

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.

Using 3ds Max® Design, Revit®, and iray® to Render Compelling Photographic Scenes

Steven Schain - Spectra3D Technologies - President

Tod Stephens - NexGenViz LLC - President

Class Summary

This Class introduces designers to the real world use of and best practices for rendering Revit models using 3ds Max and Iray. Learn key techniques for working with Revit models inside of 3ds Max, and what it takes to render photographic quality images using Iray. Explore the creation and application of Autodesk Library materials to quickly create accurate surface textures. Utilize the daylight lighting system to simulate outdoor lighting. This class will introduce the use of traditional architectural photographic techniques and composition to create compelling images. Learn how to control the camera through the use of composition techniques like the rule of thirds and diagonals. Use 3ds Max exposure controls to adjust the scene exposure and set up and render using the Iray renderer. See how you can get ahead of the competition by creating visually compelling, photorealistic renderings using photographic compositions and Iray.

About the Instructors



- Steven Schain
 - Teaching 3ds since 3D Studio DOS Release 3.
 - Autodesk Certified Instructor since 1998.
 - Trainer – The 3D Professor (3ds Max / Maya / AutoCAD)
- Business Owner
 - Spectralight Images, LLC, 1984
 - [Spectra3D Technologies](#), 2014, 3D Printer sales, Instructor Led Training, Design Consulting
 - Graduated BASE Incubator after 4 years in 2014
 - Business development / coaching volunteer

About the Instructors

- Tod Stephens

- Owner – NexGenViz LLC (3ds Max / Revit / Inventor implementation, customization and training)
- Autodesk Certified Instructor: Revit and 3ds Max
- Autodesk Advanced Specialist: MEP Systems and Process Plant
- BS Electrical Engineering, MS Education and Technology
- Part of a team that was recently awarded a US Patent for a virtual chewing simulation tool for use in the Dentistry field

Learning Objectives

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

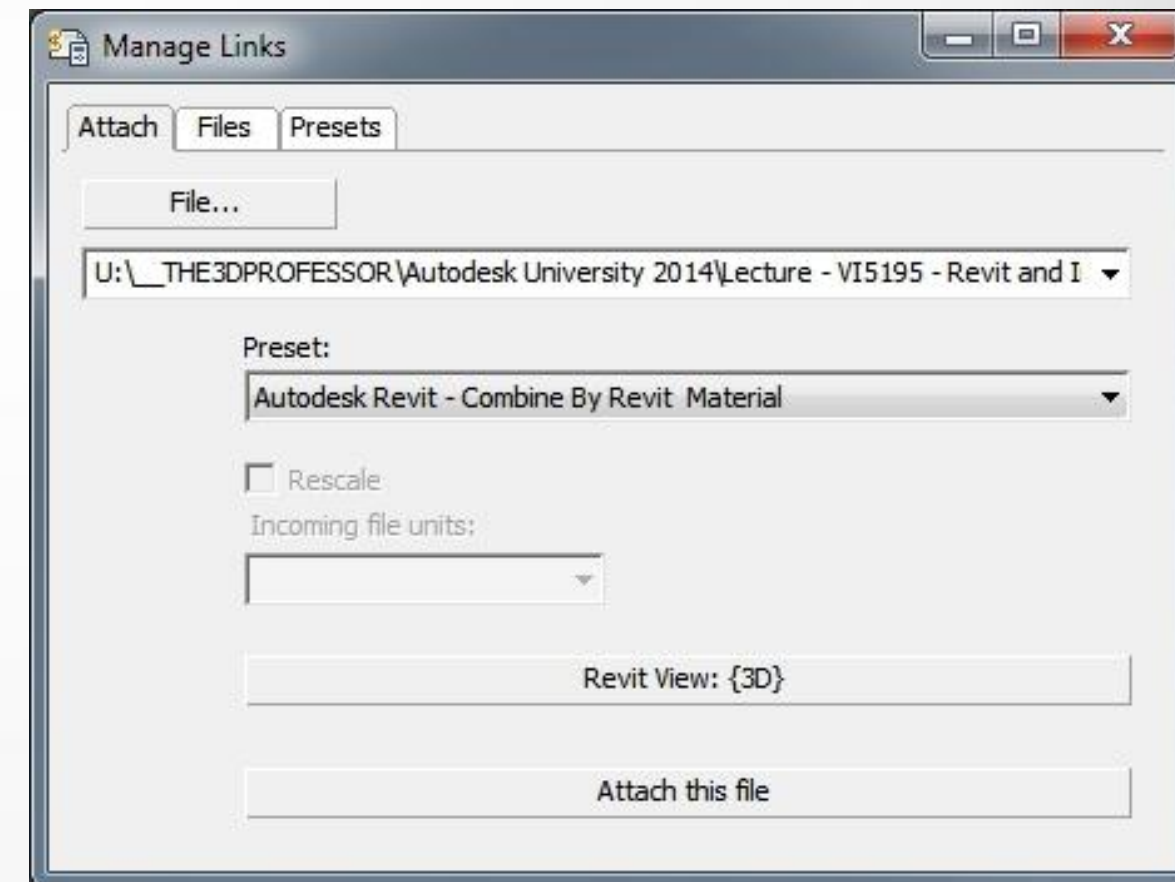
- Learn how to successfully link to a Revit software model from within 3ds Max 2015 software.
- Learn how to edit and apply the Autodesk library materials to a model.
- Learn how to create and configure the daylight system, and learn how to place cameras using the rule of thirds and diagonals to create compelling images.
- Learn how to adjust scene exposure to establish the optimum light levels and render a scene using the iray renderer.

