Raytrace Settings

Exterior Settings by Jintu

A) General

Increase number of passes to get rid of the pixelation. Try 10 passes or more.

B) Lighting

Uncheck Use Camera View settings and use a dark grey or skyblue color.

Ambient Occlusion: min. .1 - max. 3 or 4

Direct Sunlight: 4 to 6

C) Advanced

Check only the Use Photon Mapping. Caustics and Depth of field are taking too much time to compute, prolonging render time. (You may also uncheck them altogether specially for exterior shots. Lighting Settings above may compensate enough for their absence).

D) Image properties

Contrast - 60%

BTW unchecking Enable Environmental Light will decrease RT time. Your 6 passes is good enough for this.

As far as exterior RT, I pretty much do the same as Jintu (see above)...I don't use "Environmental Light" either, just raise the "Direct Sunlight Intensity" (some where around 5) gives great shadows. Smooth out the shadows, by changing the materials "roughness" value to have it look more realistic.

The depth of field (advanced) makes it a little fuzzy from my renderings. I noticed a big change when I stopped using it. For exterior I do not use "compute caustics"

There are many RT settings/adjustments to "approach" a photo realistic image. To start, if you are setting up an interior RT, and if its one room, turn off all other light sources in other rooms. Then, set the RT image size small enough to see the detail you are after and let it run a few times to see your result...I find that after just a few passes, you can get an idea of what the final image will produce. The smaller image speeds up the RT. Again depending on what you are after, you may need to mess around with materials too. Once you are satisfied, resize the RT image. Be careful, you can get caught up with adjusting the lighting/material. Need to know when to call it quits.

Q. I have a similar problem. Whatever I do, I always get such a result. I can not solve the pixelation ...

Ans. Patience :) Set your RT time to "No Limit".

Interior Settings by Jintu

X7 RT

-Photon mapping and caustics on.

- Ambient light color: light yellow-orange

-No environment light

-ambient occlusion: min intensity: 0.1 max intensity: 1.0

- Direct sunlight: 4

- No roof just basement and second floors

About 16-20 passes.

More Interior Tips

Dennis Gavin

Rob - Turn off all the fixtures. Increase the ambient light in the model. Place a few point lights in the room at about 5-6' off the floor.

Make the glass on the fixtures highly emissive, maybe 80-90 so they LOOK like the are on. Also, if there are windows set the sun to shine through and use the north pointer to rotate the sun angle. Usually 8-9 AM or 6-7 PM will get you a low sun to come through the windows.

Kirk Clemons

This is just what I've come across in different Architectural Visualization topics, but as a rule of thumb, if you are creating a day time interior scene, you don't want to turn on the lights. This makes the scene seem out of place for most people because if there is sun shining through the windows you won't usually have every light in the room turned on.

That being said, I generally turn off small lights such as cabinet lights and usually just go with the one main light fixture, such as the pendants or the cans but not all of them. If possible I avoid turning any fixtures on in a day time scene. Instead I boost the direct sunlight intensity in my ray trace settings and try to angle the sun into the room through the windows as much as possible.

Then use "Studio" lights to brighten up the scene. What I like to do is add a point or spot lamp directly behind the camera.

Under light data I turn off 'Casts Shadows'. -Then play with the position and intensity so it doesn't mess with the scene but actually brightens it up. This way you only have 2 light sources that are actually present, the sun, and

the studio light behind the camera. You get nicer, softer lighting without the added time required to render all the light fixtures.

Night Time Tips From Jon Caffee

I struggled with the mystery light CA adds to every 'room'. My eventual solution was to add a light source set to "All Floors, black color, 100w illumination, no shadows (as I wanted interior lights to cast very visible shadows). Place that light in each outside "room" and turn off the sun.

Ambient Occulsion method of Making a (almost) "White on White" Scene

Thanks to Rich Winsor

I just used the rattle can to spray paint everything in the scene with the ubiquitous material color "bone".

No fiddling with changing material characteristics or properties.

- Turn off all lights in the view.
- In the Ray Trace Options use zero Sunlight and Environment Light.
- Use Ambient Occlusion (I bumped the Max up to 2.0)
- Photon Mapping (no Caustics)
  - All the default Image Properties. As Nicolas so astutely pointed out these are really fast RT's. In my case 10 passes in 34 seconds. At 3+ seconds per pass you can try a myriad of possibilities if you are so inclined.

