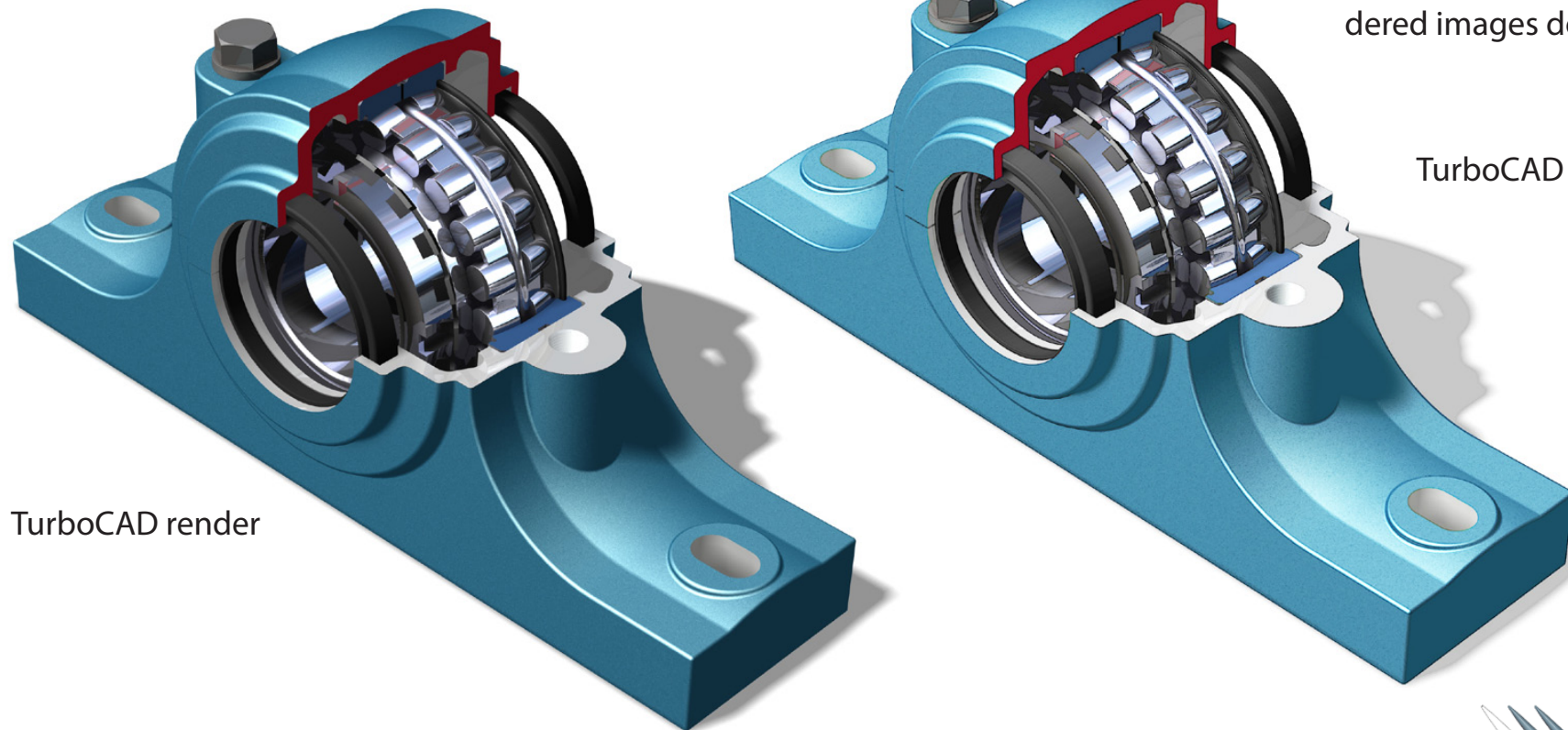


Two of the things that really make a rendering of a mechanical design sing are good lighting and the choice of materials. Who doesn't like Chrome? It really is the pinnacle of cool when one can get it to work. However, getting there requires some technique, some patience, and plenty of time to experiment.

