

Simple House Step 2 Materials and Standard Lights

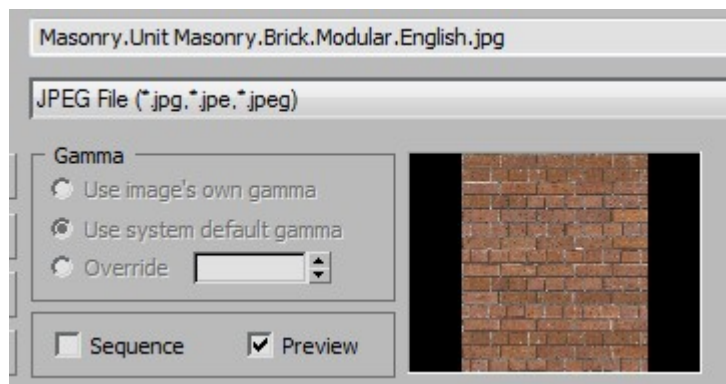
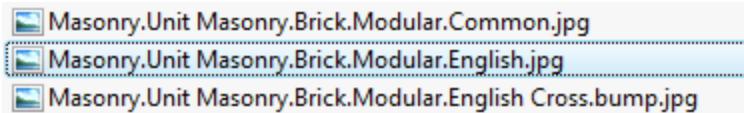
Open your original file simple house 001.max. Save as simple house 002.max.

Make sure Max is set up right for this tutorial. Customize/Custom UI and Defaults Switcher should say Max and ame-light – if not, please change and restart Max.

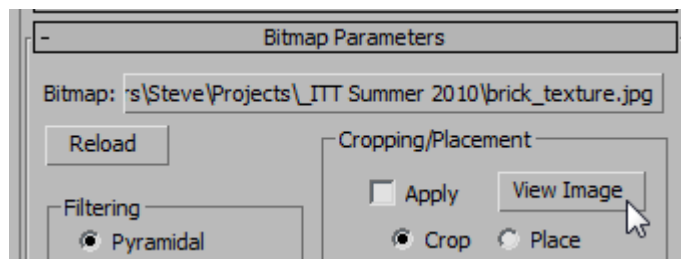
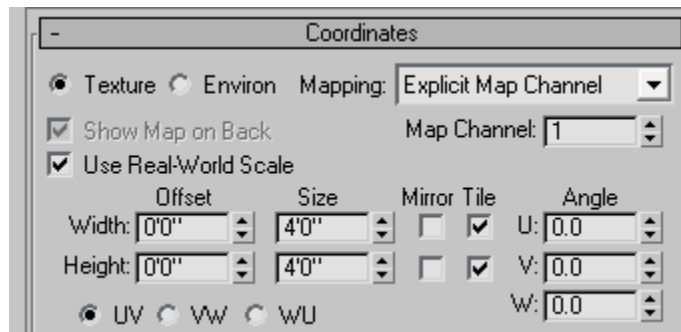
Upgrade your materials (images and real-world scale)

Use the exact materials specified. Select your **Walls** texture.

Hit the diffuse slot, choose bitmap, navigate into the 3ds Max program folder, and select this material as shown in the screen shot find this material in the ArchMat folder in the Maps folder.

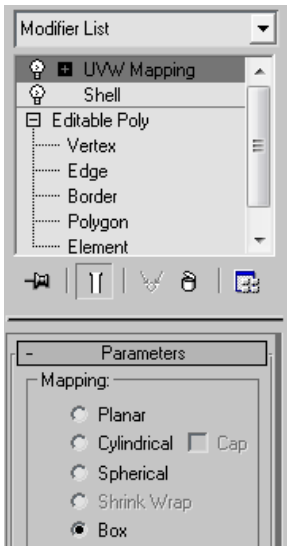


Set the brick to **real world scale**. Check **Use Real-World Scale**. This is very useful for architecture. Estimate 4x4 ft. Tip – if you hit this **“view image”** button, you can see the bitmap image and estimate its real-world dimensions.

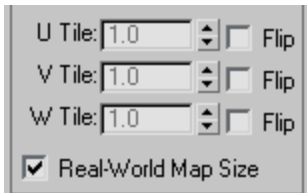


Optional – If you want an interior wall color, create a **multi-subobject material** and set the polygon ids. Make the bricks poly 2 and the interior wall a diffuse color of your choice set to poly id 2.

