

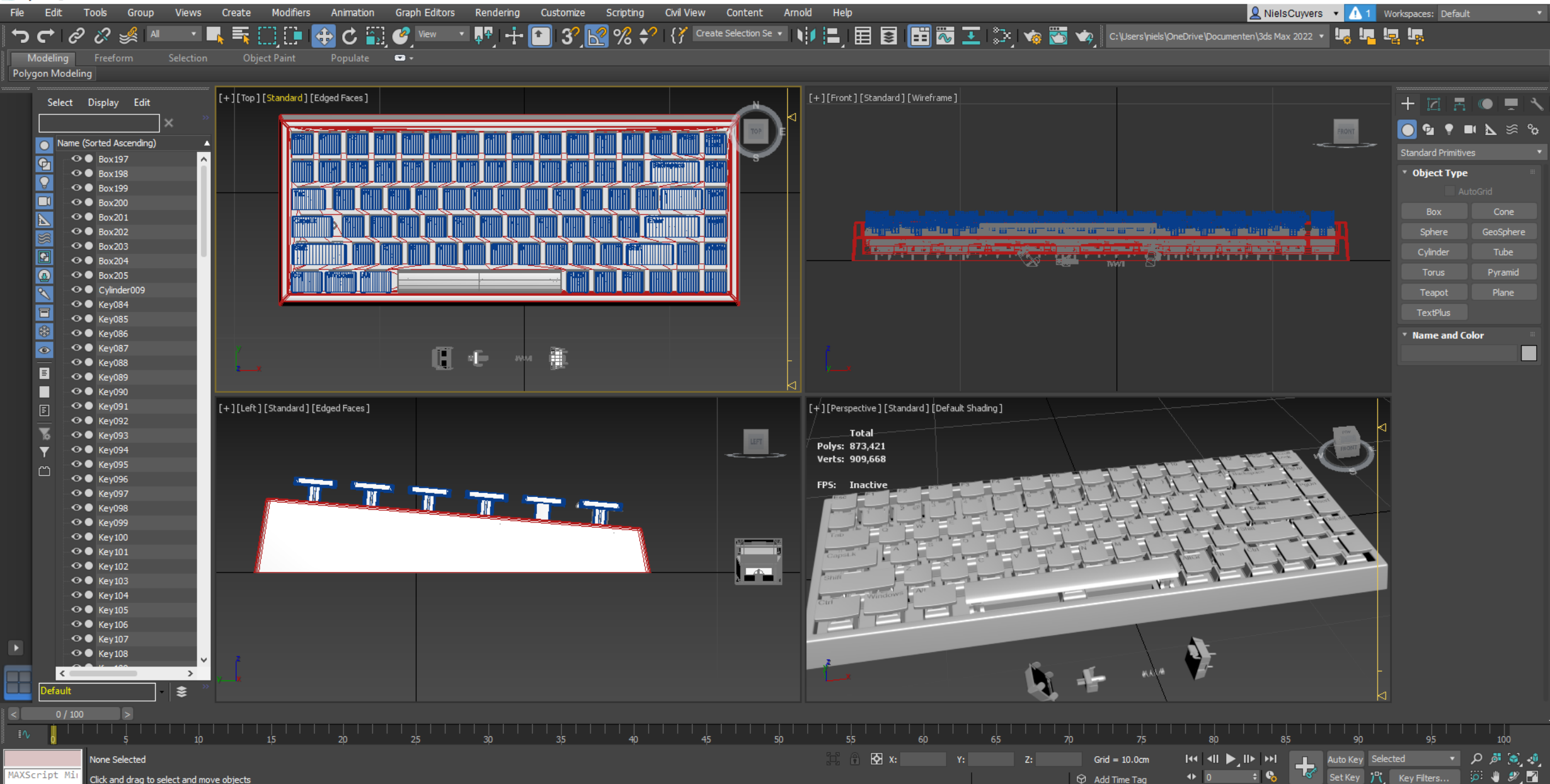
# Keyboard

Visualization

Niels Cuyvers

# Screen shot of the work

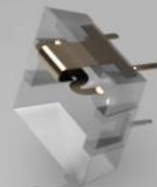
- Take a screen shot of the scene
- Default views (Front, Left, Top, Camera/Perspective)
  - Use both wire frame and shaded views
  - Use shaded view with edges
  - Show polygon count
- Autodesk user ID
- See the example on the next page