Using some Photoshop enhancements when deemed necessary with post rendered images doesn't hurt either.

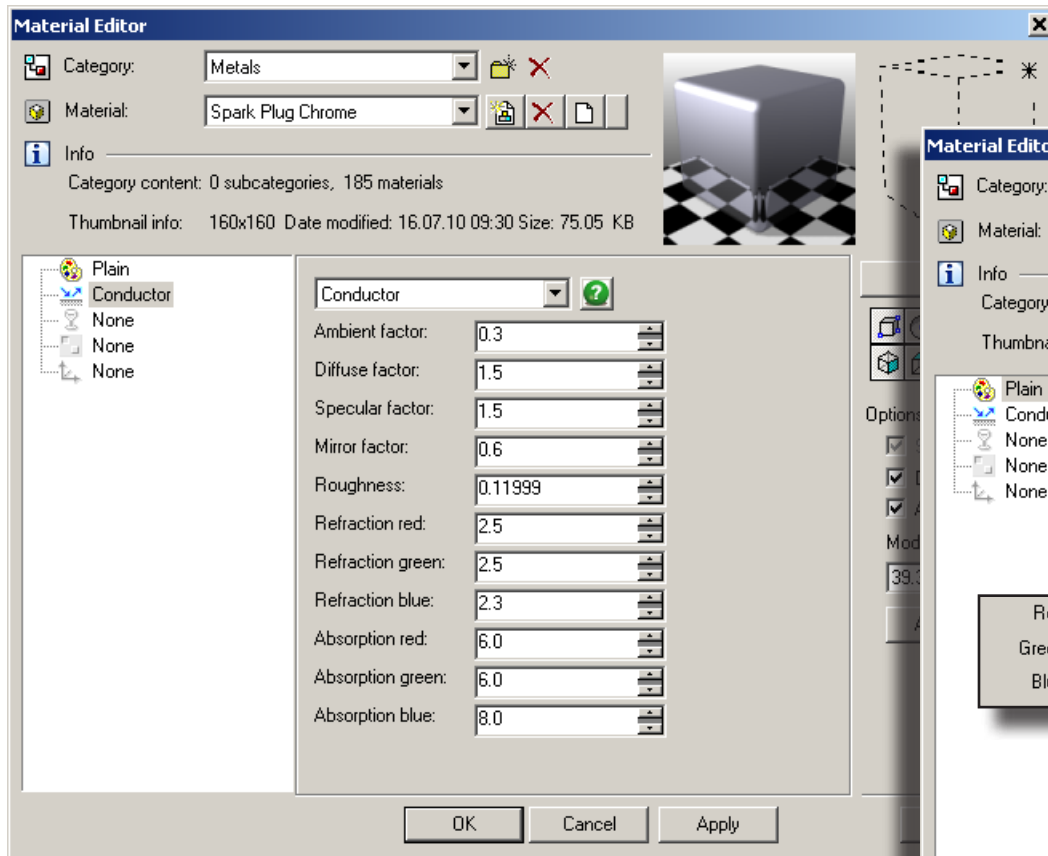
TurboCAD render enhanced with Photoshop



