# RHINO RENDER QUICK TIPS

Resolution & Render Properties

You can access the settings described here by selecting Render > Render Properties (screenshot below).

Use the drop down menu labelled "Resolution" to control your resolution settings.
- <u>Viewport + output:</u> By default, your renders will probably output using the same dimensions as your viewport in Rhino. You can change the output dimensions via this dropdown menu.
- <u>Render tests:</u> I recommend that you drop the resolution to something low and drop the DPI to 72 to run some quick renders to test lighting, etc.
- <u>Final renders:</u> Now it becomes important to bump your resolution back up to something higher. If you'd be printing your renders (which you are for this assignment), set the DPI to 300.
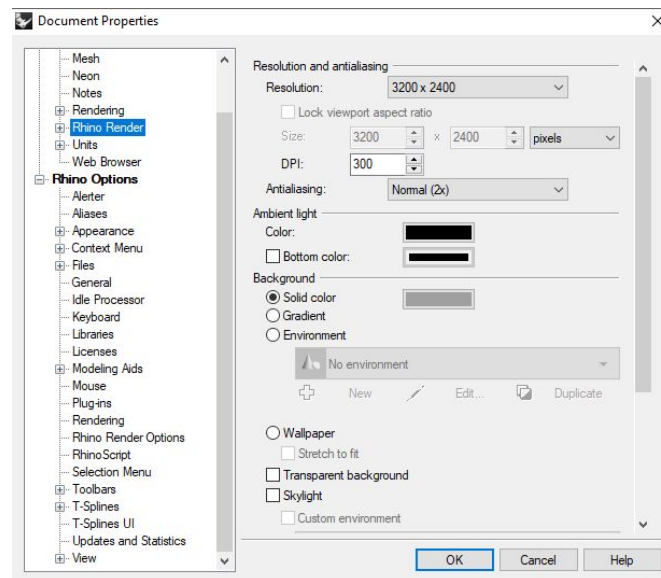

Directional Light

So far it seems like you all have been adjusting your Skylight in Rhino to manage the lighting in your scene. An additional tool you should use to improve lighting is the Directional Light.

- <u>DirectionalLight:</u> To activate this light, type the command *DirectionalLight*. This command will prompt you to place a light vector in your model in Rhino. It will look like a little 3D arrow and you can move it around your scene the way you'd move any object in Rhino. Personally, I find it easiest to control it's placement using the gumball.

- **Tip:** The arrow pictured in the screenshot below will not be visible if your viewport is in Render mode. I recommend placing and adjusting the position/angle of the arrow in your Shaded mode.
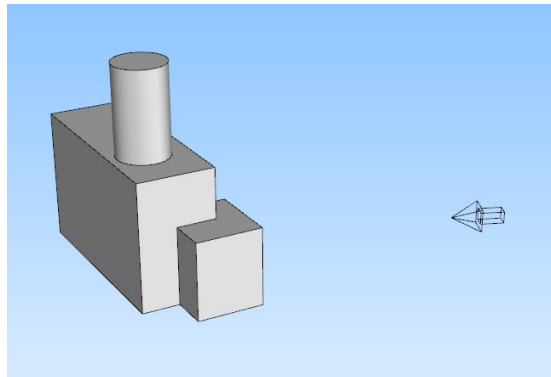
Camera & Lens Length

To get a good interior render, you'll need to control where the Rhino Render "camera" is placed.

- Height and placement: Zoom into your model so that you're mimicking the approximate height of person. You want your interior renders to show what the space looks like from the perspective / eye level of a person who would be in your space.
- Lens length: You can access this feature via your properties panel (screenshot below). By default, your lens length is probably set to 50. For an interior perspective, you'll probably want a shorter lens length - likely around 25 to 35. You can type in a new value for your lens length directly in your properties panel.
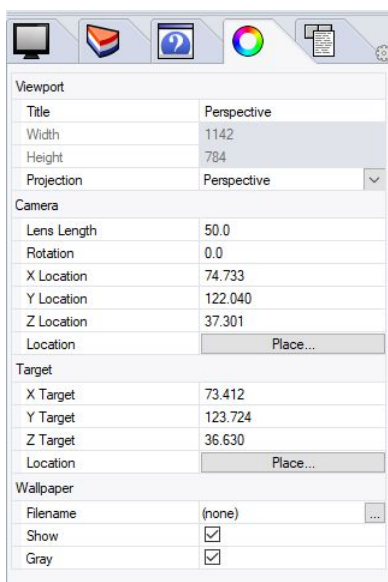
Interior Renders

In terms of general render settings, light control, etc, the same principles apply for interior and exterior renderings. But there are a few things additional things to keep in mind for an interior render.

- You'll likely need to 3D model some additional detail in your selected interior rooms. What detail is required will vary from one space to another. It's okay if the new detail you add in your render doesn't appear in your plans and sections too.
- Choose a room that is well lit, i.e. that has openings like windows and doors that will let light in.