# Render 1 – High Quality

- Arnold Render Engine
  - Arnold Lights
  - Exposure Control
  - Render in good/high quality
- Materials
  - Arnold Materials / Physical Materials
    - Arnold Standard Surface

Remember to adjust the rendering settings  
and Arnold lights sample settings



# 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

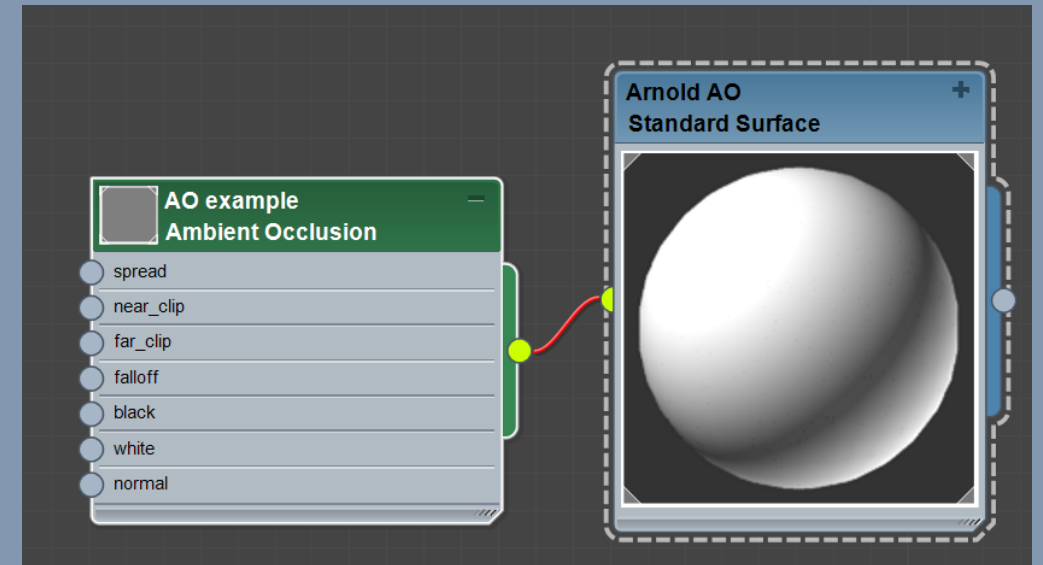
There are several different way to achieve the goal.  
Goal is to get reflections from environment.  
HDR map can be also used as color of the light.





