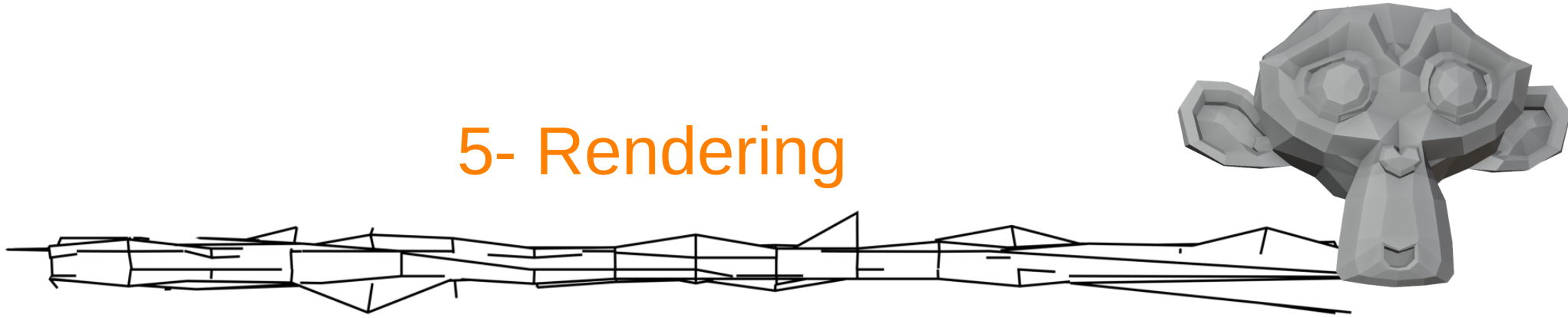


5- Rendering



Ordu, 12.05 – 16.05 2025

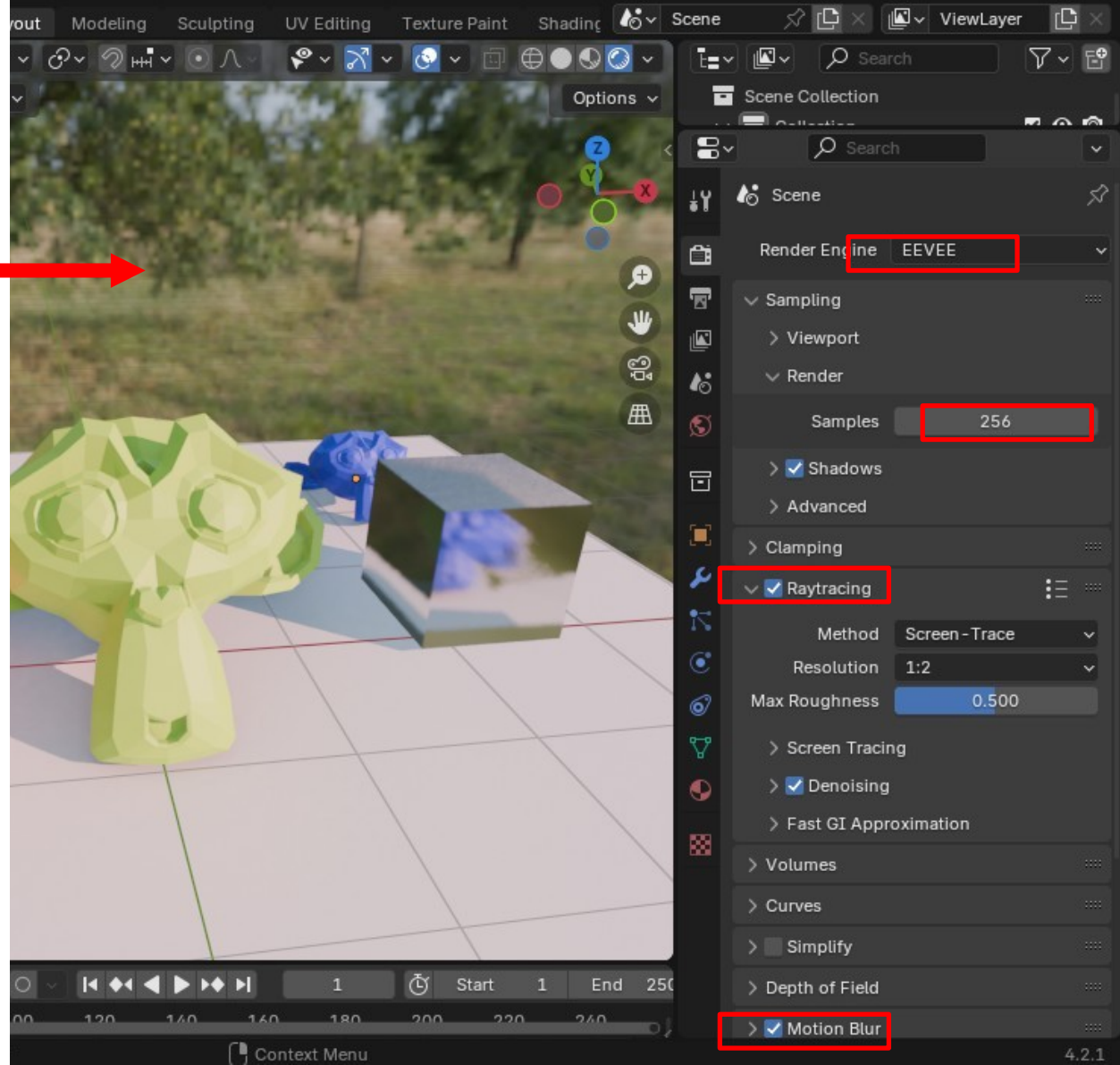
Render in Blender



- Rendering is the process of generating a photorealistic or non-photorealistic image from input data such as 3D models.