Linking the Revit file



Linking the Revit file

- Linking to a Revit model
- Preset options

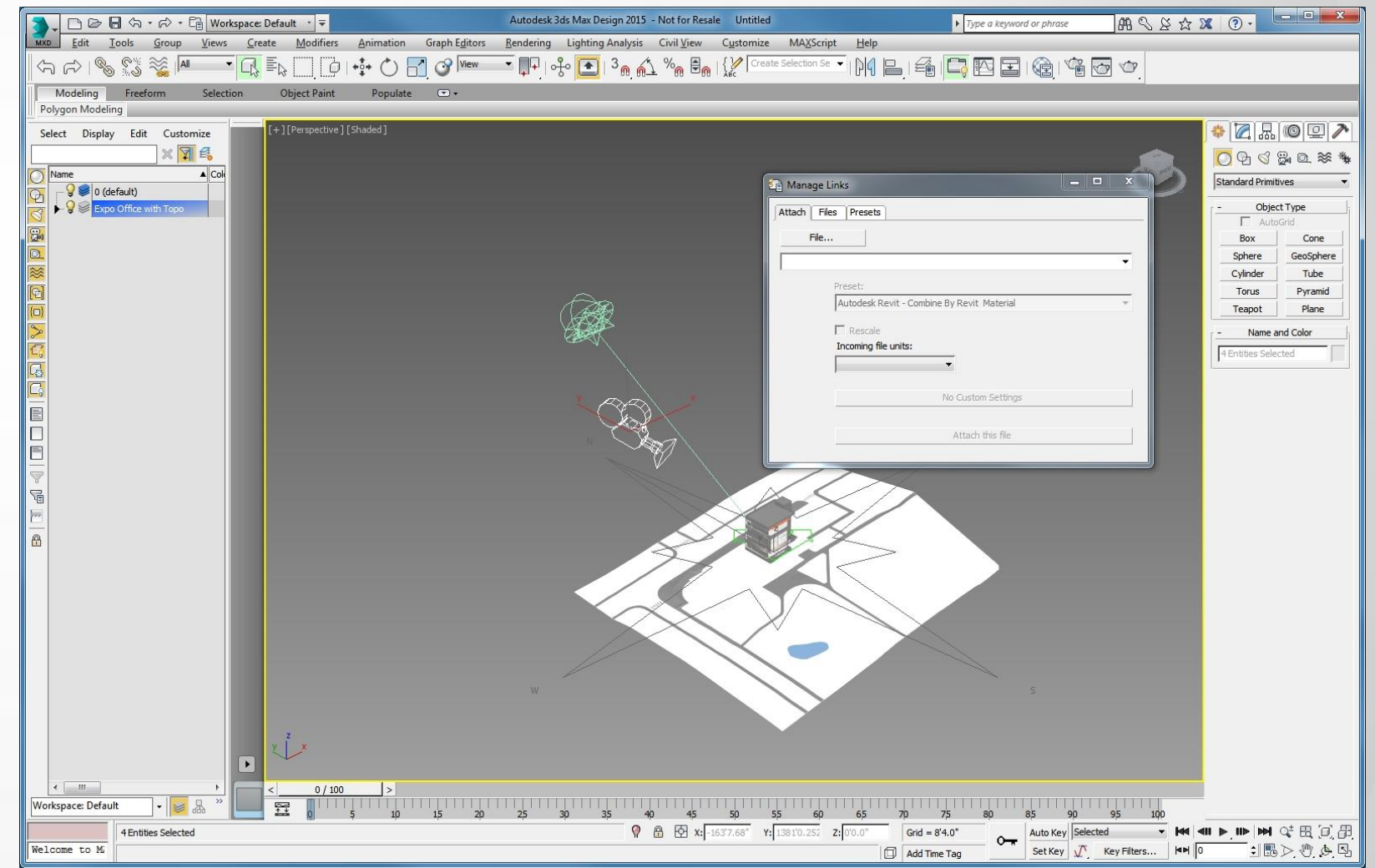


Scene Preparation and Cleanup



Scene Preparation and Cleanup

- Cleaning the linked model
 - Removing RPC helpers
 - Removing interior lights
 - Removing unused cameras
 - Changing object colors



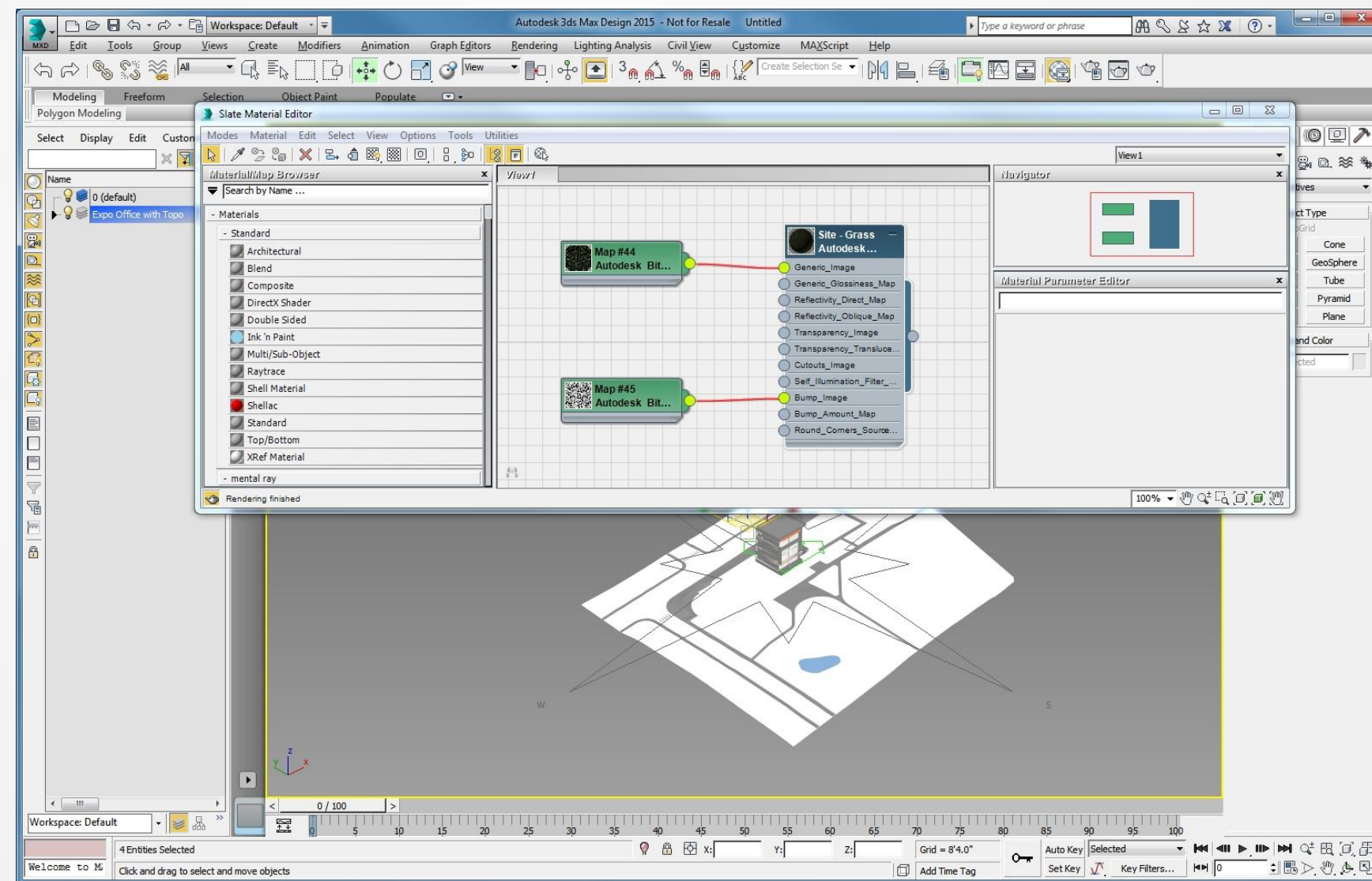
An aerial perspective of a cityscape. In the foreground, a multi-lane bridge with a rainbow-colored light strip along its edge spans a wide river. A red sports car is driving on the bridge. The riverbanks are landscaped with green grass, trees, and small garden beds. In the middle ground, a large, circular stadium with a white roof is visible. The background features a dense urban skyline with various skyscrapers under a clear blue sky.