# 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

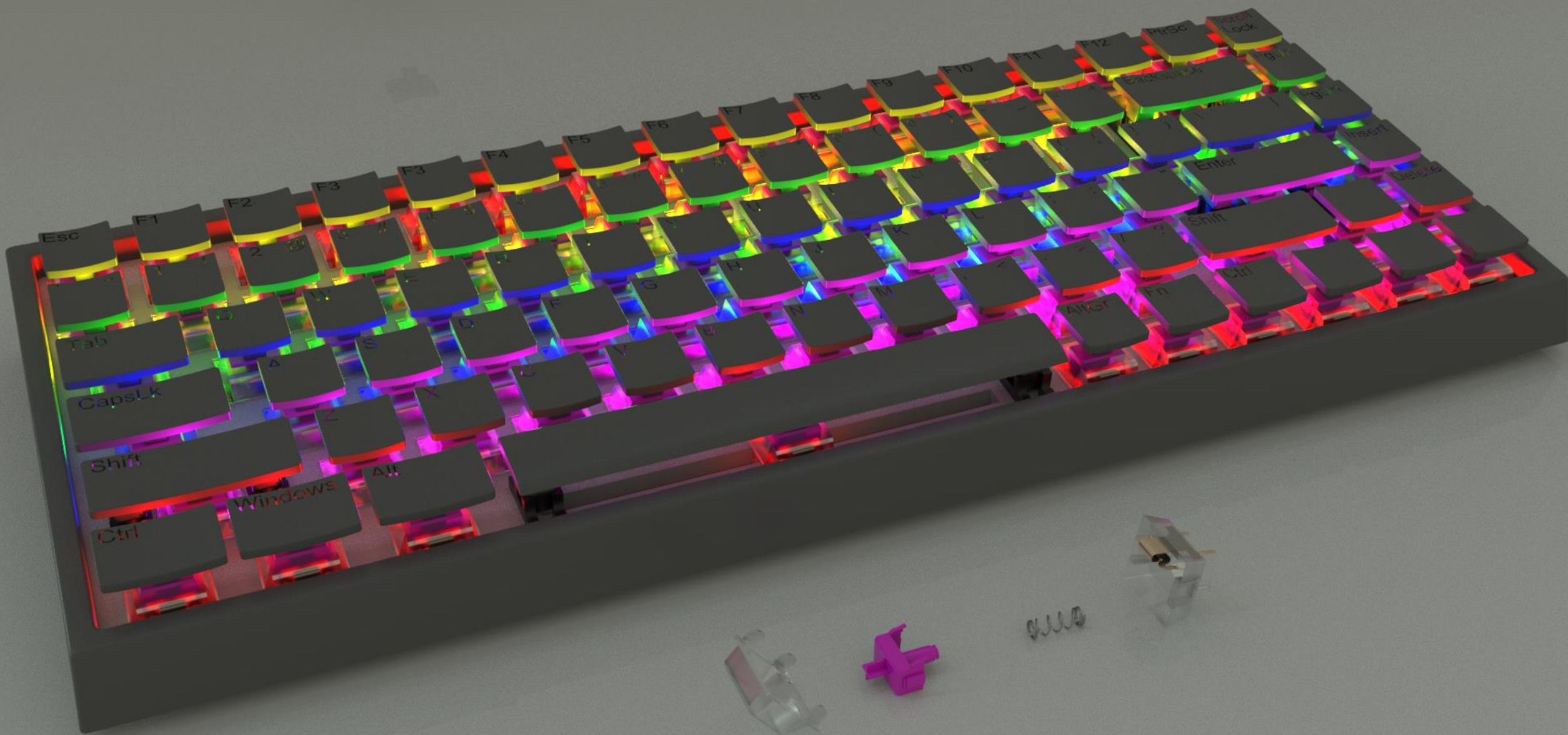
- Render with **Quick Silver Hardware Render**
  - Render in good/high quality
  - Notice the fast GPU based rendering with this engine
- Select suitable style
  - Example: **Ink** or **Tech**
  - Easy setting for quality
    - Iterations, render quality, lights, reflections, depth of field...
- Also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

