

Writing Instrument, Part 2 (Mar 15, 9:10 am)

Contributed by Ryan Olson
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Part two of the Writing Instrument assignment will be to create a series of PhotoWorks renderings of your design. Please follow these set-up instructions carefully:

- Open your model and go to PhotoWorks | Options. On the Illumination tab, uncheck Enable Indirect Illumination. Click Apply and then Close to exit the PWx Options dialog.
- In the Feature Manager, delete the default Directional1 and Directional2 lights.
- In PhotoWorks | Scene, select Plain White from the Backgrounds -> Plain folder on the left. Click Apply and then Close.
- Make sure that the default Ambient light is turned off in PhotoWorks.

Following the instructions above will get you into a clean, basic rendering environment. After you've done that:

- Set up at least two or three lights to illuminate your model. I recommend using Spot lights in a Key, Fill, and Rim setup as we discussed in class. Remember to check "Lock to Model" in each light's properties so that it moves with the model when you rotate it.
- Set up one or more Cameras directed at the model.
- Assign PhotoWorks materials to the various parts of your model. Remember that it's best to assign materials by Solid Bodies when possible. Note that highly reflective materials may be tricky in this setup, since it's a pure white environment.

Do some low-quality test renderings to your screen to check your setup, and then do at least five final renderings using high anti-aliasing and Render to File. Experiment with different camera angles, materials, and lighting setups. Render to JPEG files of at least 800x600 pixels. All of your renderings should be from a Camera view.

Due: March 15 NOTE: Upload your best rendering to iLearn by 9:10 am. We will look at these renderings during class.