Part 7: Rendering Polish - INSTRUCTIONS FOR MICHAEL

**Follow these EXACT steps to complete Part 7**Time: 4-4.5 hours • Goal: 'My Work Looks Professional!'

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| MICHAEL: Do These Steps Exactly | JESSE: Your Support Tasks | ✓ Check When Done |
| **STEP 7.1: FINAL MODELING**  **1. AutoCAD - Documentation**  → Title blocks: A1 size  → All plans: Dimensioned  → Sections: A-A, B-B  → Details: 1:20 scale  → Plot: PDF high quality  → Portfolio ready  **2. Substance - 4K Materials**  → All materials → 4K  → Check all maps:  → Base, Normal, Rough, Metal, AO  → Optimize: Remove unused  → Pack: UDIM tiles  → Final export: PBR sets  **3. Maya - Cleanup**  → Delete history on all  → Freeze transformations  → Center pivots  → Name everything properly:  → GEO\_, RIG\_, CTRL\_  → Remove unused nodes  → Optimize scene size  → Save: \_FINAL versions | Print templates Documentation Archive system | ☐ Docs complete ☐ 4K materials ☐ Scenes clean ☐ Named properly |
| **STEP 7.2: ANIMATION POLISH**  **4. Python - Render Automation**  → Batch render script: import maya.cmds as cmds import maya.mel as mel shots = ['shot\_010', 'shot\_020', 'shot\_030', 'shot\_040'] for shot in shots:  cmds.file(f'{shot}.ma', open=True, force=True)  cmds.setAttr('defaultRenderGlobals.startFrame', 1)  cmds.setAttr('defaultRenderGlobals.endFrame', 120)  cmds.setAttr('defaultRenderGlobals.imageFilePrefix', shot, type='string')  # V-Ray settings  cmds.setAttr('vraySettings.width', 1920)  cmds.setAttr('vraySettings.height', 1080)  mel.eval('vrend -camera persp')  → Run overnight → All shots rendered!  **5. Facial - Final Performance**  → Director notes applied:  → "More emotion at 00:15"  → "Subtle eye dart at 00:22"  → "Bigger smile at chorus"  → Polish micro-expressions  → Add eye highlights track  → Final cache  **6. Hair - Every Shot Perfect**  → Check all shots:  → No intersections  → Consistent dynamics  → Fix any pops  → Smooth caches  → Final quality settings | Render manager Queue system Overnight batches | ☐ Renders batched ☐ Performance polish ☐ Hair perfect ☐ No artifacts |
| **STEP 7.3: FINAL RENDERING**  **7. Cloth - Final Caches**  → All cloth finalized  → Remove artifacts  → Fix penetrations  → Smooth motion  → High quality cache  → 2K frame padding  **8. Crowds - Render Ready**  → Final placement  → Hero characters front  → Background optimized  → Proxy for distance  → Instance rendering  → Memory efficient  **9. Mocap - Music Perfect**  → Final sync to audio  → Every beat matched  → Smooth transitions  → No sliding feet  → Natural weight  → Export: FINAL | Cache verification Memory optimizer Instance manager | ☐ Cloth final ☐ Crowds placed ☐ Sync perfect ☐ Motion natural |
| **STEP 7.4: DELIVERY READY**  **10. Houdini - Final Effects**  → All sims complete  → Highest quality  → Motion blur ready  → Optimized caches  → File sequences  → Ready for comp  **11. V-Ray - Master Renders**  → Final settings:  → AA: 1/100  → GI: High  → Motion blur: On  → DOF: Physical  → Denoise: Post  → All AOVs  → EXR deep  **12. Nuke - Final Grade**  → Import all shots  → Match shots: Consistent  → Final color: Approved  → Grain: Film match  → Format: Multiple  → Broadcast safe  → Delivery specs  **13. Unity - Gold Build**  → All bugs fixed  → Performance stable  → Multiple platforms:  → PC, Mac, Console  → Settings menu  → Quality options  → Ship it! | Effects QC Render validator Delivery pipeline Build automation | ☐ Effects done ☐ Masters rendered ☐ Grade approved ☐ Gold build! |

# 🎉 PART 7 COMPLETE!

You've mastered Rendering Polish with all 13 tools!