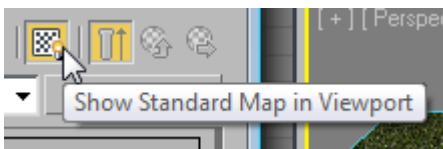
Apply a UVW map modifier to the house. Set it to box:



Remember to select Real World Scale here too:



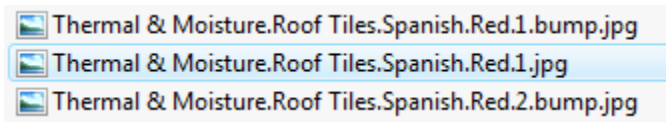
Tip – **always** turn this on or you will not see your map on the model:



Select your texture named **Roof**.

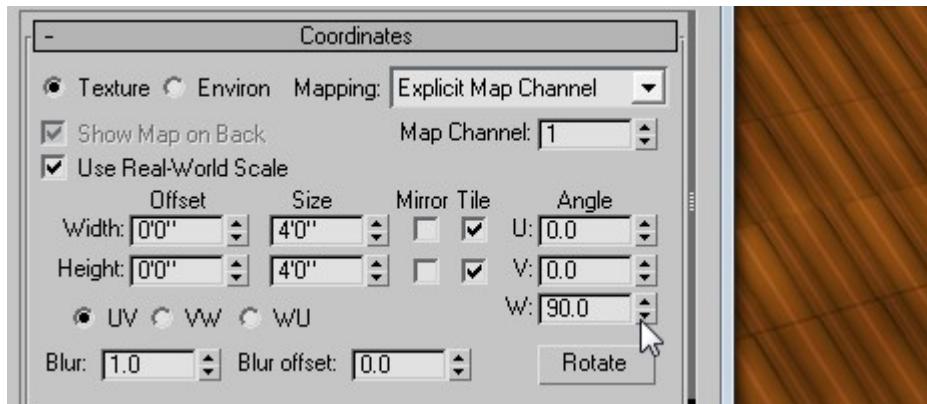
If you use this specific material you will not have problems with aligning to the roof sides.

For the roof use this bitmap in the diffuse slot:



This gets an estimated Real World Scale of 4x4 ft. You need to always check Use Real-World Scale in your updated materials, and estimate the dimensions in feet.

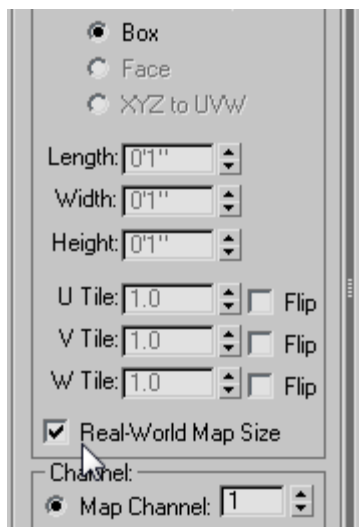
Rotate on W 90 degrees as shown below, to align to the roof.



Put a UVW modifier on the roof.

Set to plane or box. Turn on Real World Scale in the UVW modifier too.

Real world needs to be set in *both places*.



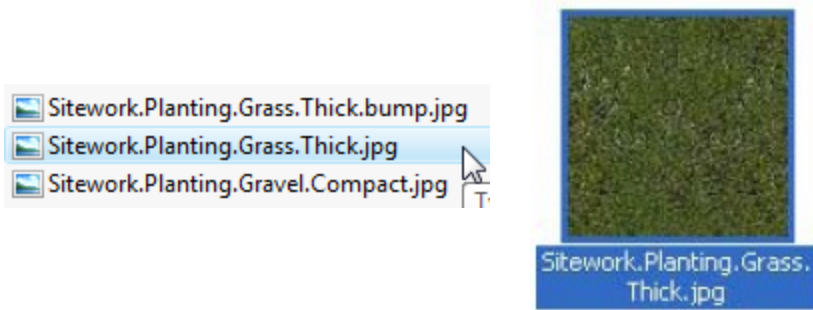
Follow in this manner to update all your materials to bitmaps with real-world scale and UVW map modifiers.

Foundation

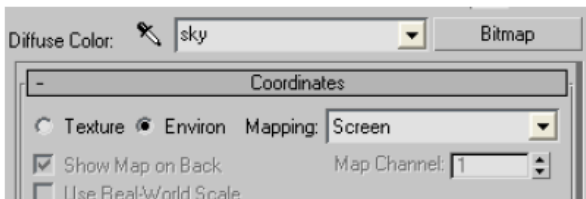
For example, the foundation needs a concrete material. There is a maps folder in 3ds Max called concrete – please look there.

Grass

Apply materials in this manner to everything but the glass. Make a new material named **Grass**. For the grass use this.

