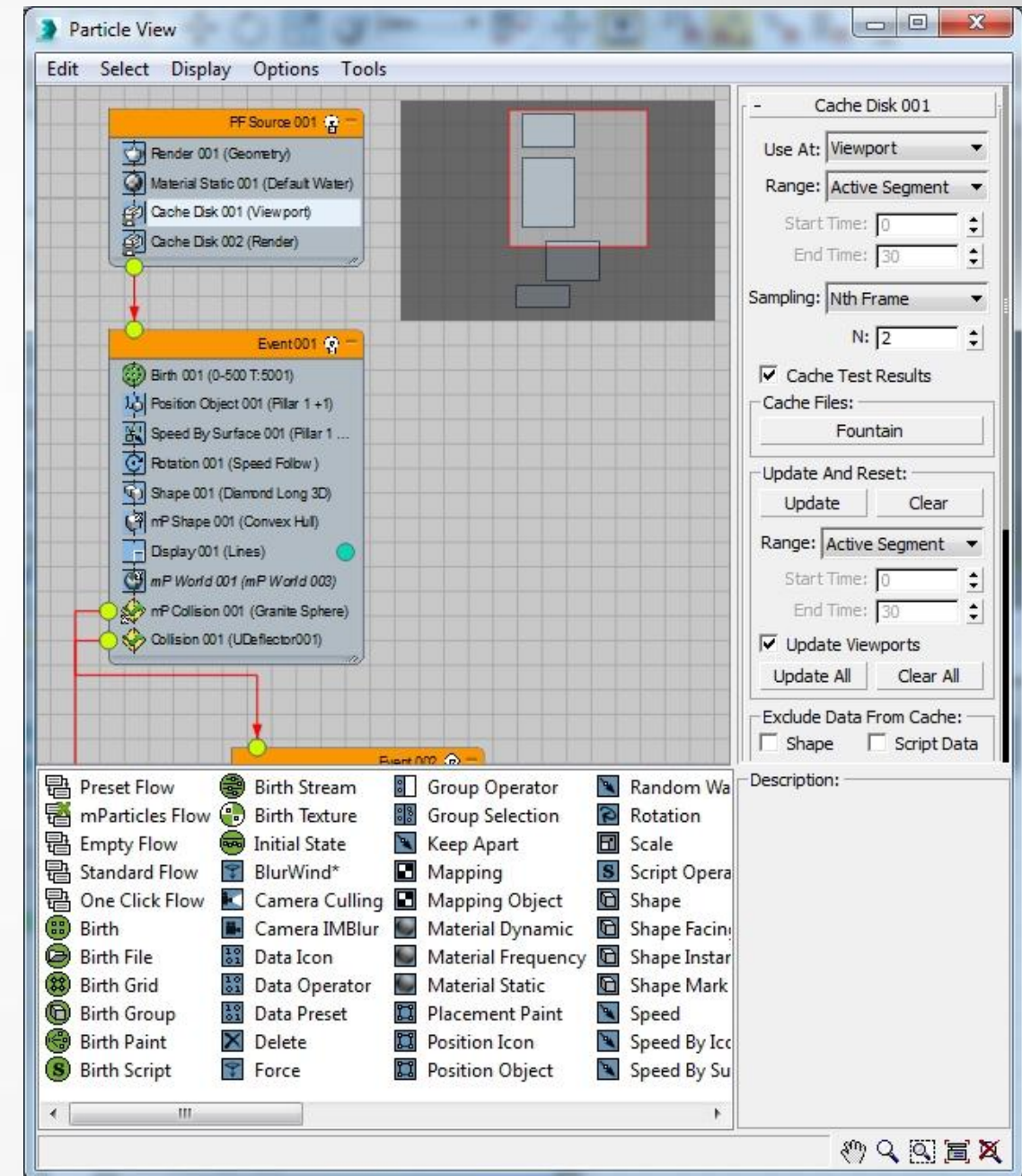


Caching the Particles



Caching the Particles

- Particle Cache
 - Increases Pflow efficiency
 - Scrub Timeline
 - Render Efficiently
- Add a Cache Disk operator



Previewing and Rendering the Fountain



Previewing and Rendering the Fountain

- Creating a preview rendering
 - Viewport preview
 - Mental Ray rendering setup
 - Incorporating motion blur



Session Feedback

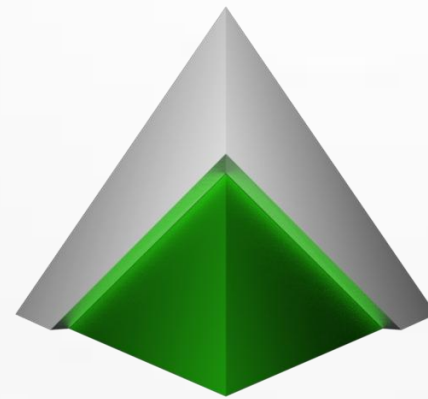
- Via the Survey Stations, email or mobile device
- AU 2014 passes given out each day!
- Best to do it right after the session
- Instructors see results in real-time



Thank You



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A group of four young professionals (three men and one woman) are jumping joyfully in a modern office space. They are all smiling and have their arms raised. The office has a brick wall, large windows, and a desk with a computer monitor in the background. A blue banner with the word 'DESIGN' and 'ERING' is visible on the left side of the image.

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