LEVEL II:
3ds Max LIGHTING & RENDERING
Learn the lighting and rendering features of V-Ray for 3ds Max.
After a model is completed, 3ds Max can then be used to generate the materials and textures
necessary to really bring things to life. Adding surface details such as colors, gradients, and textures
will lead to higher quality renders.
Instructor explains how to generate high-quality renderings of interior scenes and environments.
Create realistic daytime and nighttime lighting.

Topics include:
VRay materials
VRay cameras
Photometric lighting
Sunlight
Auxiliary lights
Daytime rendering
Nighttime lighting
Render settings
Compositing in Photoshop

LEVEL II:
3ds Max LIGHTING & RENDERING SYLLABUS
CLASSES CONTENT

Lights & Shadows
Standard Lights
Indoor lighting
Basic three-point lighting

Light Sources
Sunlight and Daylight systems
Outdoor light
Night illumination
Global illumination
Light decay
Adding depth map shadows

Expressive handling of the shadows
Caustics
Glows
Lens flares
Highlights
Fog

Cameras
Camera Setup
Camera attributes
Gates and safe frames
Aspect ratios

Reflections and refractions
Turning objects into light sources
Rendering transparent materials
Photorealism

Advanced Rendering with VRay
VRay rendering settings

VRay Materials and Textures
Material / Map Browser
Lathe Modifier
Materials Properties
Slate Material Editor
Shading Types

VRay Maps
Select and Edit Maps
Environment Maps
UVW Map
Unwrap UVW Modifier
Unwrapping a 2D Object
Unwrapping a 3D Object
Normal Mapping

VRay Cameras
V-Ray Physical Cam

Lighting
VRay IES
VRay Sky
VRay Sun
VRay Image Sampler

Final Output
Preparing for Export
Batch rendering
Post Production