- Blender render engines = Eevee, Cycles, Workbench
- Freestyle

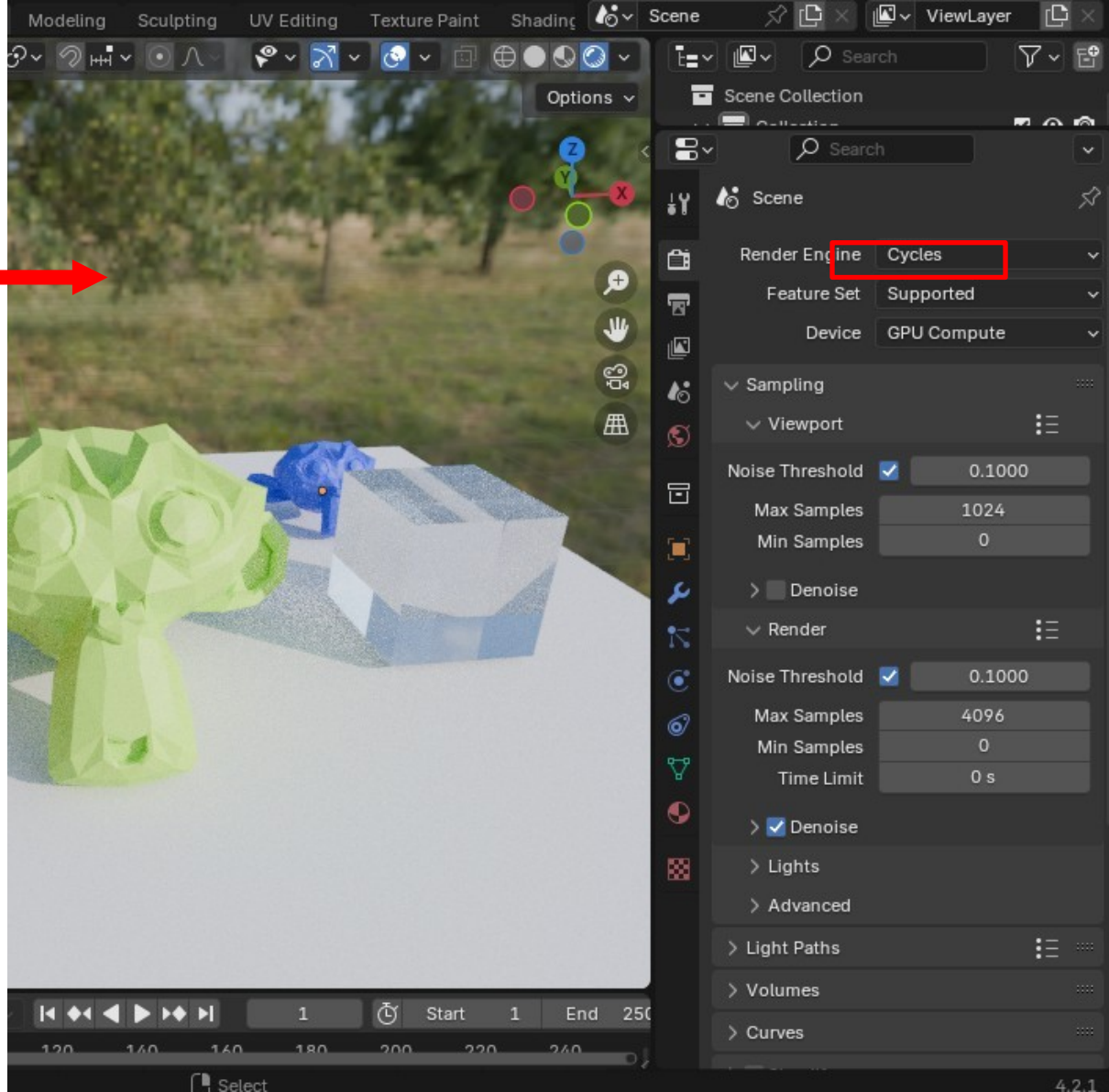
EEVEE tips

- Light scene with HDRI
- Increase samples
- Check Raytracing
- Check Motion Blur



