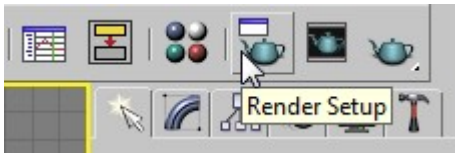
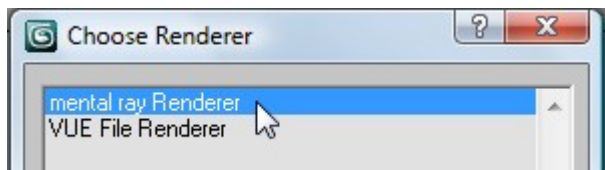
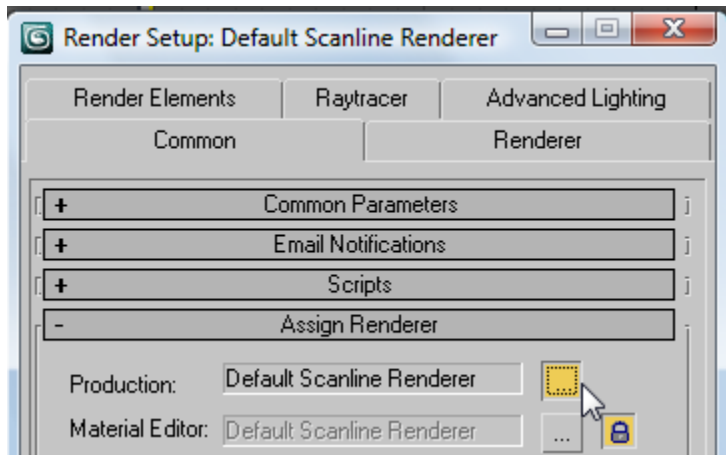


Making a mental ray Daylight system.

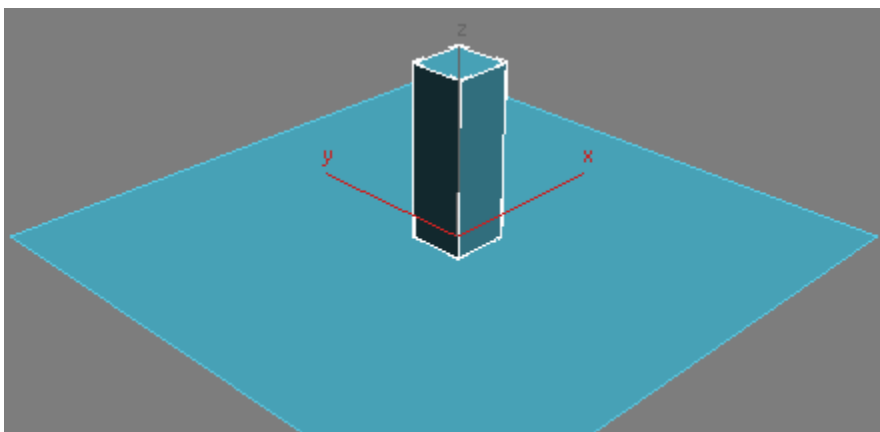
Make use mental ray is your active renderer.
Open the Render dialogue:



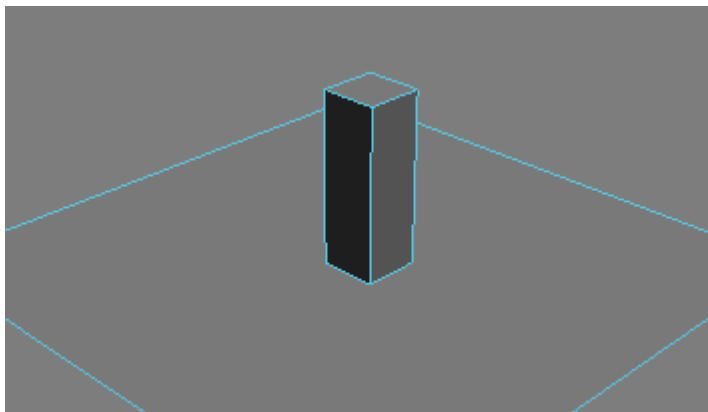
The Common rollout ... close it so you can see the Assign Renderer rollout ...
Make it mental ray:



