

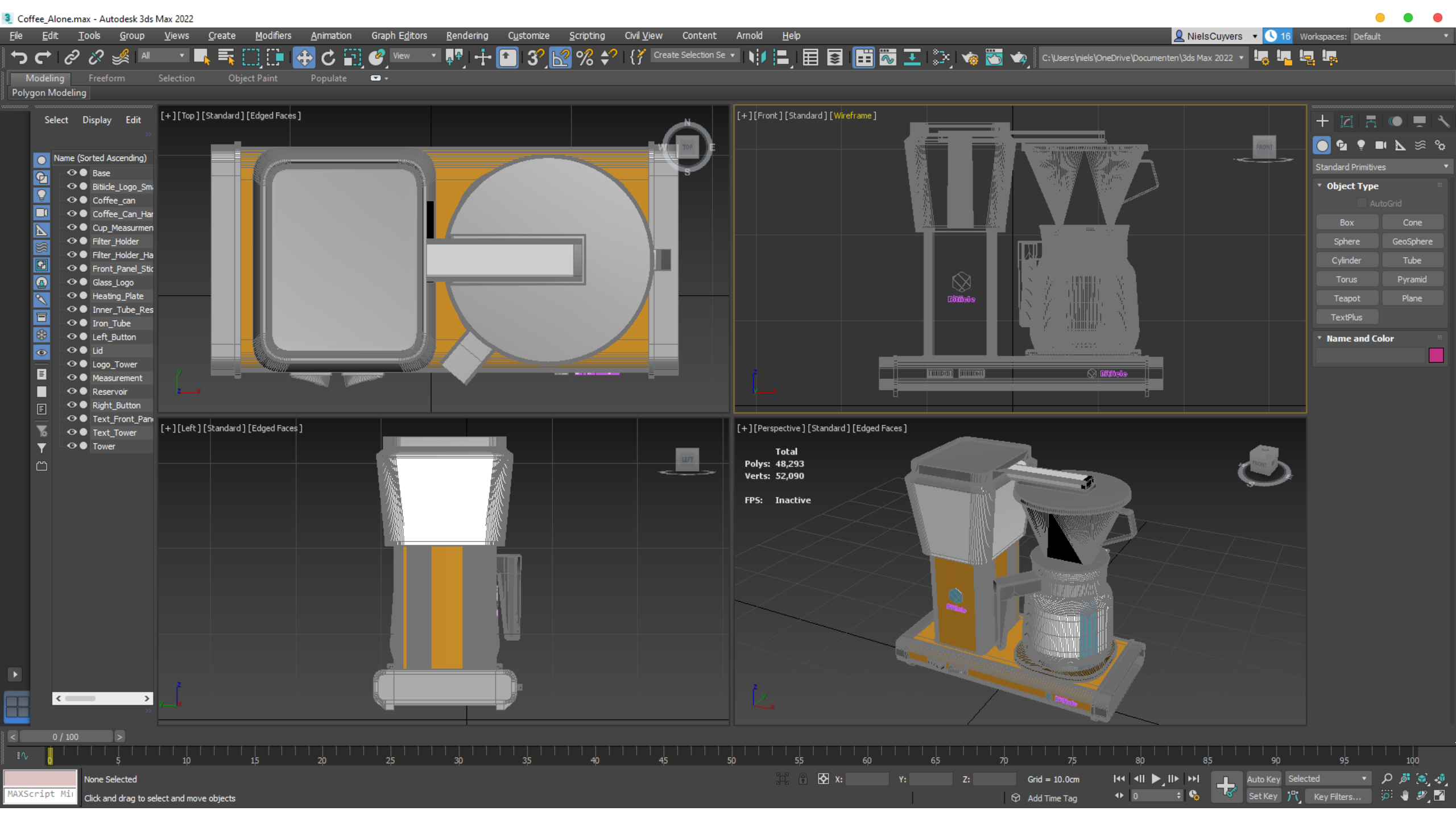
# Moccamaster

Visualization

Niels Cuyvers