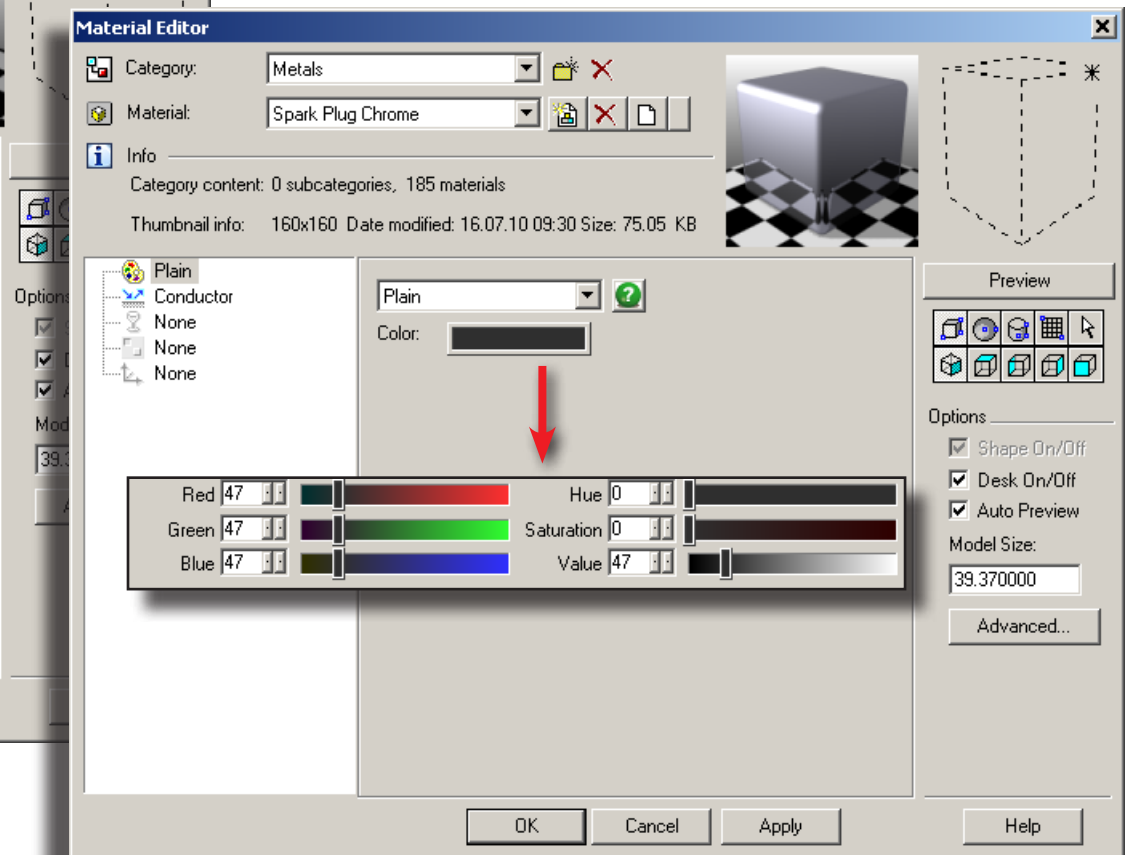
TurboCAD render

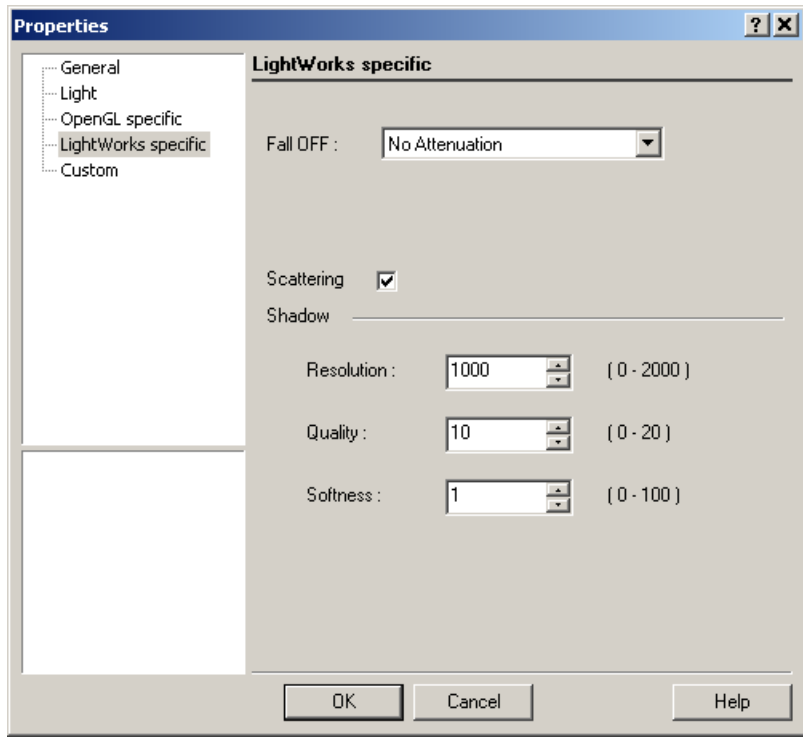
Using a the right color and high enough Diffuse and Specular settings are part of the key to success.