Using Autodesk Library Materials



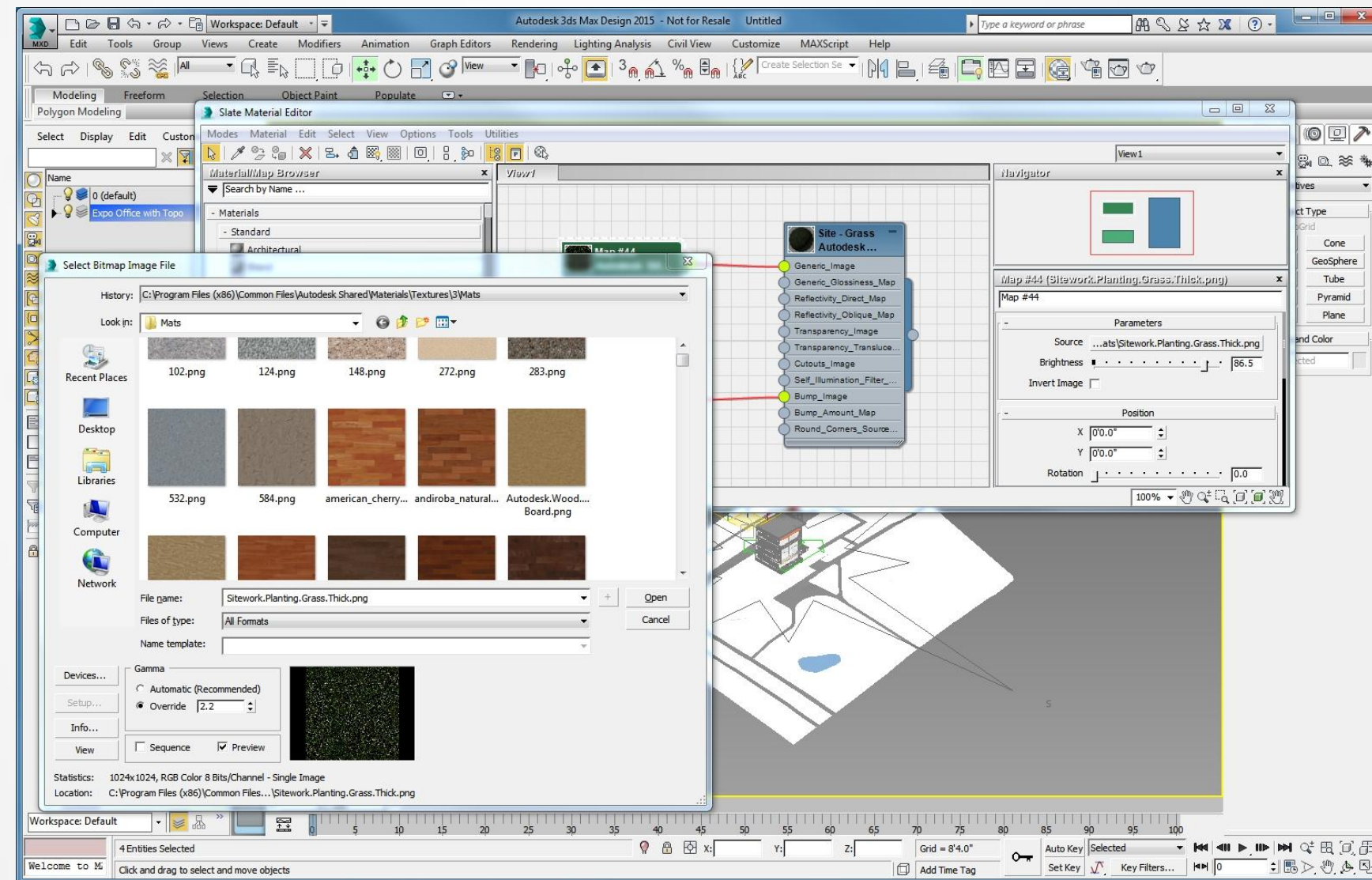
Using Autodesk Library Materials

- Selecting existing materials



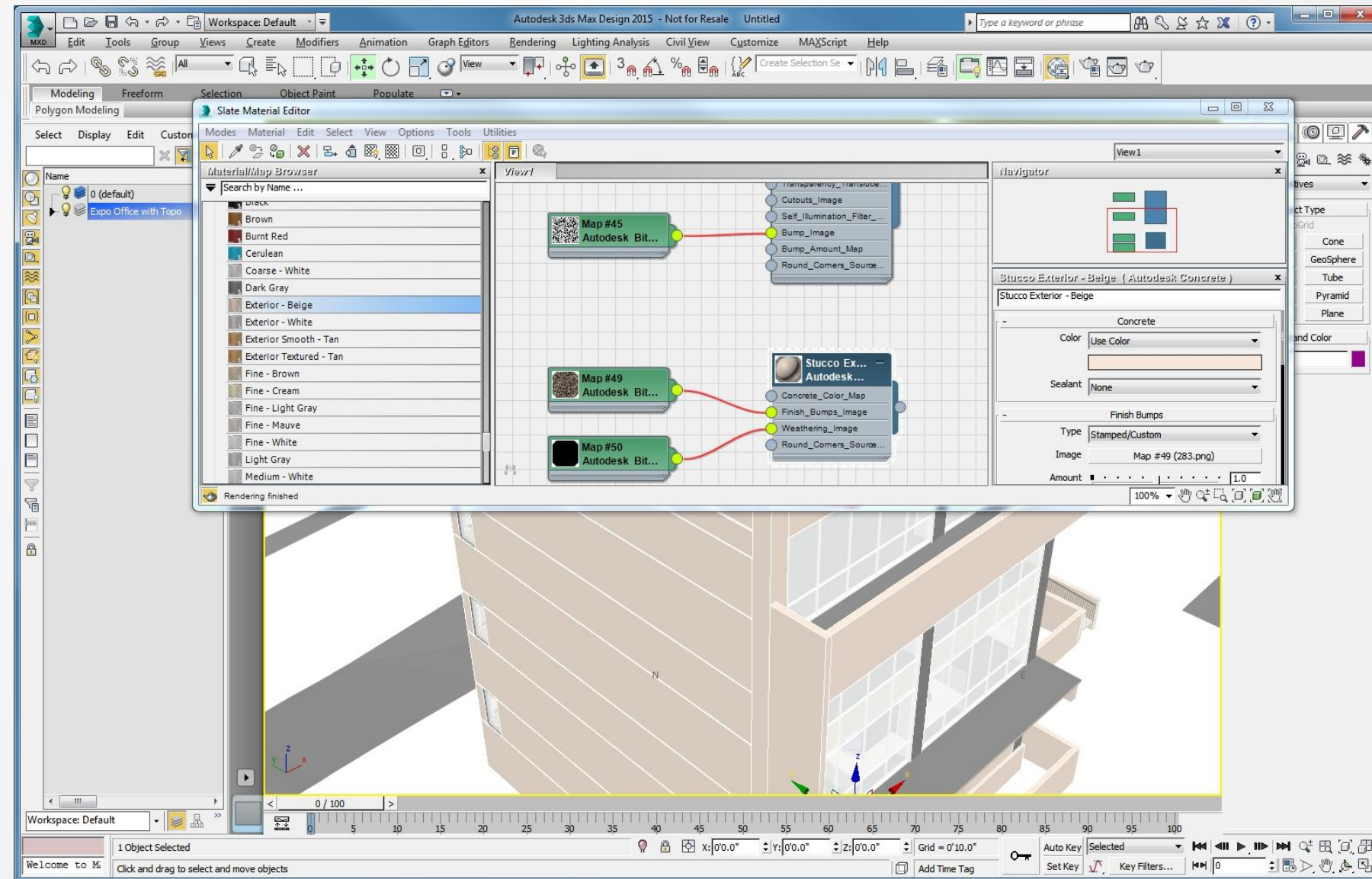
Using Autodesk Library Materials

- Editing existing materials



Using Autodesk Library Materials

- Assigning new materials



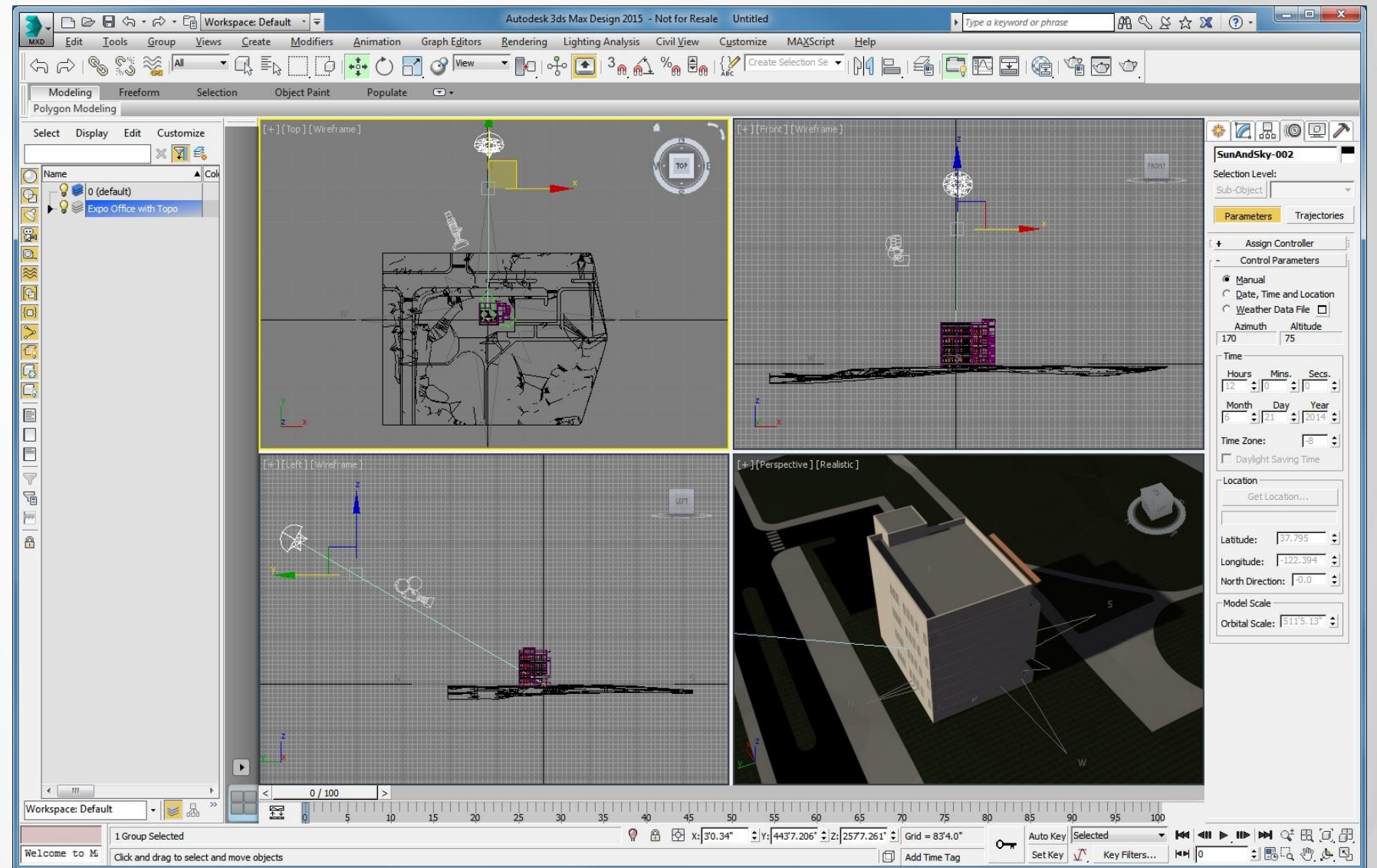
An aerial perspective of a city skyline, likely Chicago, featuring a prominent bridge crossing a river. The bridge has a rainbow-colored line along its edge. In the foreground, there's a green park area with trees and a small pond. The background shows a dense urban landscape with various skyscrapers under a clear blue sky.