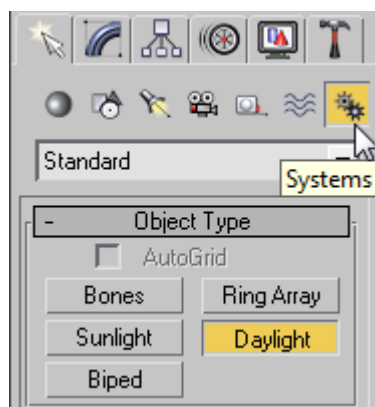
Make a plane 250x250 ft and a box 25x25x75 ft:



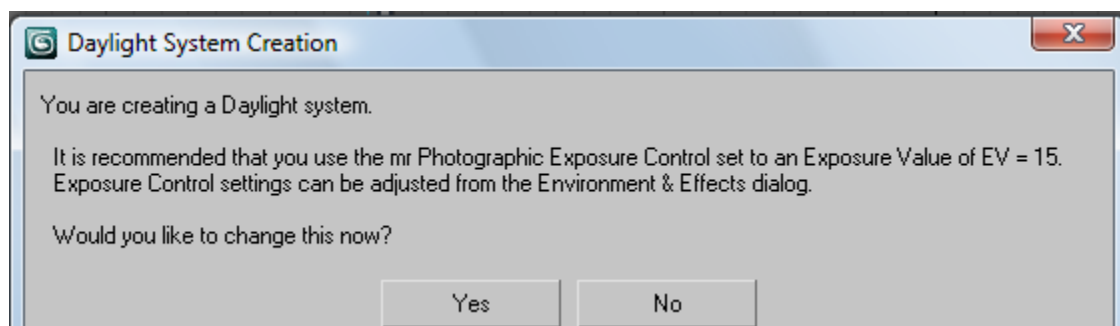
Assign a default gray material.
(Tip – If your materials are all Arch and Design, then choose a Matte Template.)
Make the ground plane a little darker gray than the box.



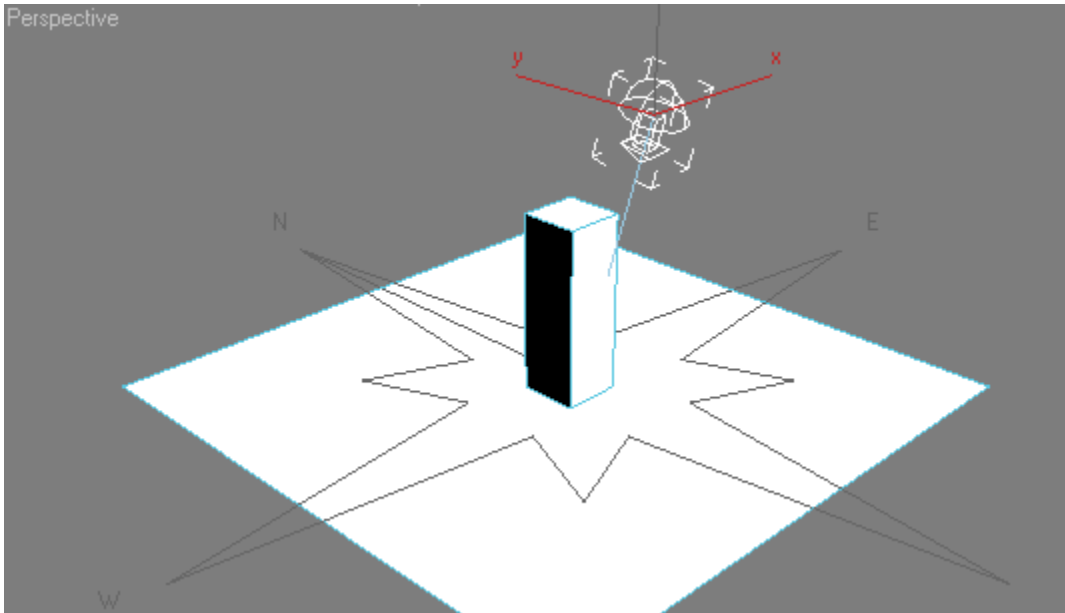
Click to create a daylight system:



