

Rendering Fundamentals Practice (Mar 1)

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This is a simple exercise that will give you some practice with the fundamentals of rendering in PhotoWorks.

Download and open the provided SolidWorks part file. The file includes one camera and three lights. The lights are all turned off in PhotoWorks by default. Using this part file, you will create a series of renderings as JPG image files. Each rendering should be made using the "Render to File" command at a resolution of 800x600 or higher. I also recommend setting your the Antialiasing quality to High or Very High (PhotoWorks | Options | Document Properties | Anti-aliasing quality).

- From the "Front closeup" camera:
 - Do one rendering for each solo light (Key only, Fill only, Rim only)
 - Do a rendering with Key and Fill on, and Rim off
 - Do a rendering with Key, Fill, and Rim all on

- Do at least three additional renderings with all three lights on, but changing the material assignment of the "Body" and "Grip" bodies

Important things to remember:

- You turn lights on and off for PhotoWorks through the RenderManager tab, not the FeatureManager. This will be demonstrated in class--refer to the PhotoWorks help if you forget how.
- You should be in the "Front closeup" camera view (right click the camera in the FeatureManager and select "Camera view", or select "Front closeup" from the small menu at the bottom left of the main view area).
- Use Render to File. Do NOT render to screen and take a screenshot.

For additional practice, you might (optionally) try setting up another camera at an alternate viewpoint, and adjust the lights to support the new camera angle.

- Rendering practice model (SWx 2007 SLDPRT)

For this assignment you should end up with at least eight JPEG format rendered images.

Due: Sat, Mar 1