Working with the Daylight System



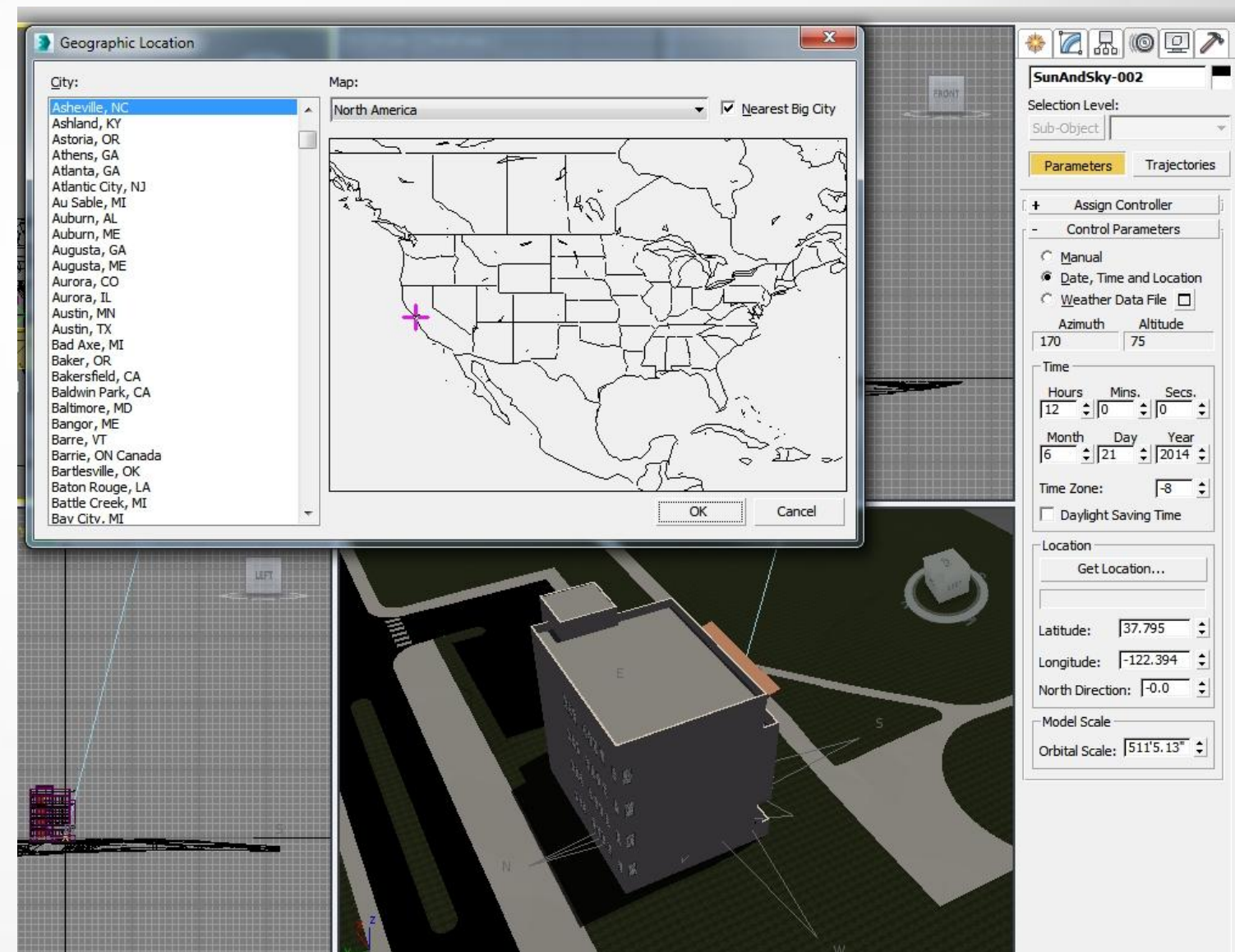
Working with the Daylight System

- Introduction to the Daylight system
 - Sunlight and Skylight



Working with the Daylight System

- Modifying the Daylight system
 - Changing the time, date and location
 - North direction

