Photographic Rendering with V-Ray for SketchUp

By Brian Bradley

Photographic Rendering with V-Ray for SketchUp By Brian Bradley

An allinclusive guide to creating a photo quality VRay render for SketchUp

About This Book

- Clear, step-by-step instructions that teach you how to use the most important tools needed to create photographic renders in V-Ray
- Implement the steps effectively with the help of the SketchUp scene files provided
- Become a better artist by becoming familiar with important lighting and material backgrounds backed up by theory

Who This Book Is For

If you are a SketchUp user who would love to turn your favourite modelling application into a 'virtual photography studio', then this book has been designed and written for you. Existing V-Ray users will also find plenty to enjoy and benefit from in this book.

Some basic experience with SketchUp and familiarity with photography will be helpful, but is not mandatory.

What You Will Learn

- Create and control interior sunlight using a V-Ray Spotlight light object
- Discover how to set up Skylight in a variety of ways, including making use of V-Ray's Rectangle and Dome light types
- Work with interior nighttime lighting and real-world light energy values using V-Ray's IES lights
- Produce believable surface properties using V-Ray's material and map system
- Compose and render a shot correctly with V-Ray's camera and output controls
- How to make use of V-Ray's camera and output controls to compose and render a shot correctly
- Become a better lighting artist in V-Ray by understanding some extremely important lighting theory

In Detail

Every Sketch Up user wants to present their designs in the best possible light. What better way to bring them to life than to present them in a genuinely photographic manner? Although the V-Ray render engine has been available to SketchUp users for a good number of years now, the release of the 2.0 Version takes the production of photographic renders in SketchUp to a whole new level.

Using the V-Ray for SketchUp rendering engine through with clear, step-by-step instructions and companion graphics, this guide will give you everything you need to get started. This book has been designed to progressively introduce you to all the V-Ray tools you will need to produce photographic renders using V-Ray.

The journey begins with basics of camera composition, lighting, texturing, and then rendering an interior scene using the V-Ray engine. Using the scene files provided, we will learn how to set up lighting rigs for both daytime and nighttime interior shots, as well as seeing how we can make good use of V-Ray's procedural day-lighting system on exteriors.

As a render will only be as believable as the component parts, we will learn the texturing system in V-Ray and how to use a variety of materials, maps, and layers to produce realistic surface properties for our geometry.

Before producing our final output, we will want to see how we can use the variety of quality control settings in V-Ray, including the Global Illumination and Image Sampling settings to produce a high level of quality for our project.

Add the finishing touches with some compositing and post-production techniques to bring out the full potential of the work you have done.

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Editorial Review

About the Author

Brian Bradley

Brian Bradley is a selftaught 3D artist and Training Author who started experimenting with creative software and 3D applications back in 1993. By the mid 90s, he was running his own small multimedia business working on projects as diverse as corporate logos, graphic design for clothing and vehicles, as well as developing full product and architectural visualization projects. In 2007, he turned the attention of his familyrun studio toward fulltime production of CG Training, focusing initially on 3ds Max along with the mental ray and VRay render engines. In 2012, he joined the ranks of Training Authors producing course for the lynda.com online training library, producing (among others) VRaybased courses for 3ds Max, Maya, and of course, SketchUp. Recently, Brian and his team have completed a revamp of the vrayelite.com website that they run and they plan to work at slowly but surely expanding both the level and quality of training and content that it houses.

Users Review

From reader reviews:

Dominick Carter:

The experience that you get from Photographic Rendering with V-Ray for SketchUp is a more deep you searching the information that hide within the words the more you get enthusiastic about reading it. It does not mean that this book is hard to comprehend but Photographic Rendering with V-Ray for SketchUp giving you excitement feeling of reading. The author conveys their point in a number of way that can be understood simply by anyone who read the idea because the author of this guide is well-known enough. This book also makes your personal vocabulary increase well. That makes it easy to understand then can go together with you, both in printed or e-book style are available. We recommend you for having this specific Photographic Rendering with V-Ray for SketchUp instantly.

Ila Petty:

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Paul Hardy:

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