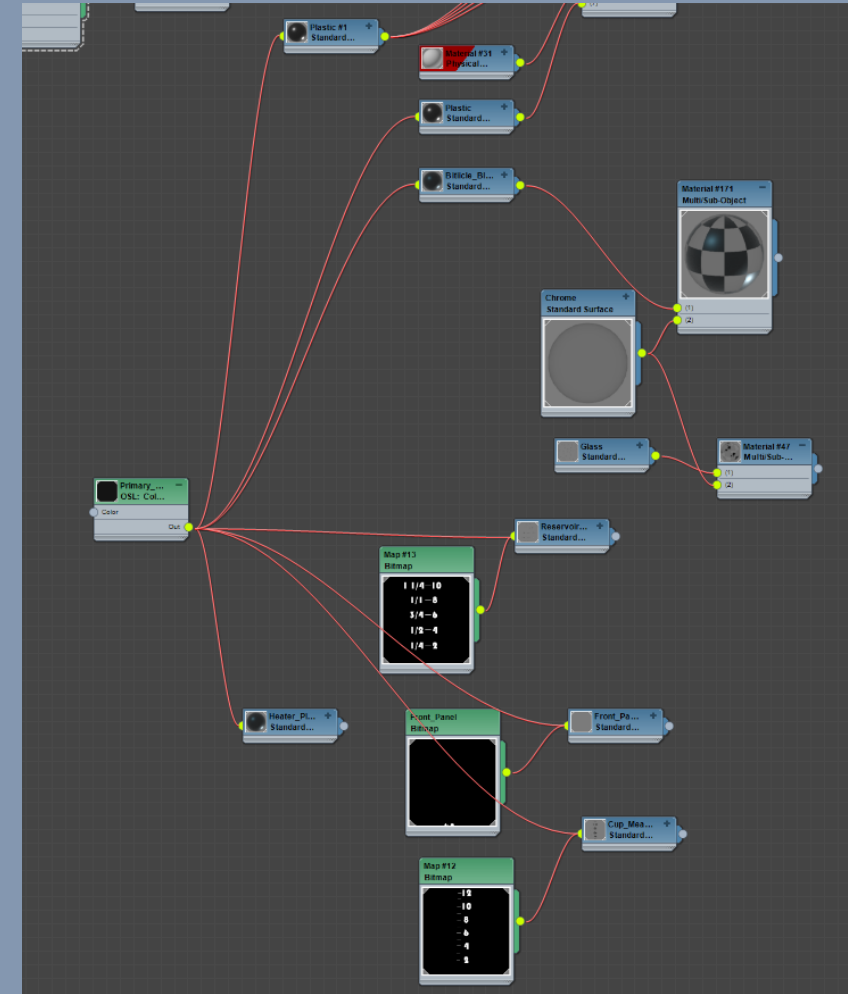
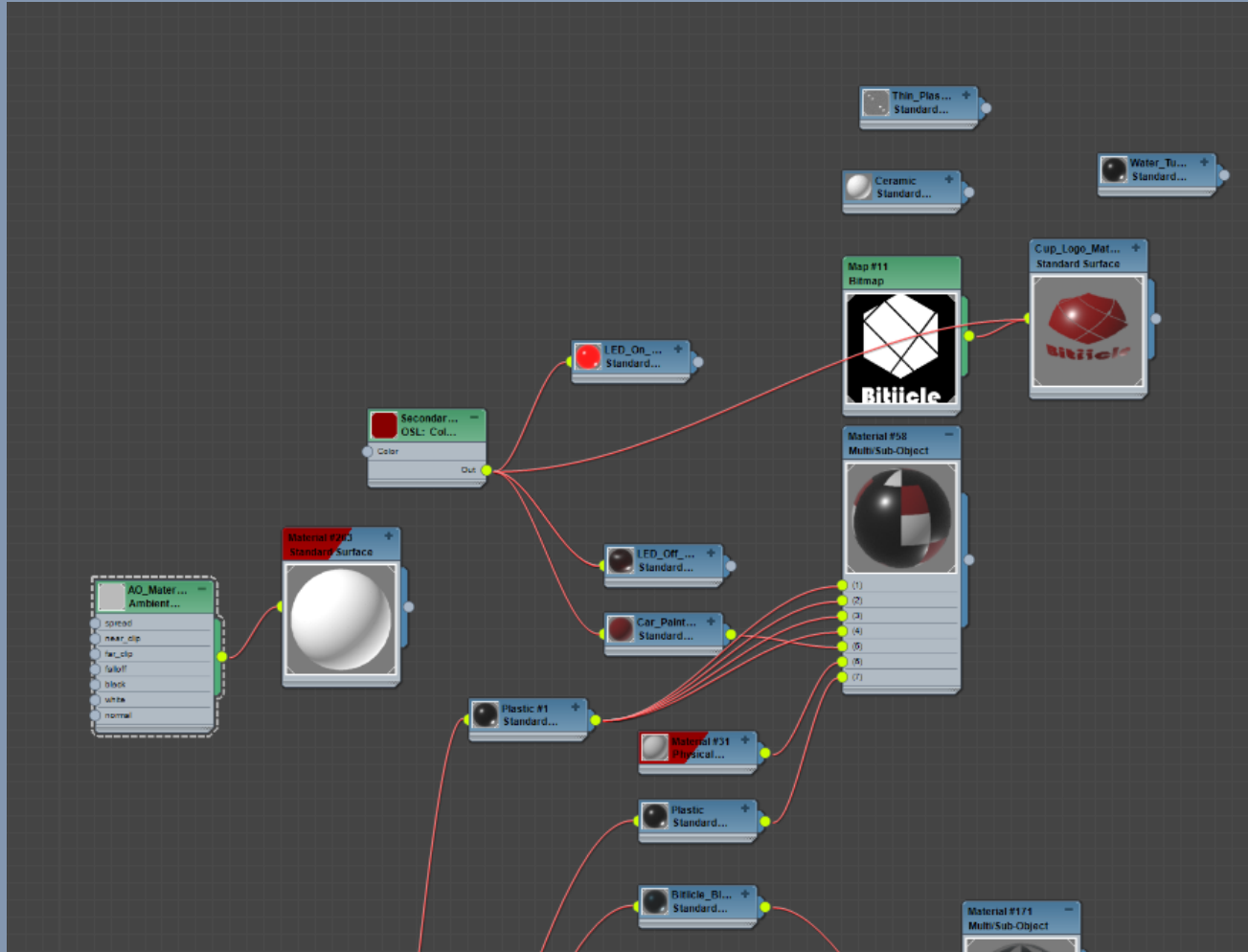
# Screen shot of the work