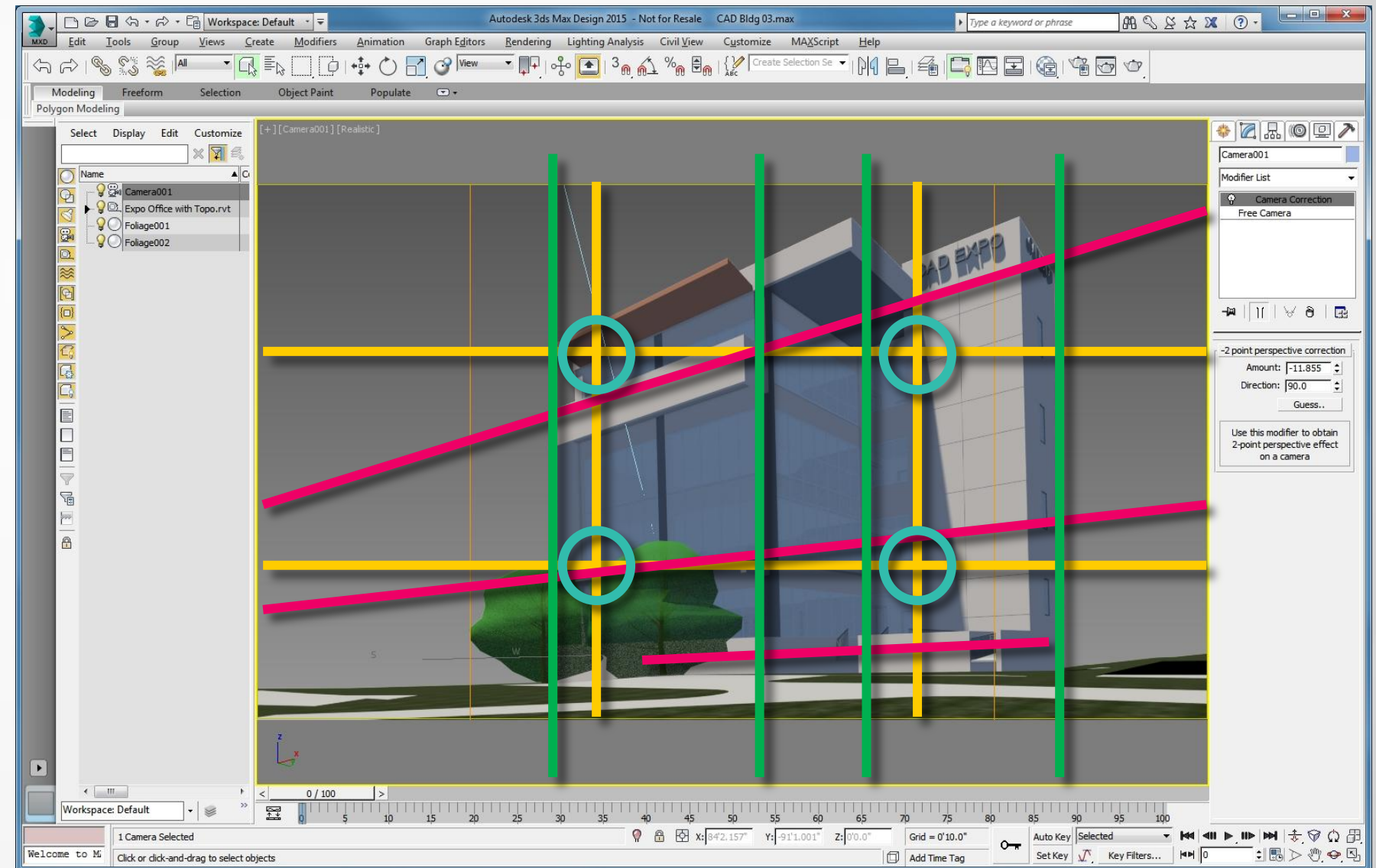


Establishing a Point of View



Establishing a Point of View

- Composition basics
 - Rule of thirds
 - Diagonals
- Camera correction

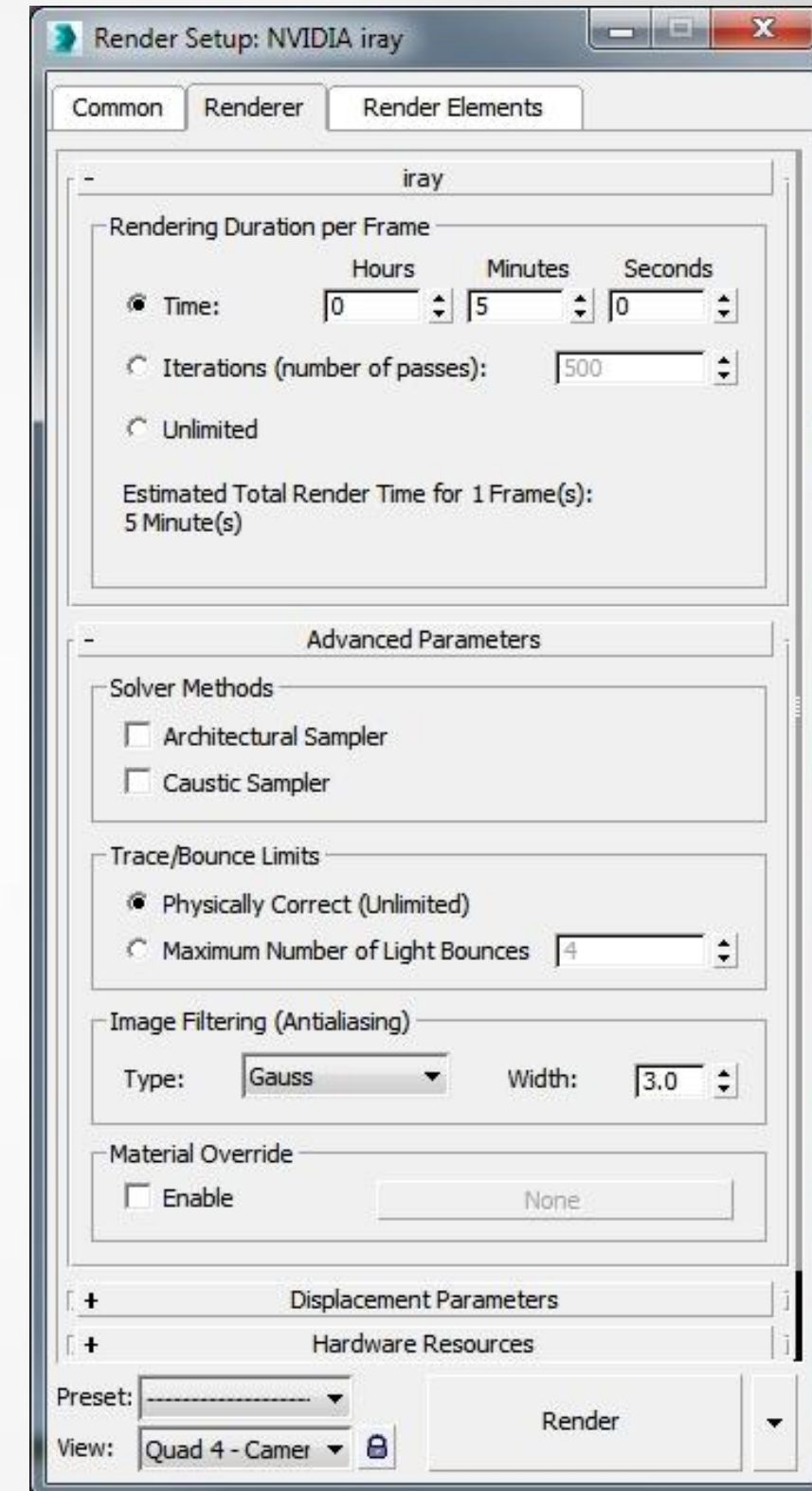


Rendering the scene



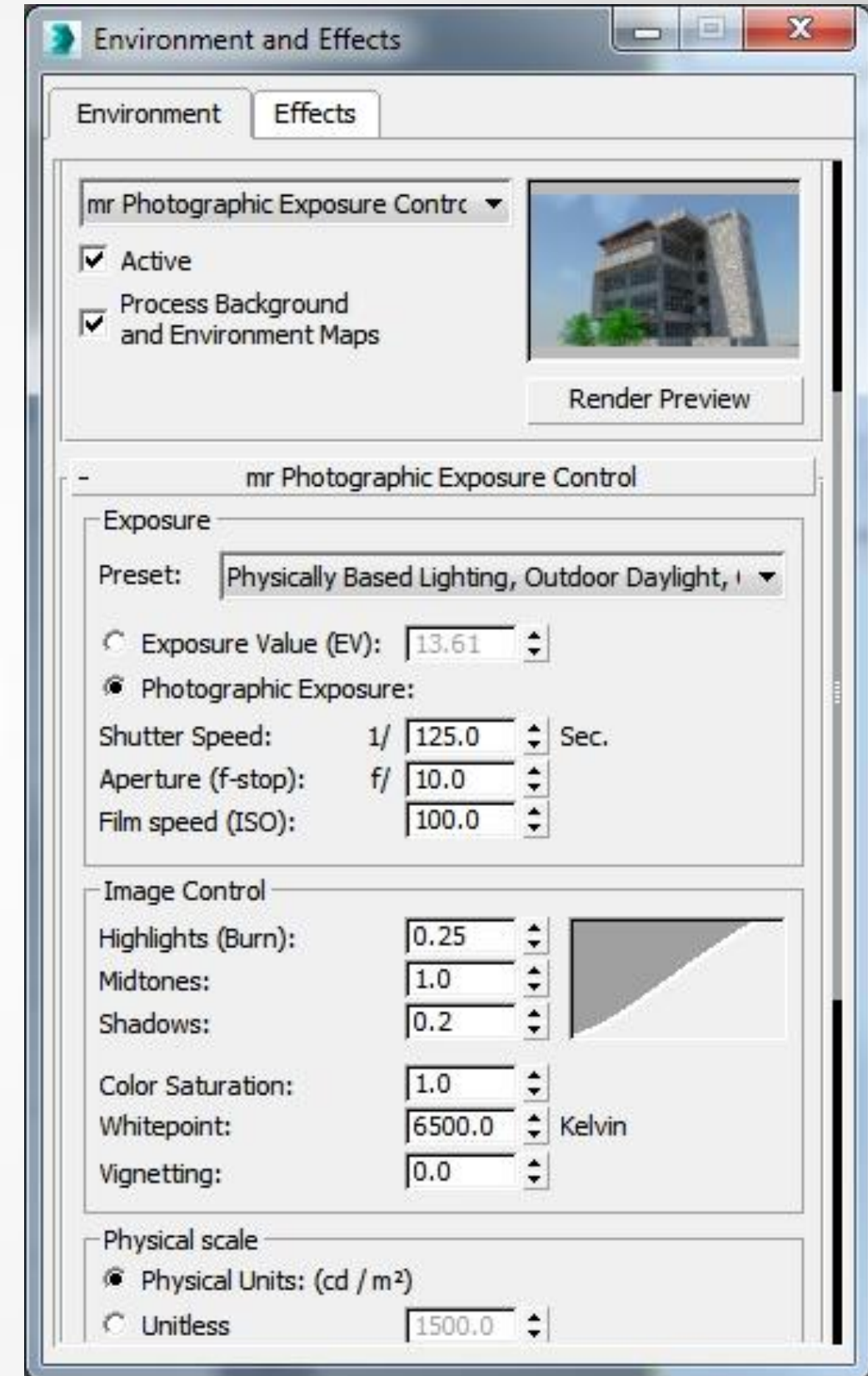
Rendering the Scene

- Configure the renderer
- Iray
 - Physically accurate lighting
 - Image quality improves over time



