

Country Kitchen - Cycles - Blender 2.62

By Jay Hardy 2012



Hi guys!

This is yet another attempt by my to do an Archviz style, this time a country kitchen. It's not my intention to create a totally photorealistic image (not that I'd know how), even if the whole scene was dirtied up with textures, I don't think Blender and Cycles at this stage can do it well enough, although comparing once again to other render engines such as Yafaray and Luxrender, this scene renders reasonably quickly with GPU - **53 minutes** on my **Nvidia GeForce GTX 560 Ti** - It didn't take 3 days to clear up like it would have done with Lux and still looks reasonable.

Obviously if you're rendering just on CPU, then you're going to take longer - But you could always set to render over night and at least know the scene will be pretty clear by the morning.

As with my last scene "The White Room", this fits nicely in 1GB of gfx card memory.

Inspiration for this image was to try to make a scene that didn't look too modern, a lot of Archviz interiors are so modern and expensive looking it's so far out of reach for most of us, we use Blender after all ;)

Rendering

I set this scene to render with 4000 samples, it takes a bit long than my last scene probably because there's more going on, esp with the glasses and other shiny surfaces. If you want it totally noise free, I guess just it up with a few more thousand samples.

I set the scene to render a composite with colour correction, bloom and a vignette although in the end I didn't use it for the final render as I thought the balance wasn't that bad and maybe adding extra bells and whistles it would have made it look more obviously fake. Use it if you like ;)

Modelling

Nothing to really write home about here, everything is pretty simple. Recently I've tried to use the Bevel modifier more to save on resources, so for that reason you'll see most objects in the scene with this modifier. The chair/s were modelled a while ago, so they don't have it applied, it was done by hand – silly me!

Lighting

Yet again I kept things simple, although I did experiment to try to lift the brightness a lot, but failed to get it brighter without effect the realism of the image. So all we have here is a Sun lamp, white World Background, a Mesh emitter for the window opening (set to be invisible to the camera) and a plane background for the image outside (that was set as an shadeless emitter).

Yet again I avoided Area lights, they just don't render nicely with Cycles at this stage (2.62) - too many fireflies.

Render Settings

Samples: 4000 - Preview 20

Bounces: Max 8 - Min 3

Transparency: Max 8 - Min 8

Light Paths: Diffuse: 4 - Glossy: 4 - Transmission:8

Shadows: on

Caustics: off

Camera

Focal Length is wide again, 24.

Textures

All the textures are in a folder titled "Textures", there's only a small handful. The floor texture again as with my last scene has been omitted as I don't know who owns it. So just replace the floor texture with one of your own ;)

Mostly Jpegs again to keep the file size down.

Cycles Materials/Shaders

Pretty much the same as last time, the Fake glass shader for the windows, which is a mix of Transparent and Glossy - it saves a lot of render time vs the default Glass shader, which also can be very noisy.

Plus you don't really need the IOR for windows.

Models

There's a few things here and there, I won't list them individually this time, it's very time consuming as you can image. Everything is named, well 99% are - large scenes are a pain for naming all the objects, I always leave it till the end, then really regret it!

Well I hope you guys get some use out of this scene, whether you're just learning blender and need to know how to set up a scene like this, or even learn how to model certain things, maybe even just want to use it to benchmark as some others did with the "The White Room".

Have fun and happy Blending Blenderheads!

Jay ;)

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