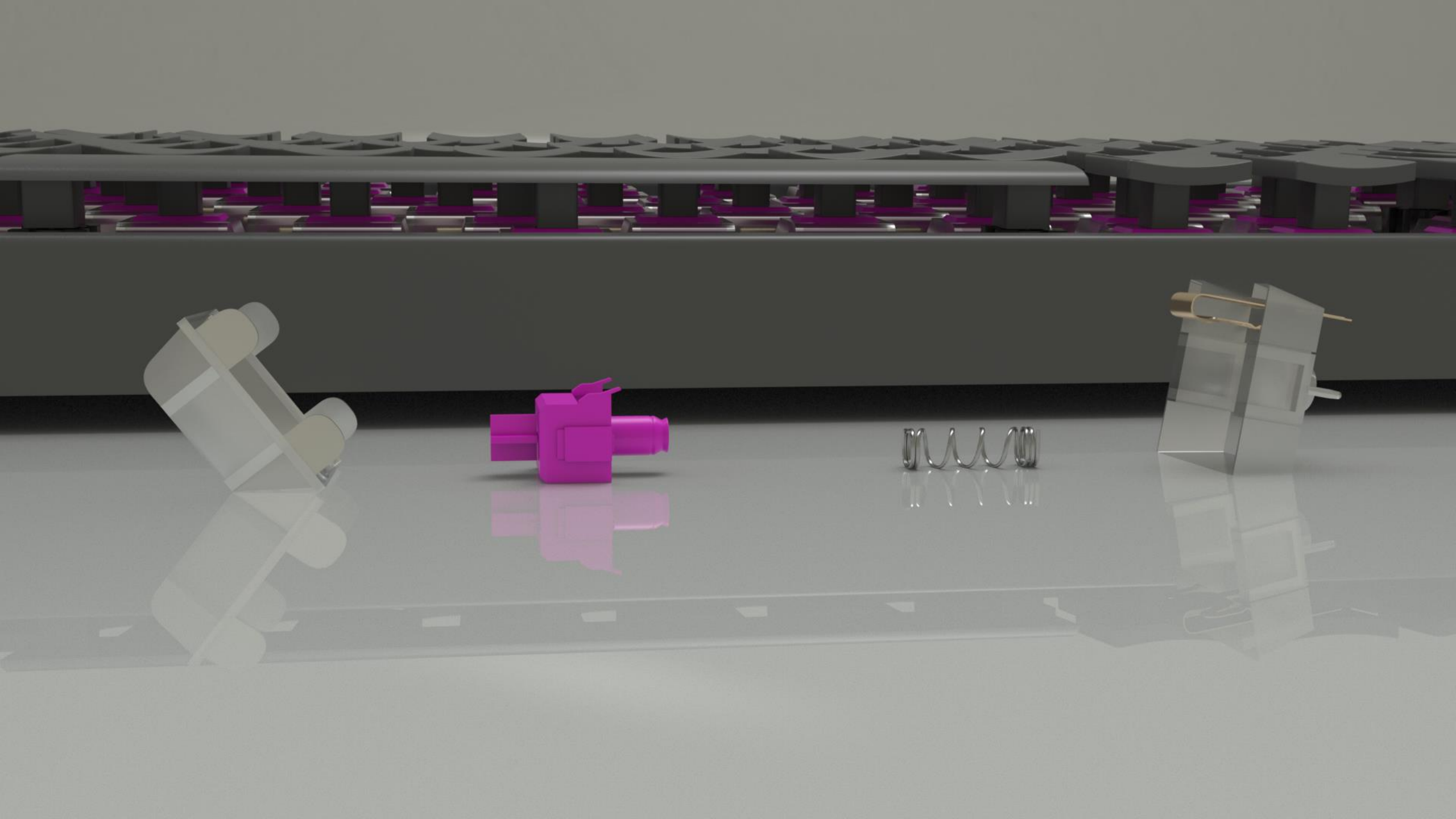


# My Final Render, the best results

- Choose any settings you like
  - ? Write down the setting used
  - ? Best possible render quality... wise choice between render time/quality
- Materials
  - ? Write down the setting used
  - ? Arnold Materials / Physical Materials
- More details
  - ?



