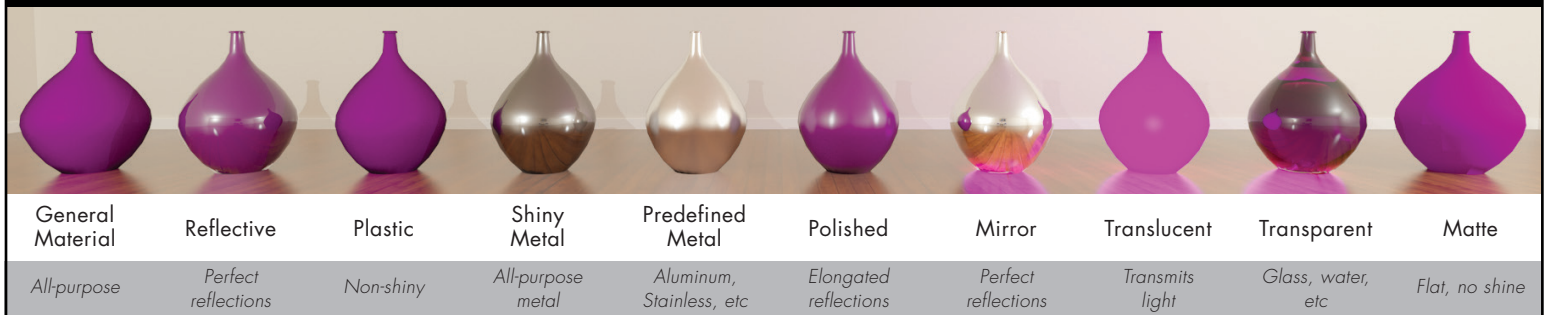


Ray Tracing & Rendering Tips

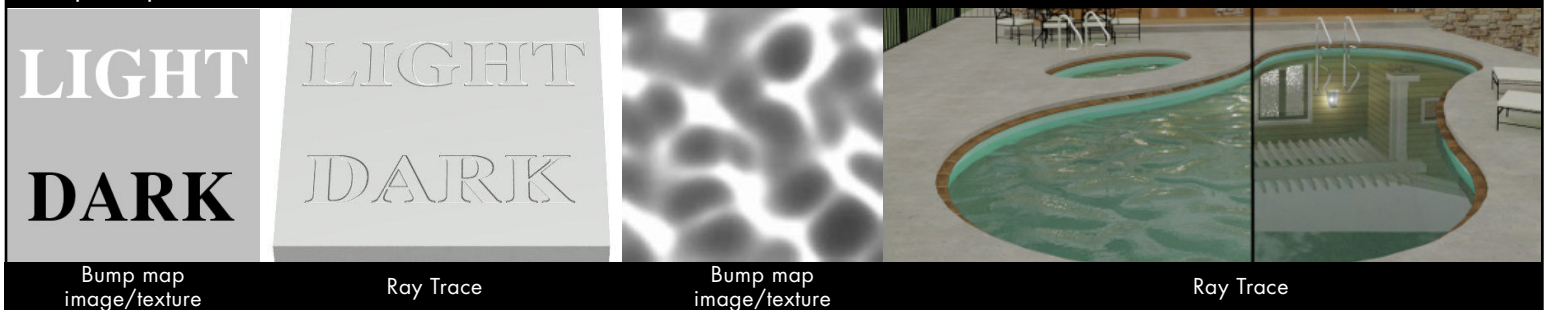


- | | | | | |
|---------------------|----------------|----------------|----------------|----------------------|
| 1. General Material | 2. Matte | 3. Mirror | 4. Polished | 5. Pre-Defined Metal |
| 6. Reflective | 7. Shiny Metal | 8. Transparent | 9. Translucent | |

Material Classes:



Bump Maps:



A bump map is an image file that makes a material appear non-flat in ray trace views. Apply a bump map in the Properties panel of the Define Material Dialog. Access the dialog by clicking on the applicable material in a render view with the Adjust Material Definition Tool.

Ray Tracing & Rendering Tips

Download the Hillside Contemporary sample plan & materials from chiefarchitect.com/products/samples.
Follow along with online training video 1919.*



1. Ray Trace Assistant: Outdoor, High Quality, Dark Environment Lighting, No Focal Blur
2. Backdrop: Change backdrop to a night sky scene
3. Grass: Blend grass material with a dark green color (RGB: 38, 69, 53)
4. Parallel Light: Intensity-75W, Color-blue, Tilt Angle-0°, Direction Angle-90°
5. Spot Lights: Intensity-75W, Color-pale yellow, Tilt Angle- -90°, Direction Angle-0°, Cut Off Angle-108°, Drop Off Rate-1.5
6. Light Source: Point light, Intensity-150W, Color-gold, Absolute Elevation-80.875"
7. Light Source: Point light, Intensity-150W, Color-orange, Absolute Elevation-80.875"
8. Light Source: Point light, Intensity-150W, Color-gold, Absolute Elevation-80.875"
9. Light Source: Point light, Intensity-150W, Color-orange, Absolute Elevation-220", Casts shadows off
10. Light Source: Point light, Intensity-150W, Color-yellow, Absolute Elevation-220", Casts shadows off
11. Light Source: Point light, Intensity-150W, Color-dark orange, Absolute Elevation- -35.75"
12. Light Source: Point light, Intensity-150W, Color-gold, Absolute Elevation-60"

Additional Resources:

Help Database Articles

1. KB-00010: Speeding up a Ray Trace
2. KB-02071: Controlling System Resources During a Ray Trace
3. KB-00947: Using Bump Maps for Ray Tracing
4. KB-00777: Working with Light Sources
5. KB-01001: Using the Sun Angle Tool

Online & Mobile Training Videos *Require SSA

1. 1909 Ray Tracing Tips & Techniques
2. 9910 Focus: Lighting Techniques for Render & Ray Trace
3. 1589-1591 Zen-Bath Ray Trace Rendering Project Parts 1-3
4. 10030 Chief Architect Quick Tip - Ray Trace Rendering
5. 10038 Chief Architect Quick Tip - Sun Angles
6. 20 Creating Photo-Realistic Renderings
7. 5223 Camera & Ray Trace Features