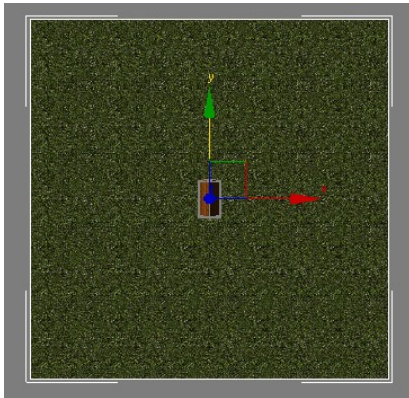


Set to Real World Scale size of 3x3 ft.

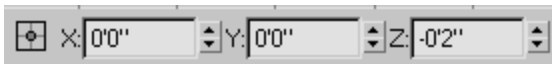


Make the ground plane:

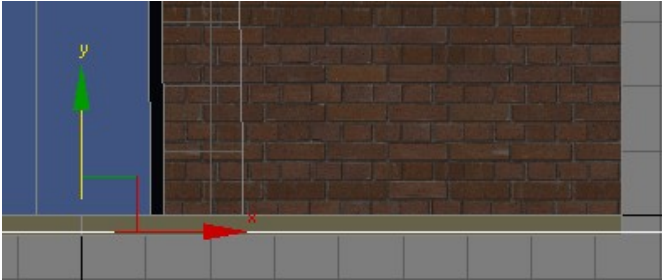
In the top viewport make a plane 250x250 ft.



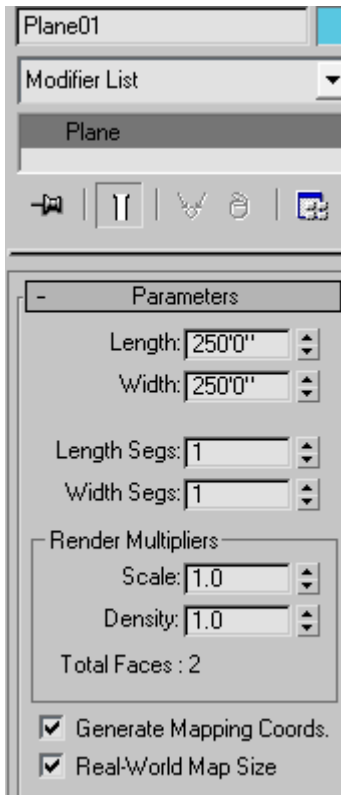
Position it at 0,0, -2 inches:



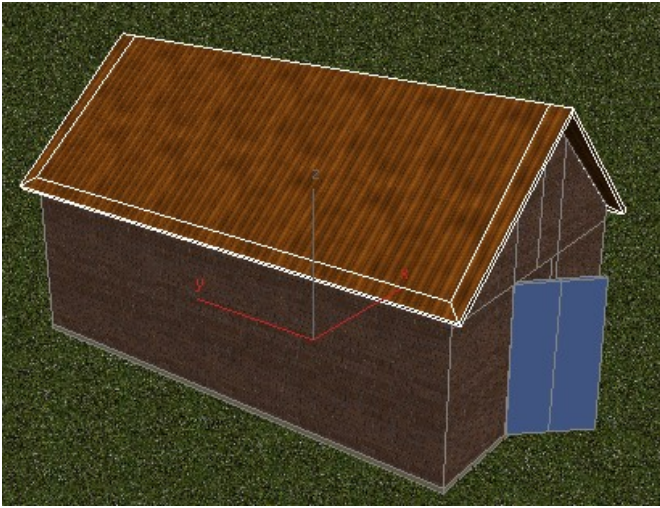
The ground plane looks like this in the front viewport, setting below the foundation:



You can set it to Real World Scale right on the plane (down at the bottom)

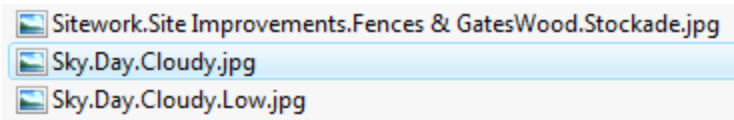


Drag the grass material to the plane.

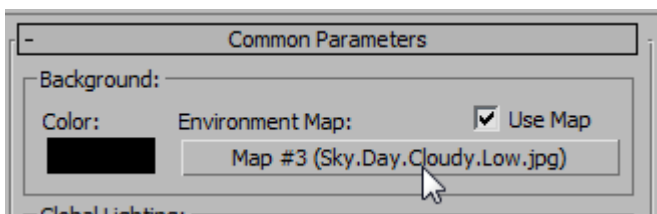


Sky background

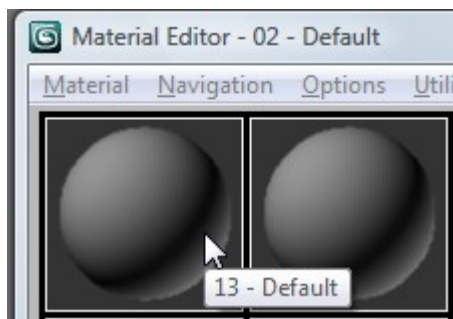
Go Rendering/Environment and locate a bitmap. I used this one in the ArchMat folder. If you cannot find that, use one in the Maps/Skies background. Please do not use an image from the background folder.