Experiment with different values to see what can be achieved.

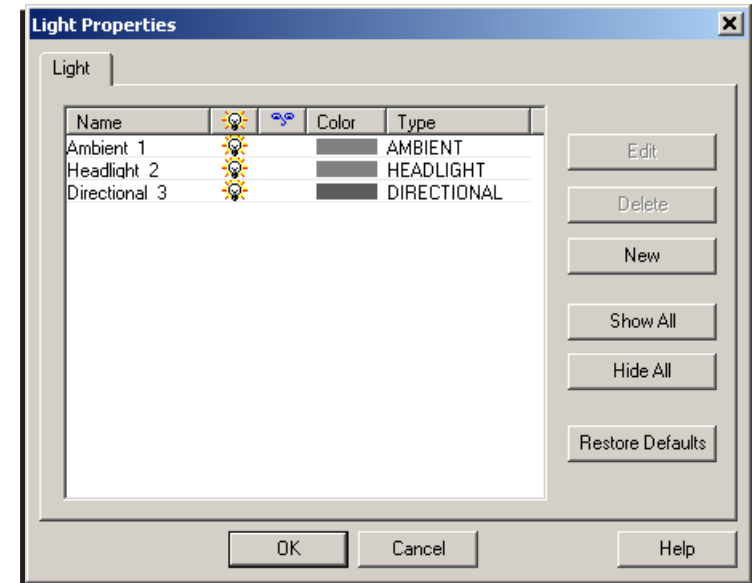


Setting up materials is really quite straightforward.





Standard lighting is adequate if the quality is sufficiently high. LightWorks specific settings of 1000, 10, 1 are great all around settings for most renders.