- Take a screen shot of the scene
- Default views (Front, Left, Top, Camera/Perspective)
  - Use both wire frame and shaded views
  - Use shaded view with edges
  - Show polygon count
- Autodesk user ID
- See the example on the next page



# Render 1 – High Quality

- Materials





# Render 2 – HDR environment

- Arnold Render Engine
  - Arnold Lights
  - Exposure Control
  - **HDR Environment map**
  - **Render in high quality,** otherwise reflections maybe hard to see
- Materials
  - Arnold Materials / Physical Material

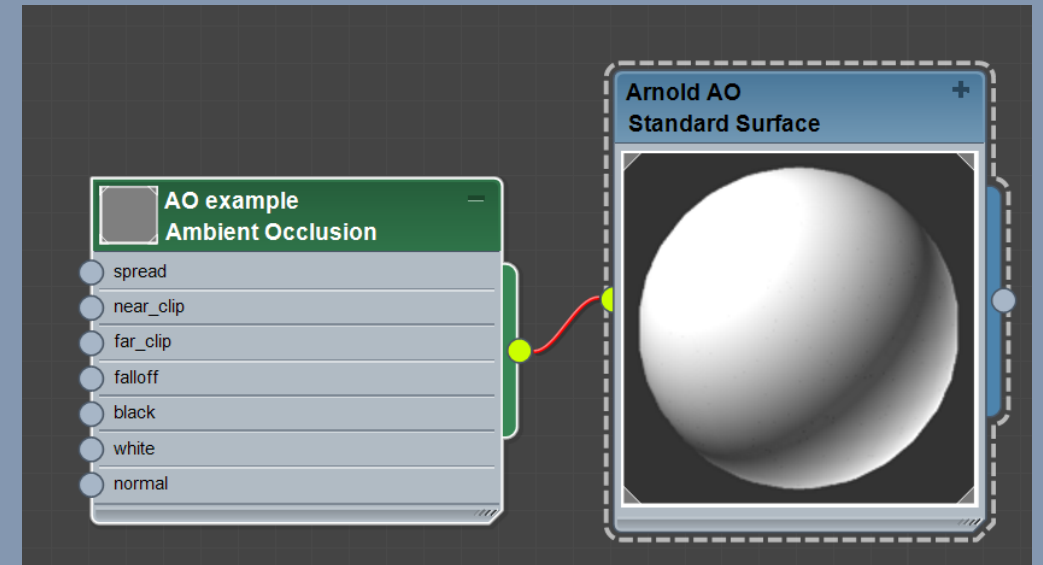
Remember to adjust the rendering settings  
and Arnold lights sample settings

There are several different way to achieve the goal.  
Goal is to get reflections from environment.  
HDR map can be also used as color of the light.