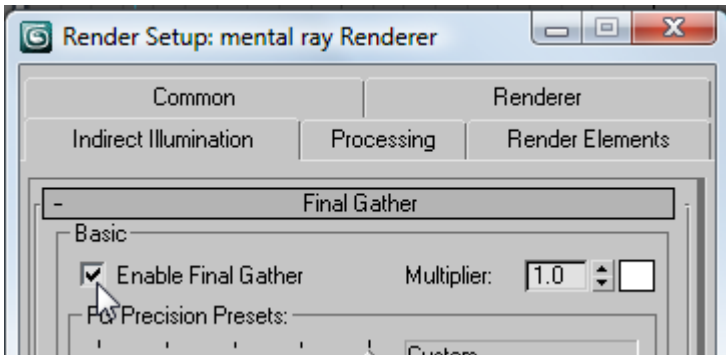
Click Yes IF you see this in your version of Max.



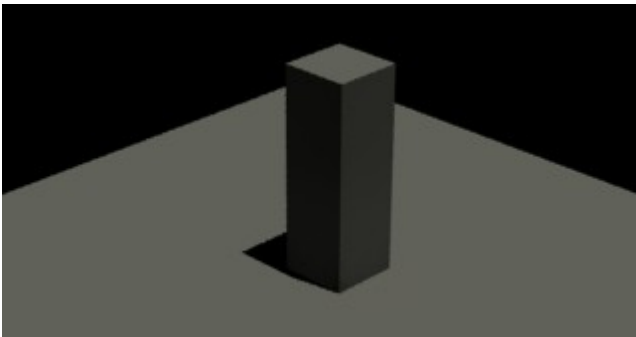
Click and drag to create a compass and sun as shown:
Note – the sun and skylight are actually 2 objects at the top.



Make sure Final Gather is turned on (in the Render dialogue):

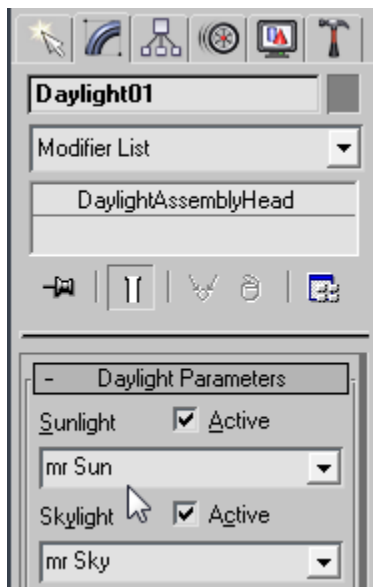


Note – when FG is off, your shadows will appear very dark, almost black.



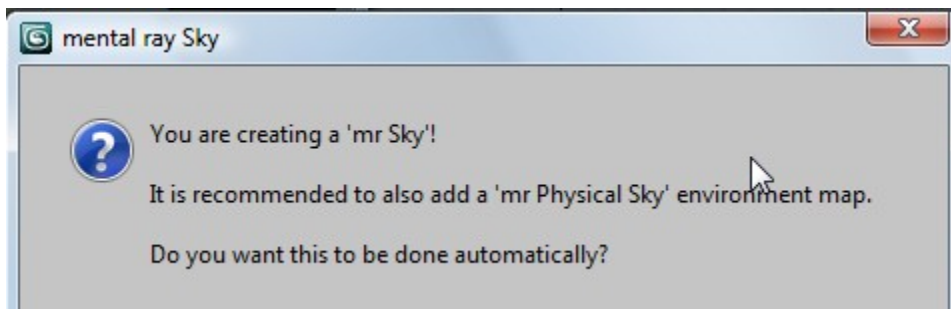
Continually render each time you make a change to see the effect in your file.

Change the sun and skylight to mental ray (mr) sun and sky. Note we are in the modify tab. Make sure the light is selected!