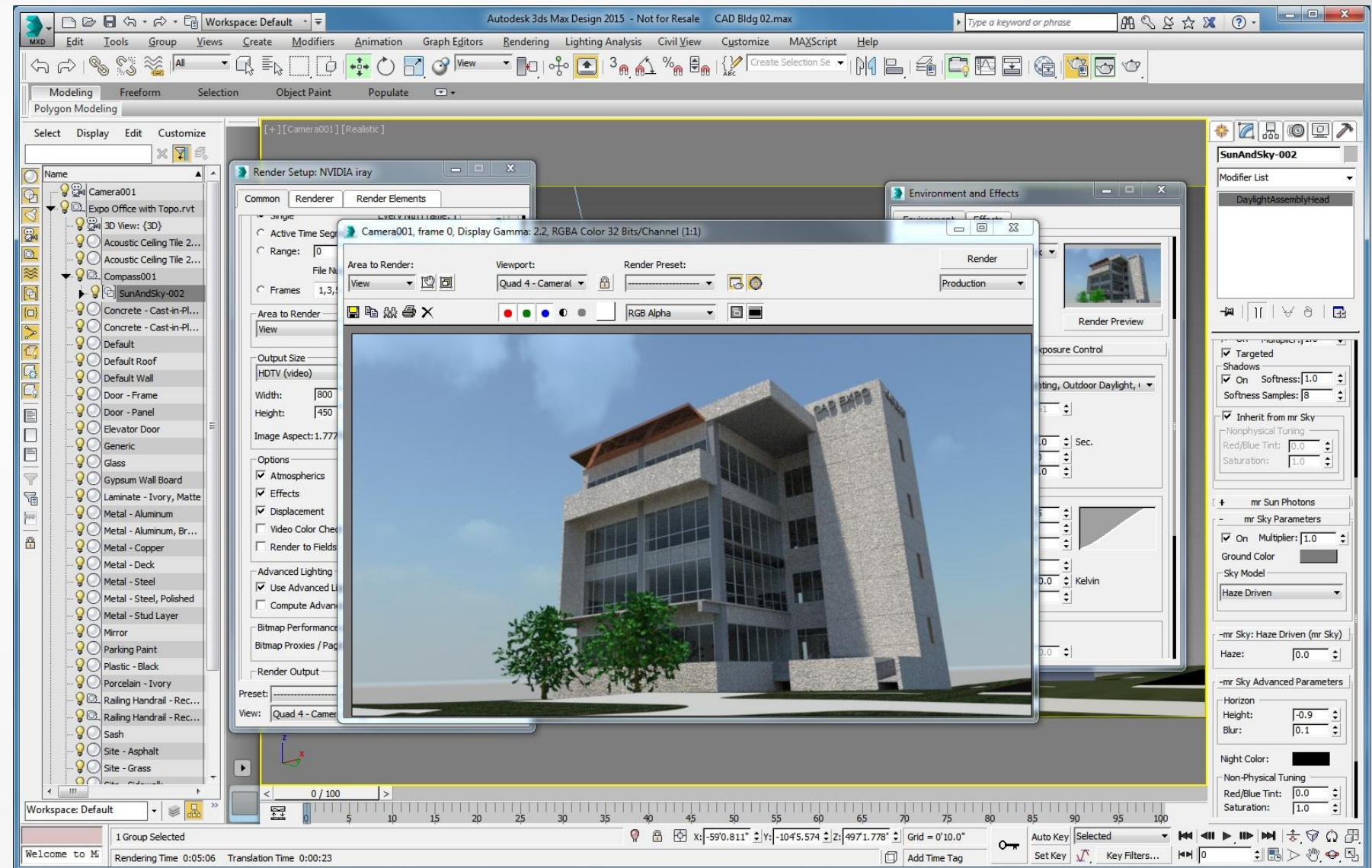
Rendering the Scene

- Adjusting Scene Exposure
- Mr Photographic Exposure Control



Rendering the Scene

- Rendering the final image



An aerial perspective of a cityscape. In the foreground, a multi-lane bridge with a rainbow-colored line along its edge spans a wide river. A red car is visible on the bridge. To the right of the river, there's a green park area with a blue oval field and some trees. In the background, a large stadium with a circular roof is visible, surrounded by various city buildings and skyscrapers under a clear blue sky.

Automating with MAXScripting



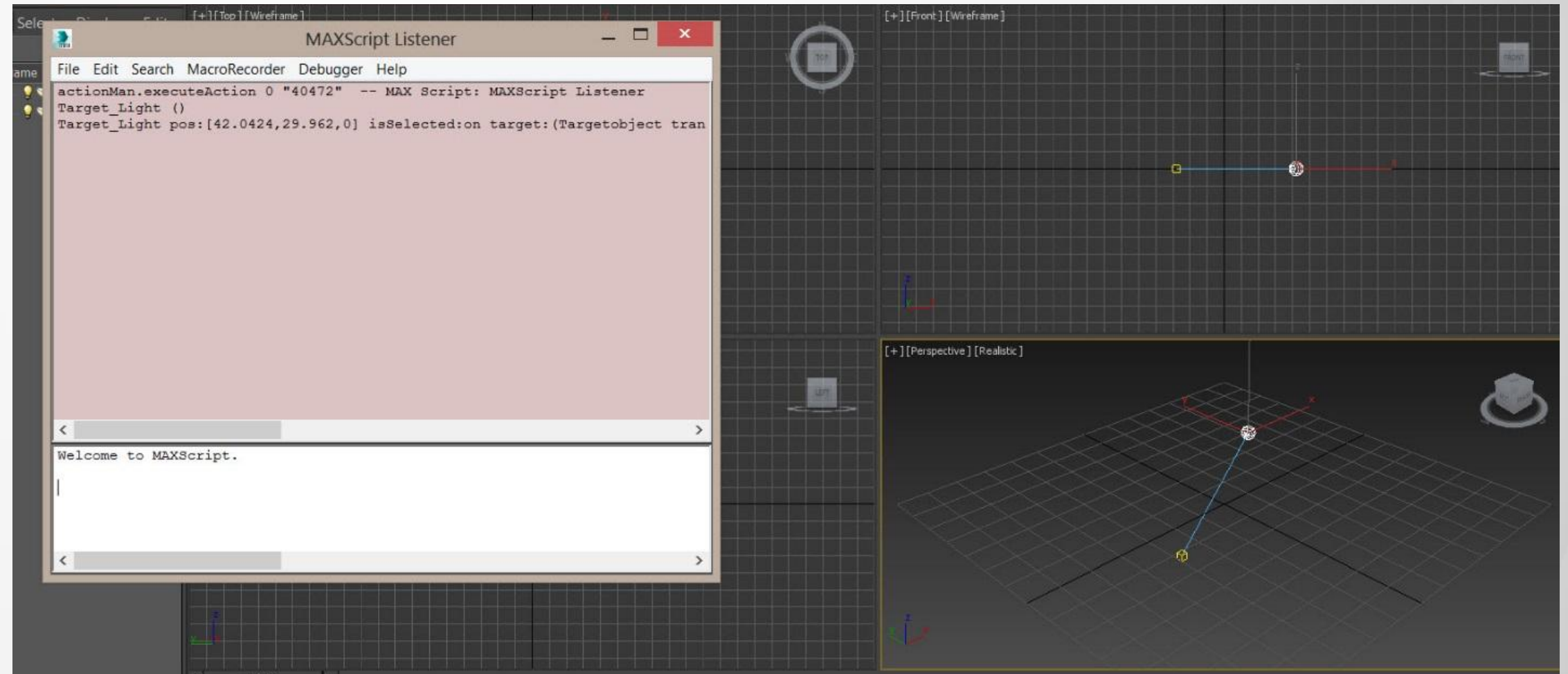
Maxscripting

- Process Automation

MAXScript	Help
New Script	
Open Script...	
Run Script...	
MAXScript Listener...	F11
MAXScript Editor...	
Macro Recorder	
Visual MAXScript Editor...	
Debugger Dialog...	
MAXScript Reference...	