# Render 3 – Ambient Occlusion

- Arnold Render Engine
  - Ambient Occlusion Rendering
  - Render in ok/good quality
- Materials
  - Arnold Material – with Ambient Occlusion map on all surfaces
  - Hide all Cut out textures if you have any



Arnold Standard Surface material and **Arnold Ambient Occlusion map**. AO map is added to base color channel in material. Ambient Occlusion map has parameters for AO.

Ambient Occlusion map can be found from Arnold Surface maps.





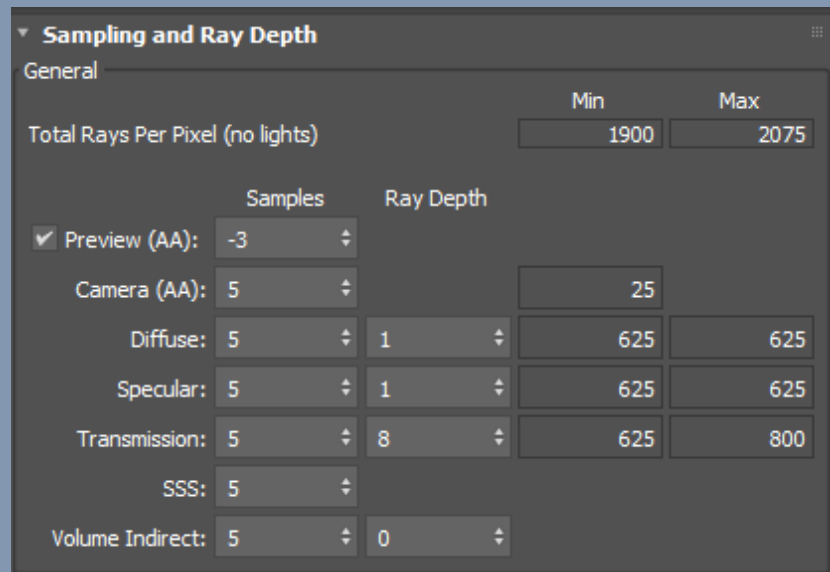
# Render 4 - Scetch

- Render with **Quick Silver Hardware Render**
  - Render in good/high quality
  - Notice the fast GPU based rendering with this engine
- Select suitable style
  - Example: **Ink** or **Tech**
  - Easy setting for quality
    - Iterations, render quality, lights, reflections, depth of field...
- Also possible to render with Arnold Engine
  - **Toon Shader** have more parameters to work with than Quick Silver renders



# My Final Render, the best results

- Choose any settings you like

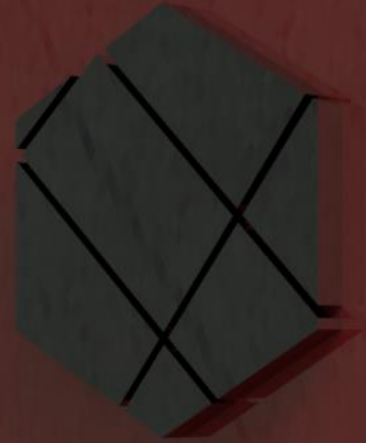


The screenshot shows the 'Sampling and Ray Depth' settings panel. It includes a 'General' tab and a table for configuring various rendering parameters. The 'Total Rays Per Pixel (no lights)' is set to a range of 1900 to 2075. The 'Preview (AA)' checkbox is checked. The 'Camera (AA)' is set to 5 samples and 25 ray depth. The 'Diffuse' material type is set to 5 samples and 1 ray depth, with a range of 625 to 625. The 'Specular' material type is set to 5 samples and 1 ray depth, with a range of 625 to 625. The 'Transmission' material type is set to 5 samples and 8 ray depth, with a range of 625 to 800. The 'SSS' material type is set to 5 samples. The 'Volume Indirect' material type is set to 5 samples and 0 ray depth.