Here is a trick to show your sky in the background and control its position ...
Drag the slot of the background image to an empty material slot as an instance.
(actually drag the "button" from here ...



... to let go on a blank gray sphere here (could be any name/number ...)



Select **Instance** when asked. You will now see an image of the sky in the Material Editor you can control.

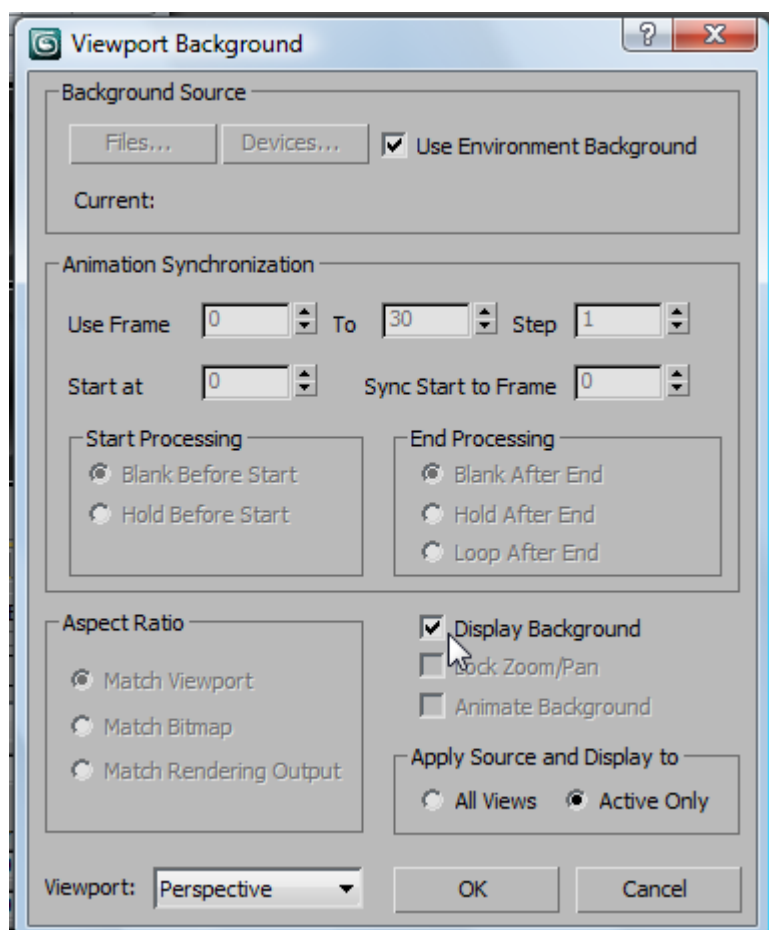
But first you need to **see the sky in the viewport background.**

Go (from the main menu) Views/Viewport Background/Viewport Background ... or, far better yet:

Ctrl B.

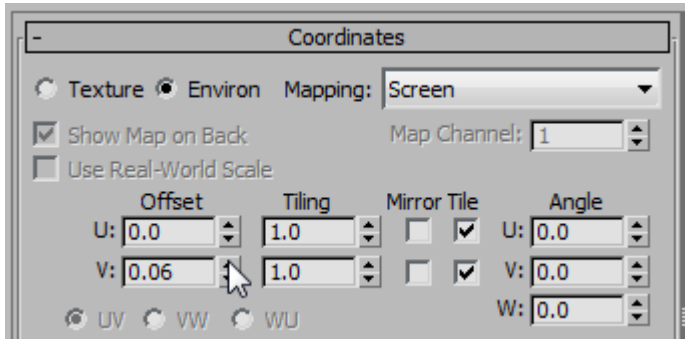
This will open; set as shown:

(Use Environment Background and Display background both on. Make sure **Perspective** is also selected.)



You should now see the Perspective Viewport showing the sky background.

Adjust these V spinner back in the Material Editor to move the sky up or down as needed:



Arrange your view until you see something like this, with a low horizon. Tip – the ground plane is most effective quite low in this case.



Standard lights

Light it using a spotlight for the sun, and a second spotlight for the fill.

Make the key light (the sun) is set like this:
a very light yellow,
1.0 multiplier,
shadows on.

Make the fill light:
a very light blue,
multiplier .33,
no shadows.

Overshoot on for both lights.

Render, and save the render as **Simple House Standard lights** and save the 3ds Max file. We will use the render for comparison later.

Print from Photoshop.