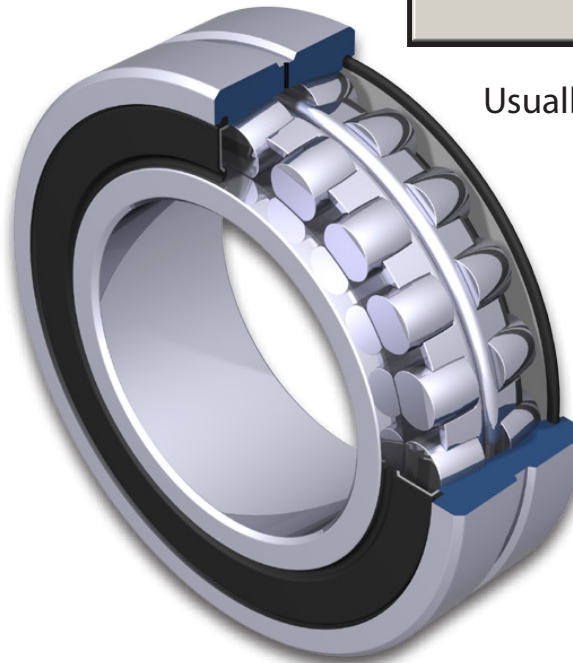


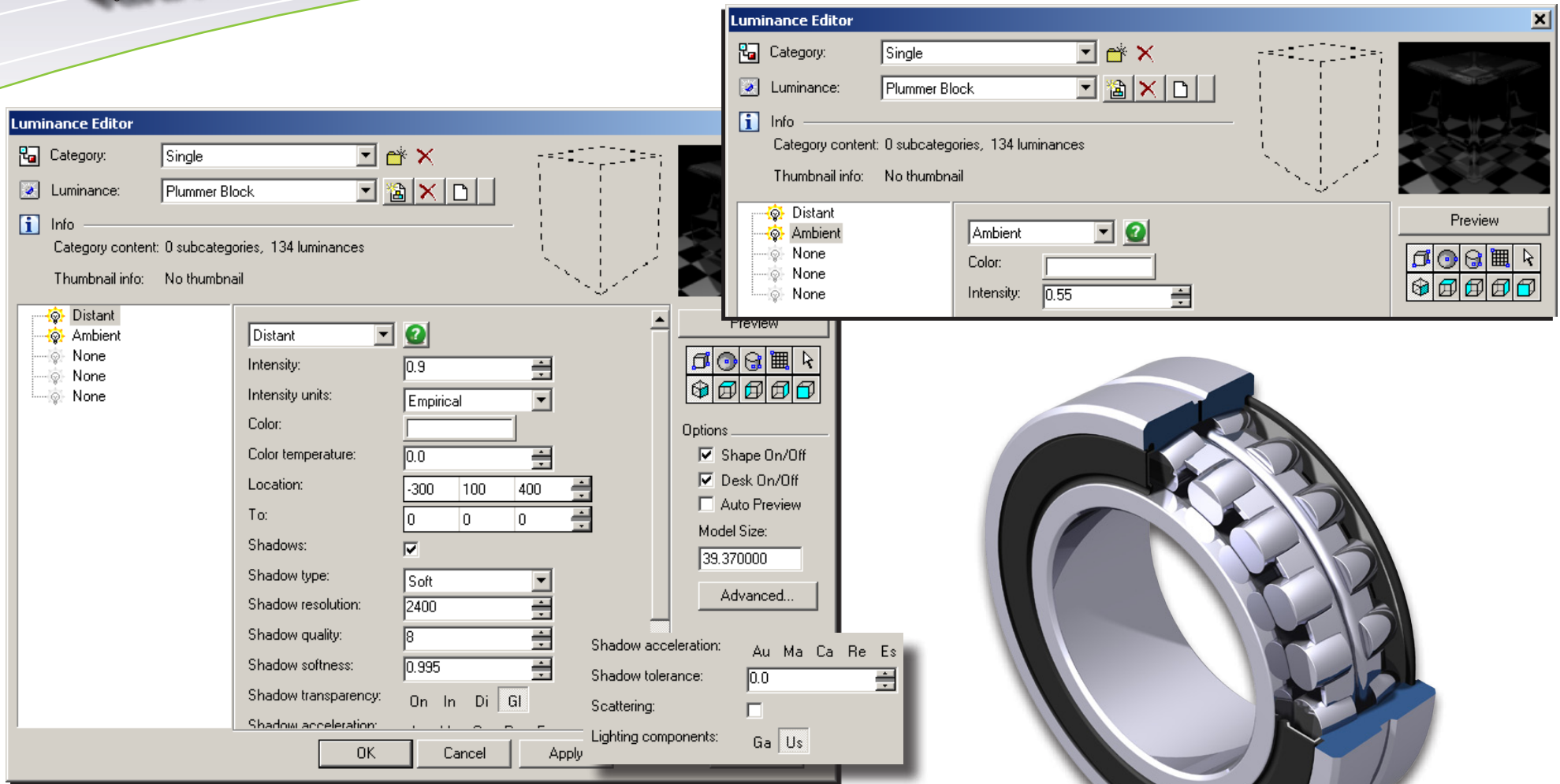
Usually three standard lights are adequate.

1 Ambient (RGB = 128,128,128)

1 HeadLight (RGB = 128,128,128)

1 Directional or Spot
(RGB = 128,128,128 to
140,140,140)





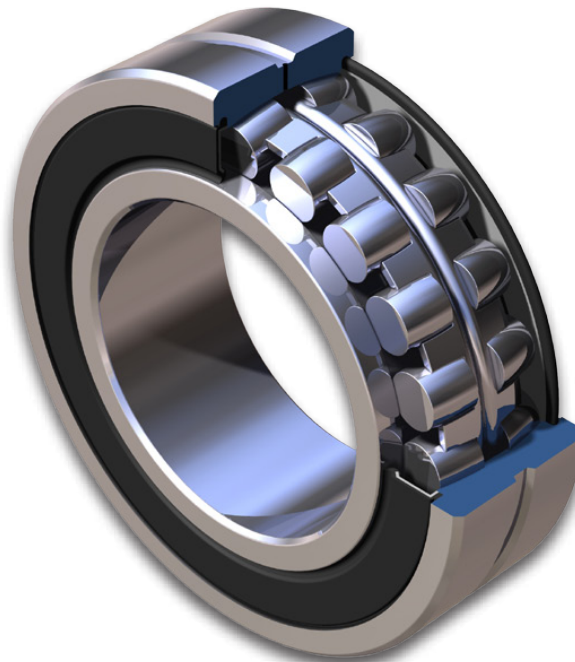
Luminance lighting is often better than standard lighting as a user has more control over shadows.

