Topics

HDR (High Dynamic Range) images as background/environment textures or light sources.

Learning goals

Learn to do apply an HDR image as a skydome or background texture, align model to background photograph, etc.

Production goals

Images exhibiting appropriate lighting relative to an HDR image, or correctly aligned with a photograph of the current site.

Instructions:

1. Read through the "How To > Rhino & V-Ray > Environments" page in Tapestry.
2. Using your model and immediate site context, identify one of the 'wrap-around' HDR images available in the course "HDR Images" folder to use as context.
3. Place your model within the context in such a way as to minimize the transition from model to background. Adjust lighting, entourage, and viewpoint to identify at least two renders that shows off the best aspects of your model (looking in, out, or through).
4. Render the model at a higher-resolution (1200 x 800 or higher), do at least two images.
5. If you want, take the image into Photoshop (yes!) and correct any composition or rendering flaws you might find.
6. Write-up and turn in answers to the following questions.

Write-up Questions:

1. Describe briefly the procedure that *you* followed in making these images, with particular attention to any tweaks to previous lighting, model, etc.
2. What, if anything, did you find it necessary to change in Photoshop, and why?
3. What would you do differently (throughout the quarter) with your model on a second project?
4. What is the story you were trying to tell with your images?
5. How long did this exercise take?