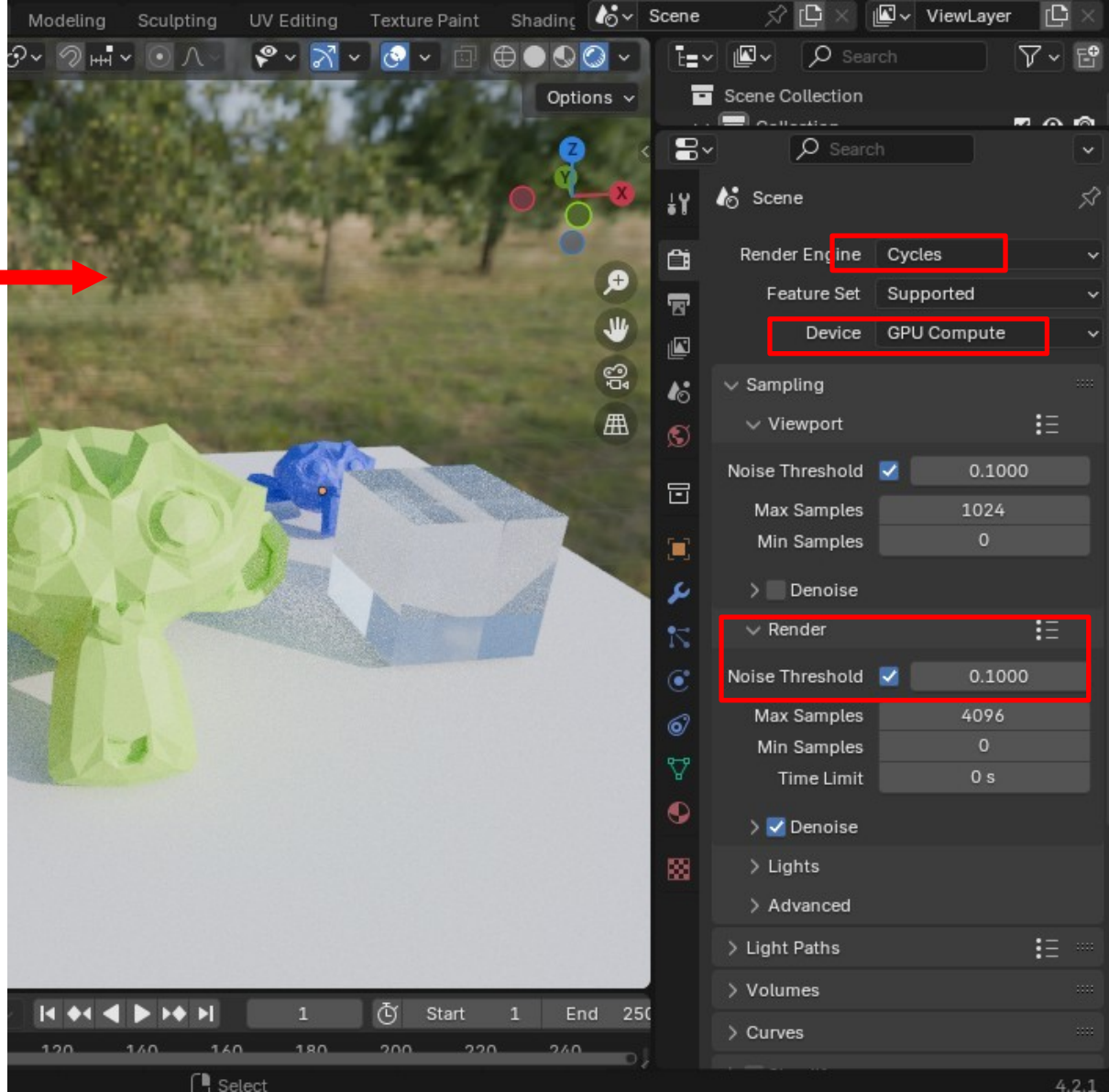
Cycles tips

- Light scene with HDRI



Cycles tips

- Light scene with HDRI
- Enable GPU
- Increase Noise (render) Threshold



Workbench

- Choose a Studio or MatCap lighting setup
- Choose Material (need to set material settings) or Random
- Check Cavity
- Check Depth of Field (on figure on camera settings)