One must find the ideal shadow resolution, too much and no shadows will appear.

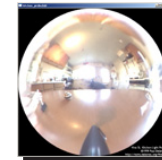
Crank up the look by combining luminance lighting with an HDRI based render scene environment. Keep many HDR images on hand and spend time experimenting with them as different lighting effects and reflections are achieved with different images.



Using Dosch Interior Light Probe
INTERIOR_03LB.hdr



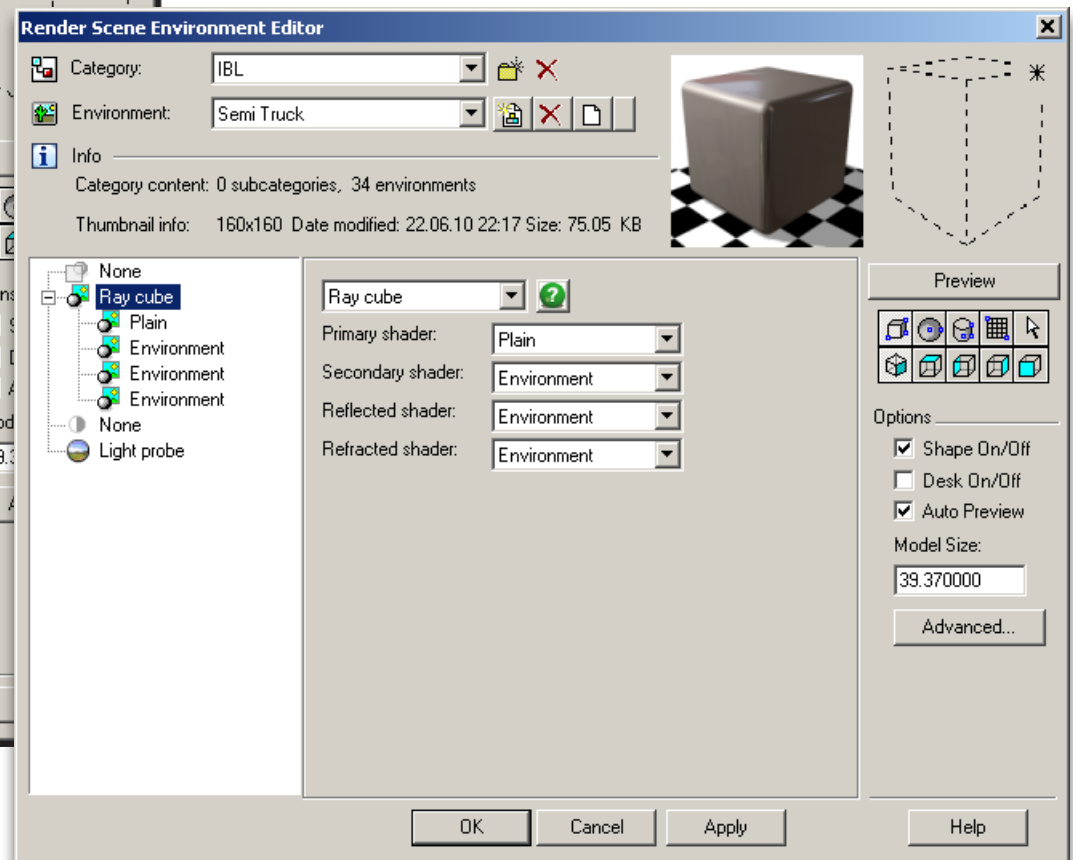
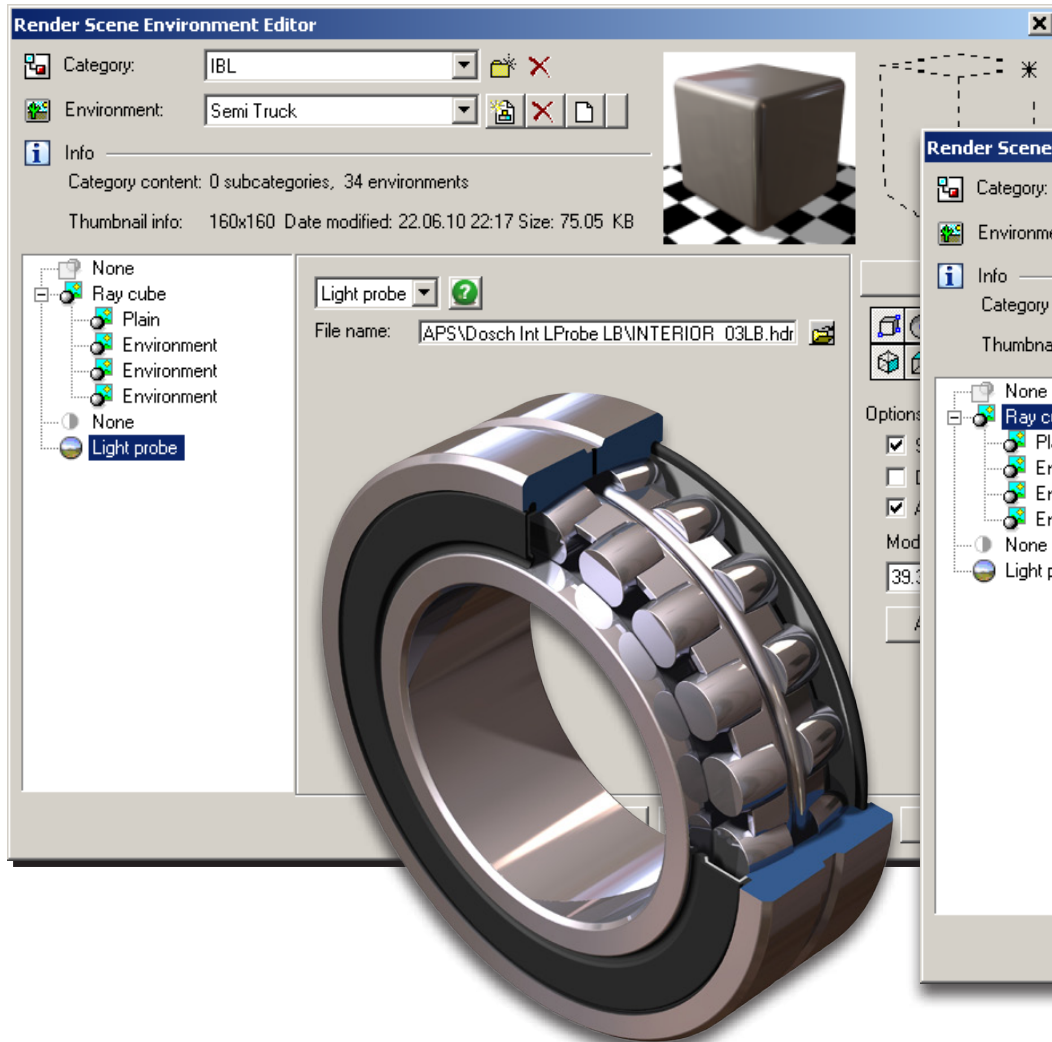
Using SW Light Probe
daytime.hdr (angled to blur)



Using Paul Debevec's
Kitchen_Probe.hdr

Using Dosch Interior Light Probe (Blurred) - INTERIOR_03LB.hdr

Visit: <http://www.dosch3d.com/products/hdri>



Want brushed chrome? Simple, just use the same chrome settings but add a Bump or Height Map with the desire texture and appropriate wrapping parameters for the object.