General		Min	Max
Total Rays Per Pixel (no lights)		1900	2075
Preview (AA): <input checked="" type="checkbox"/>			
Camera (AA):	5	25	
Diffuse:	5	1	625
Specular:	5	1	625
Transmission:	5	8	625
SSS:	5		
Volume Indirect:	5	0	



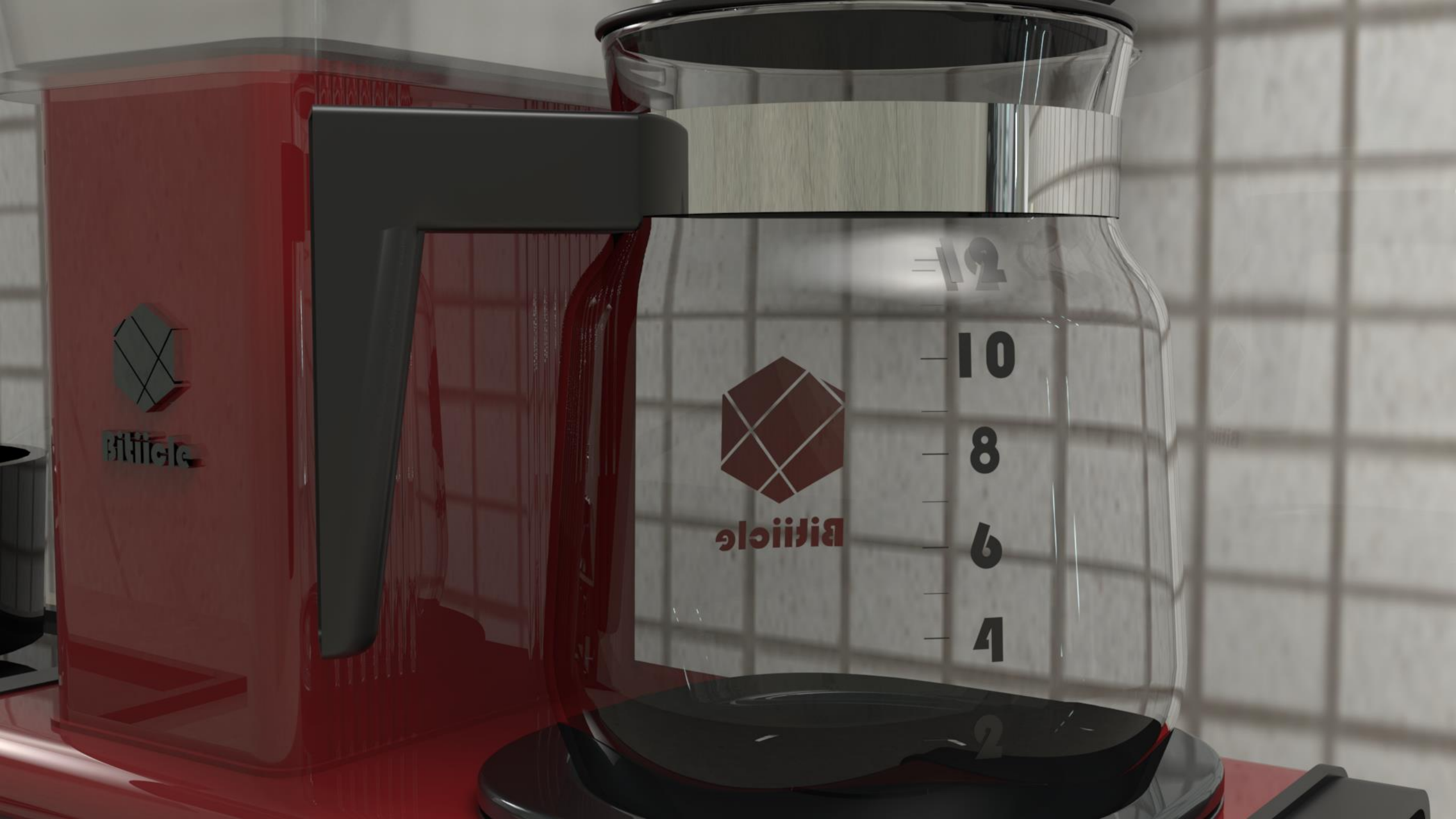




**Bitficle**









# My Comments

- I have learned more about making a high poly prop than I did before.
- The background kitchen is not made by me, it's made by the artist propmaker1 on Sketchfab, <https://sketchfab.com/3d-models/kitchen-in-rent-flat-free-3d-scene-static-99efaca4c79f48659b322f731fa281e6>  
This made the nice reflections on the coffee machine.
- The brand Bitiicle is found by myself and was a company name for a school project 2 years ago.