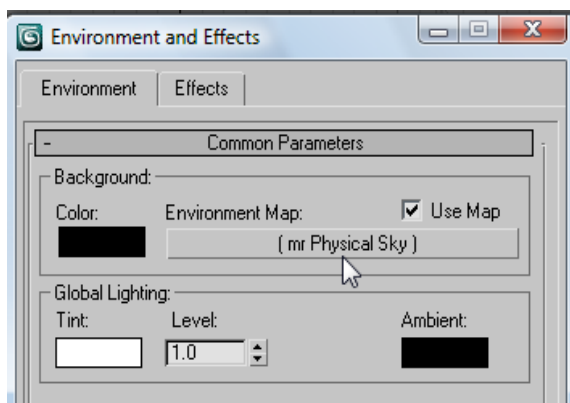
Click Yes here.

This will add a simple looking sky background with a horizon.



Each change, render. This time you will see a simple sky background, with a gray color at the bottom.

Go to the main menu and access Rendering/Environment. Note that mr Physical Sky is in the environment map slot.



Scroll down to Exposure Control.

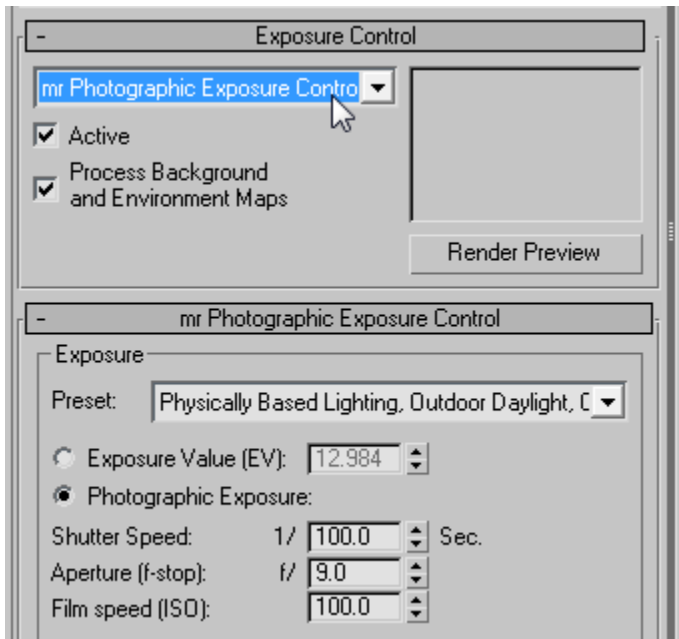
Check Preset to **Outdoor daylight**.

Set the Exposure Control drop down to **mr Photographic Exposure Control**.

It works like a SLR camera. Try out these shutter speeds and apertures.

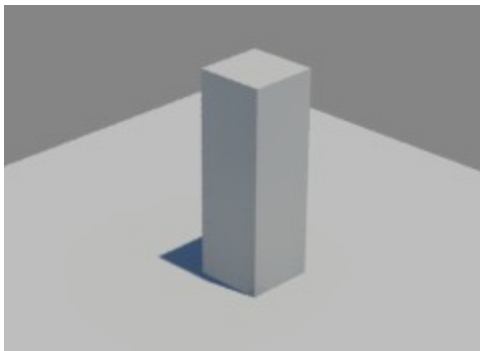
Tip – adjusting the White Point (Kelvin settings) slightly can affect the overall “color” of the light.

Also – Increase the shutter speed to 250 if the scene is too light.

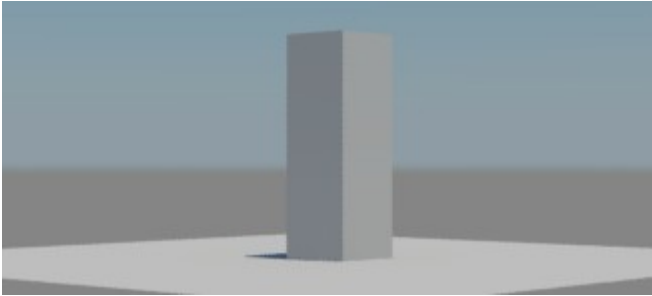


Make another test render.