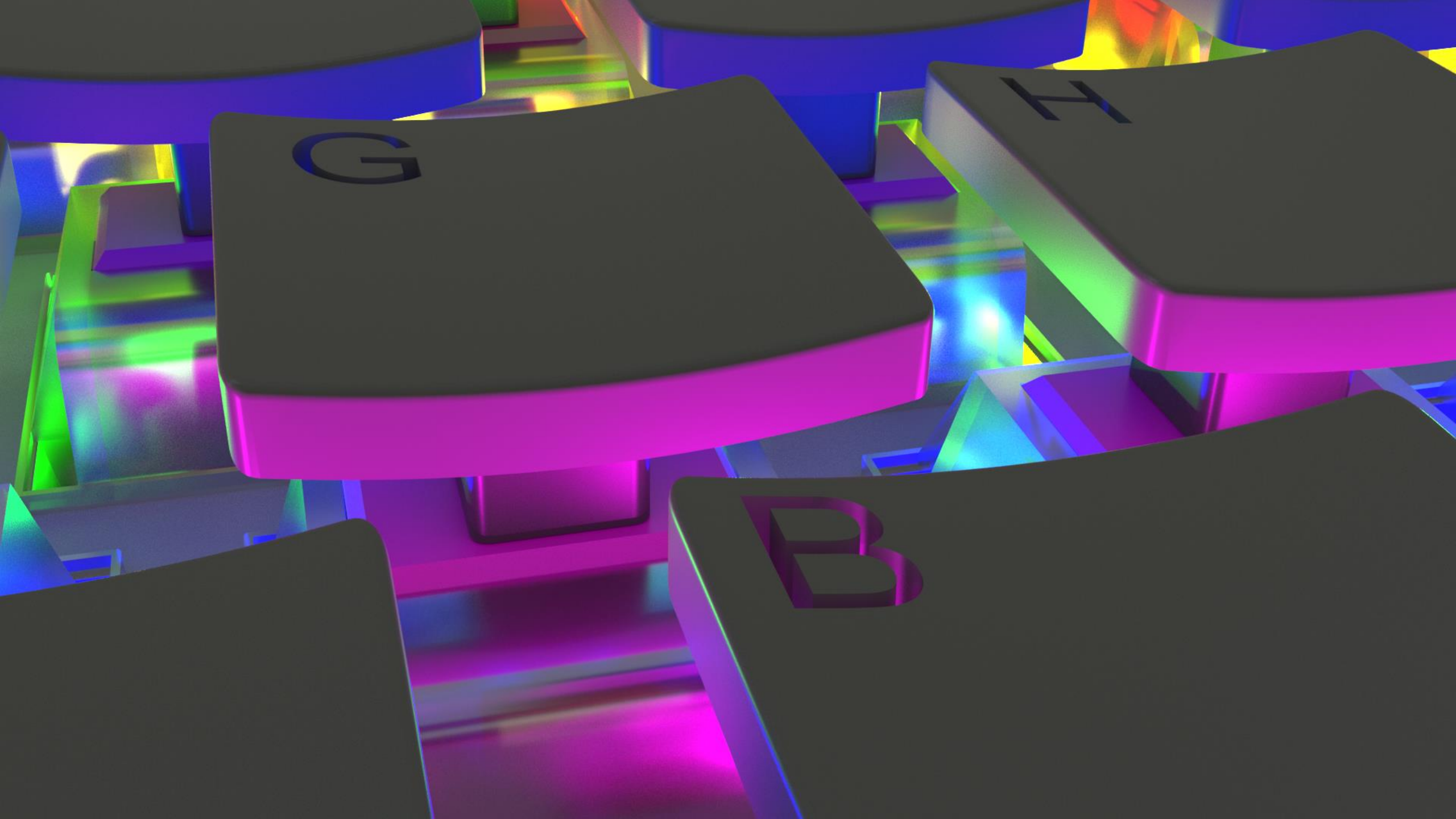


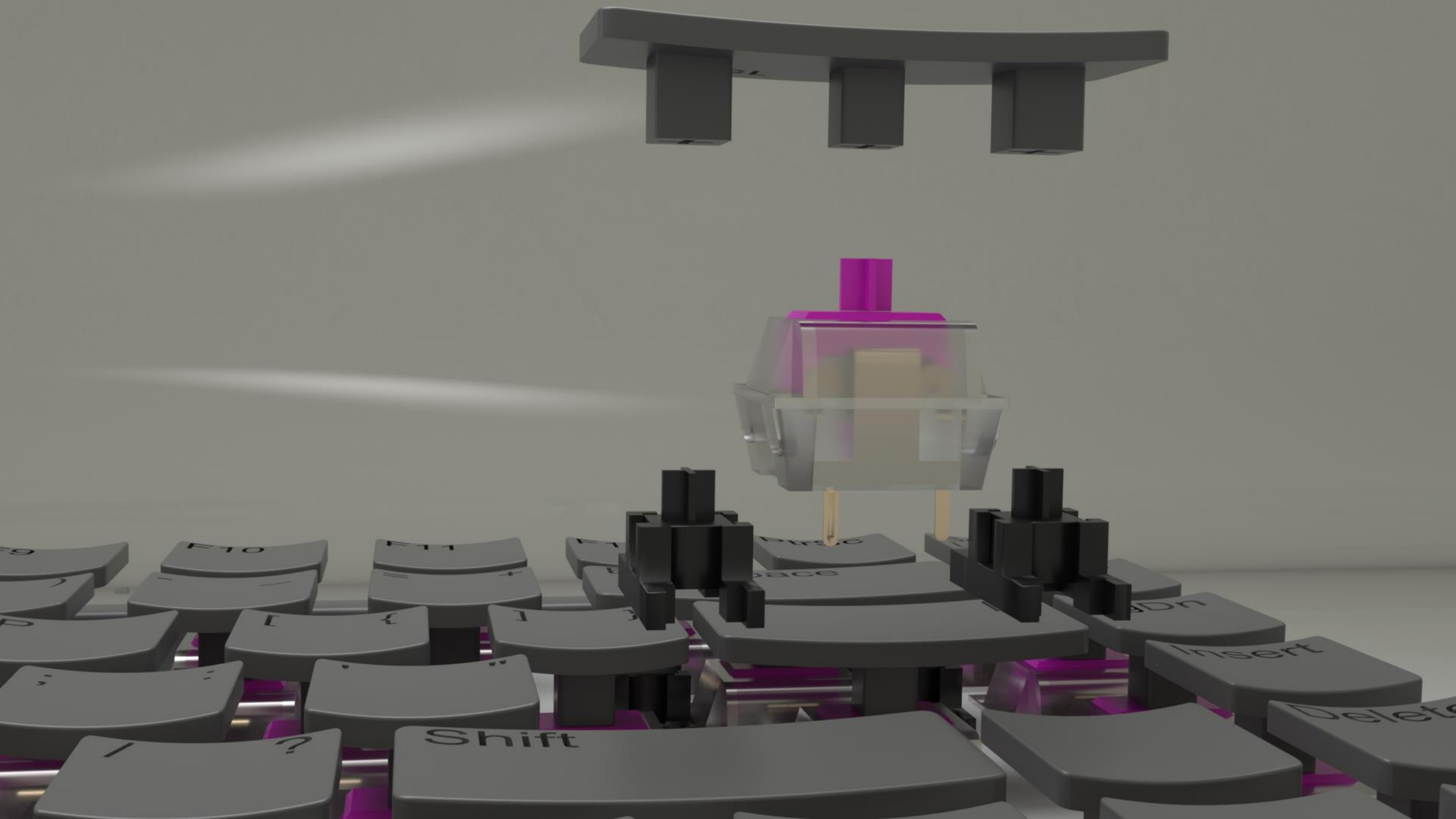












# My Comments

The keyboard that I made is a custom keyboard the I own myself.

There is no branding on it because it's custom made.

The keycaps are in typewriter style and the numbers, letters and symbols are ingraved in the keycaps.

For the keyswitch I went with the Gateron Aliaz Silent and tried to remake the in 3D without being able to open them.