

TUTORIAL 03

Rendering with Maxwell

Concepts

1. Point of View
2. Schematic Representation
3. Materials
4. Time of Day and Seasons

Outline

1. Model Organization

- Layers by Material

2. Renderer Set-Up

- Set Current Renderer to Maxwell
- Maxwell - Plugin Windows - Scene Manager
- Maxwell - Rendering and Export - Maxwell Fire

3. Options & Output

- Name & File Type
- Folder & (Append Camera Name)
- Multilight: Intensity

4. Environment, Location & Time

- Physical Sky (Use Sun)
- City
- Lat/Lon
- Date/Time (SunView)

5. Camera

- fStop/EV
- Output Resolution (File Size & Render Time)
- Z-Clip Planes

6. Material Definition

- Materials Database (Online)
- New Material: BDSF (Bidirectional Scattering Distribution Function)

Name

Reflectance 0 deg (HSV Color Picker)

Reflectance 90 deg

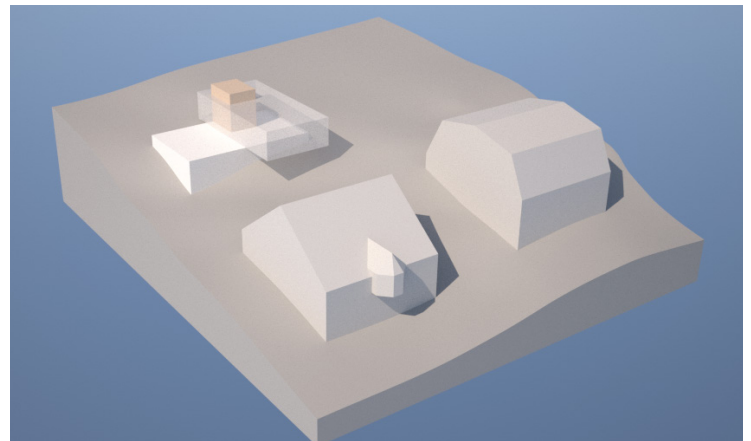
(For most materials, the Reflectance 90 color is white. However, materials like metals usually have tinted reflections. For example, if you would like to create a golden material, you should set the Reflectance 0 color to a yellowish tone and then use a brighter yellow for the Reflectance 90° color so that the specular reflections become tinted as well.)

Transmittance

(Transmittance must be a color other than black for transparency to appear. Setting a brighter transmittance color results in clearer transparency)

Operations

1. Model Organization
2. Renderer Set-Up & Navigation
3. Options & Output
4. Lighting Environment, Location & Time
5. Camera Settings
6. Material Definition
7. Setting Up a View
8. Rendering Interface



- Material Layers
- Opaque Materials: White, Grey, Light Grey, Core
- Assign Material

- Transparent
- Metal

Surface Properties: 18 (5-25)

- Translucent

Layer: 40%

<http://support.nextlimit.com/display/maxwelldocs/Transmissive+Properties>

6. Setting Up a View

- From Above
- Perspective

7. Rendering Interface

- Lights/Shutter

Online Tutorials:

[Maxwell Introduction 1](#)

[Maxwell Introduction 2](#)

[Materials and General Documentation](#)