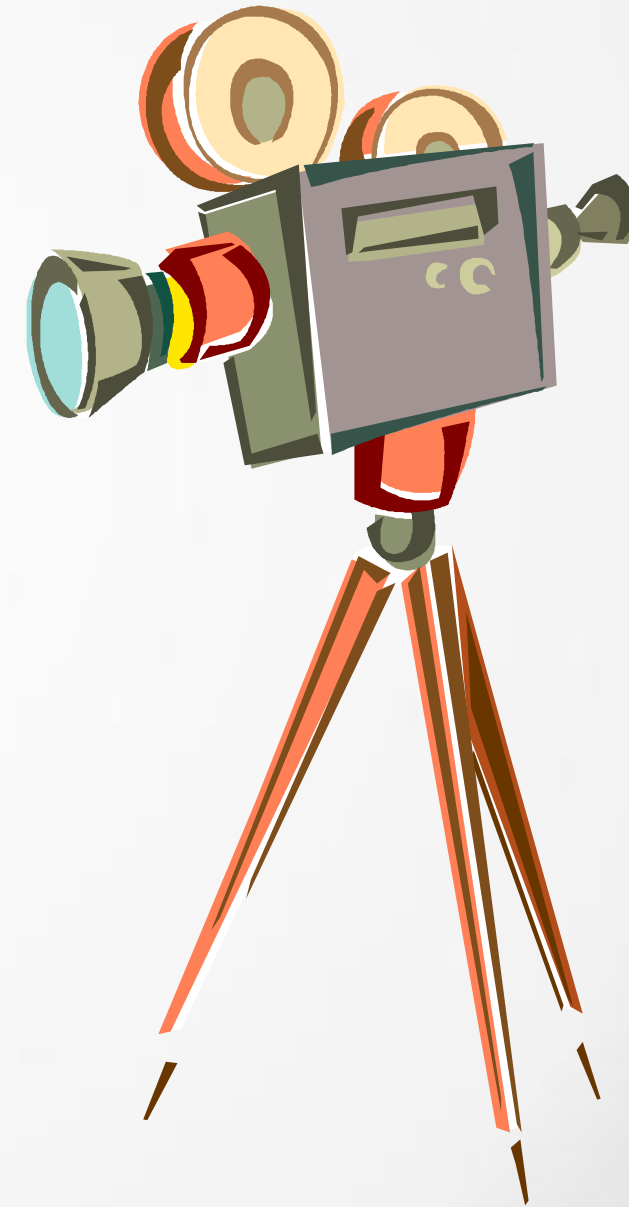
Maxscripting

- Adding additional lighting



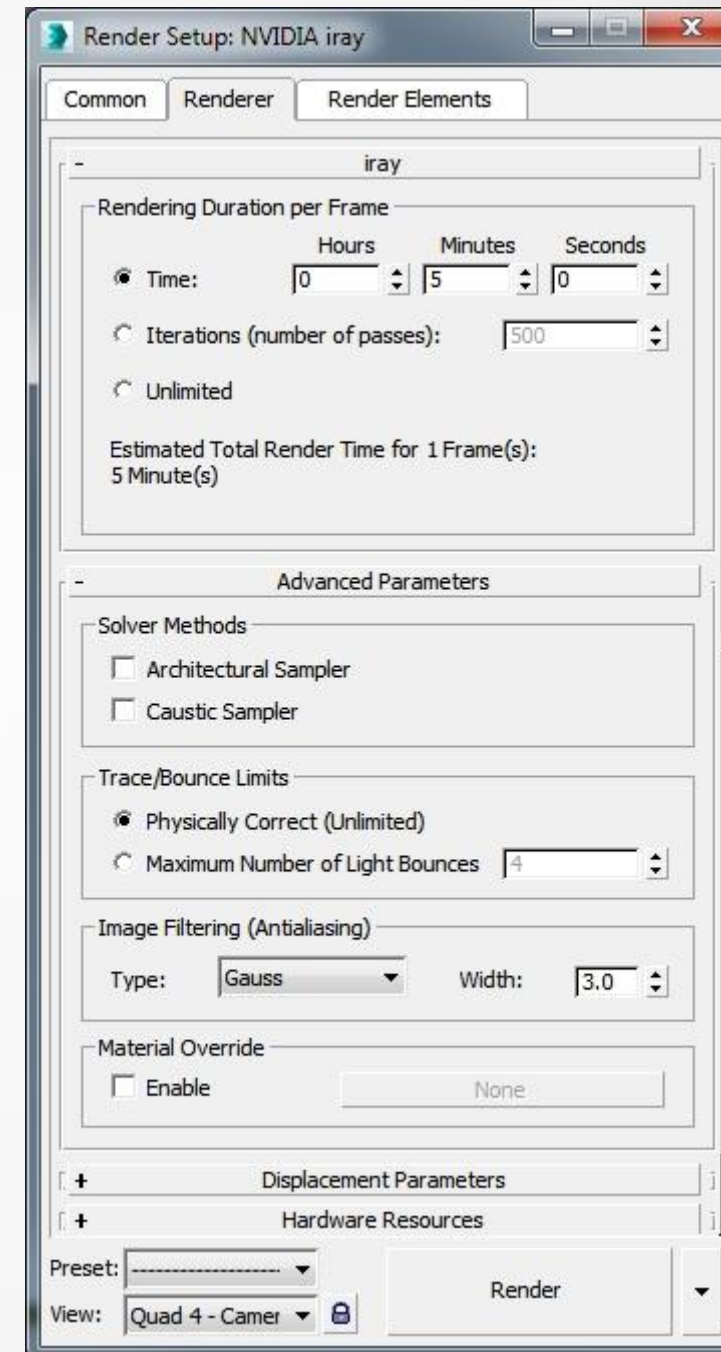
Maxscripting

- Adding Cameras
- Add Free or Target Cameras



Maxscripting

- Render Settings



Thank You



Steven Schain

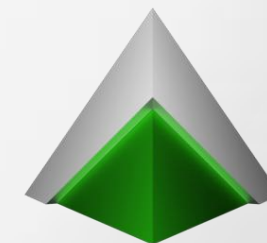
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Spectra3D
TECHNOLOGIES



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







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