It looks much better:

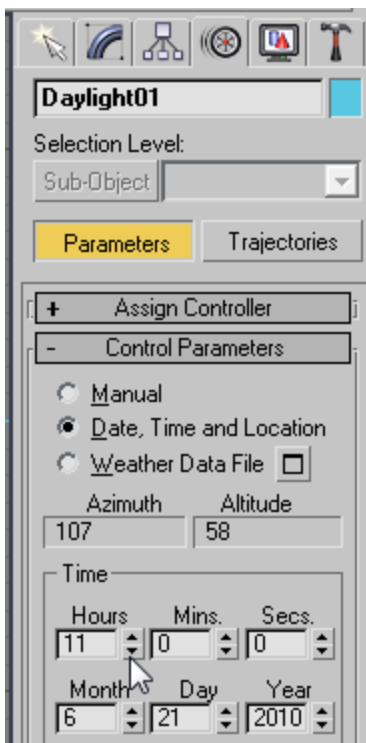


Arc rotate your view and re-render to see the mr Physical Sky:



To change the shadow, with the sun selected, go to the motion tab (looks like a bicycle wheel) and change the hours spinner.

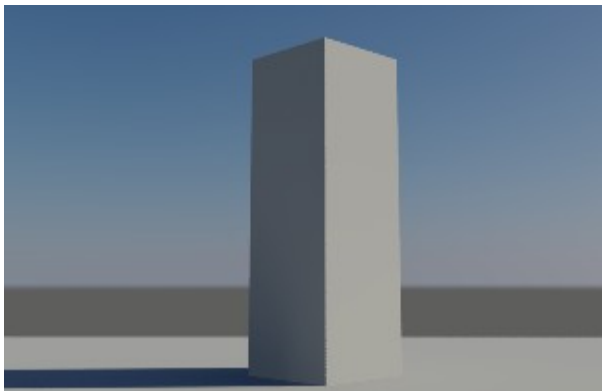
Tip – you can also select **Manual** and move the sun like a standard Target Spotlight.



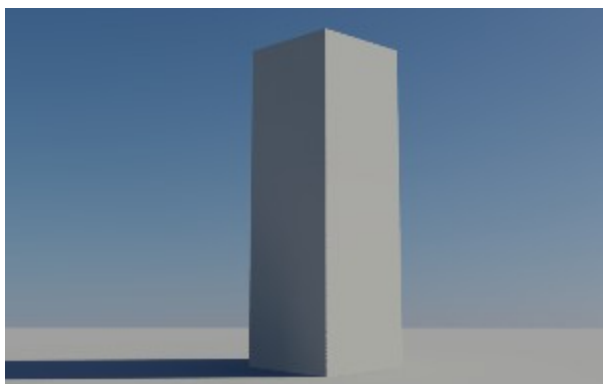
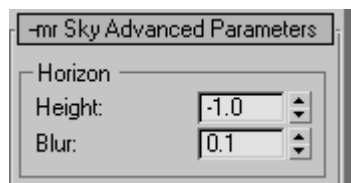
Change your light position and view until you see something like this.

Tip – rotate the building 45 degrees so you can see 2 sides.

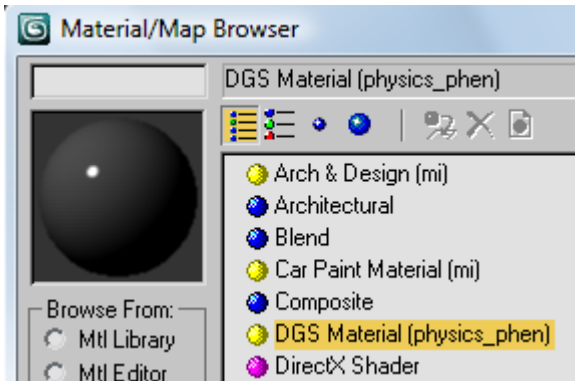
Notice how blue the shadow is.



To move the horizon line of the sky, in the modify ta (with the sun selected) change the horizon heights and re-render.



Add a couple 16 segment teapots.
Arrange them so interesting shadows fall on our "building"
Give one of the teapots the mental ray material called **DGS Material**.



Render:

