

MINI THE MAKING OF FOREST HOUSE BY EMPLOY MEDINA

CHADSGROUP
v-ray SketchUp



TEXTURES



PROXIES



HDRI



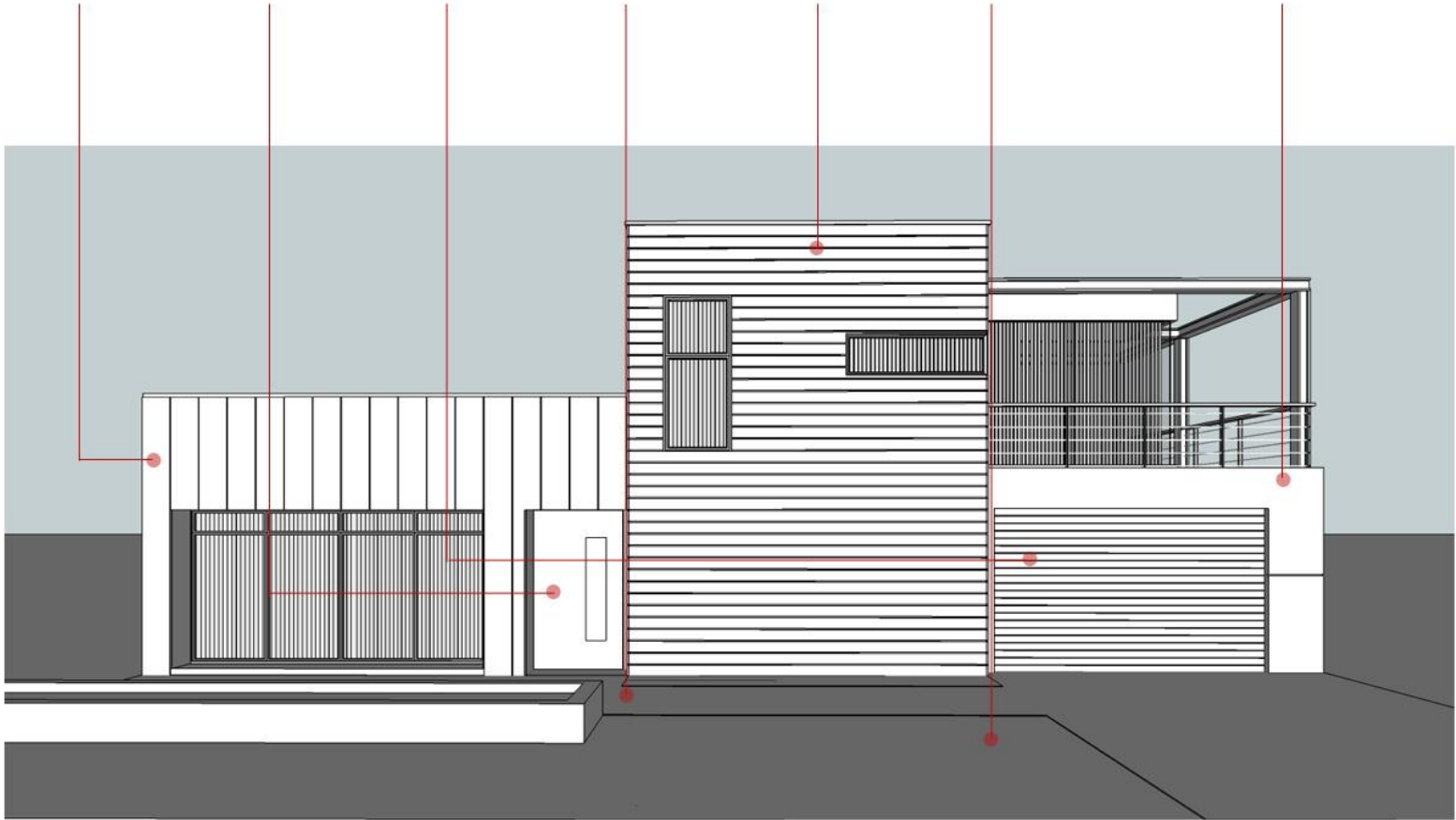
SHARE



THE MODEL



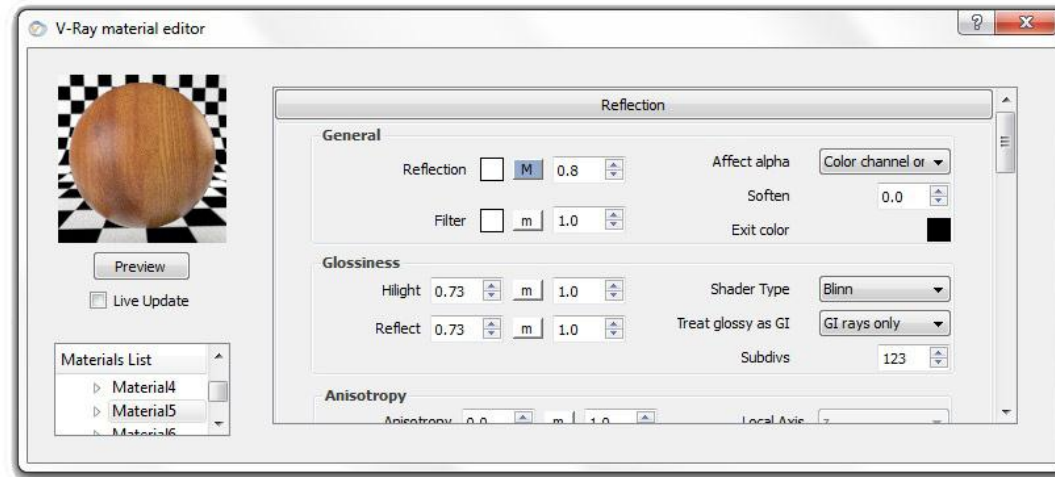
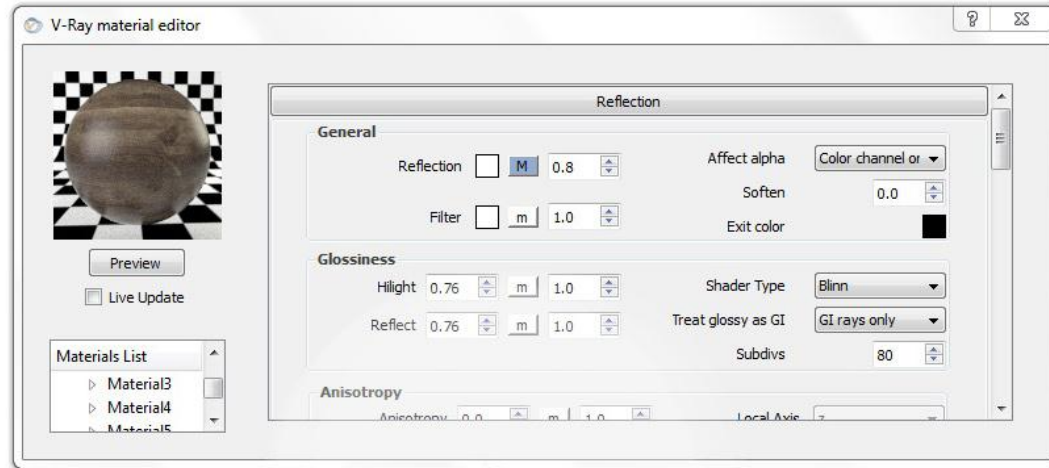
APPLYING MATERIALS



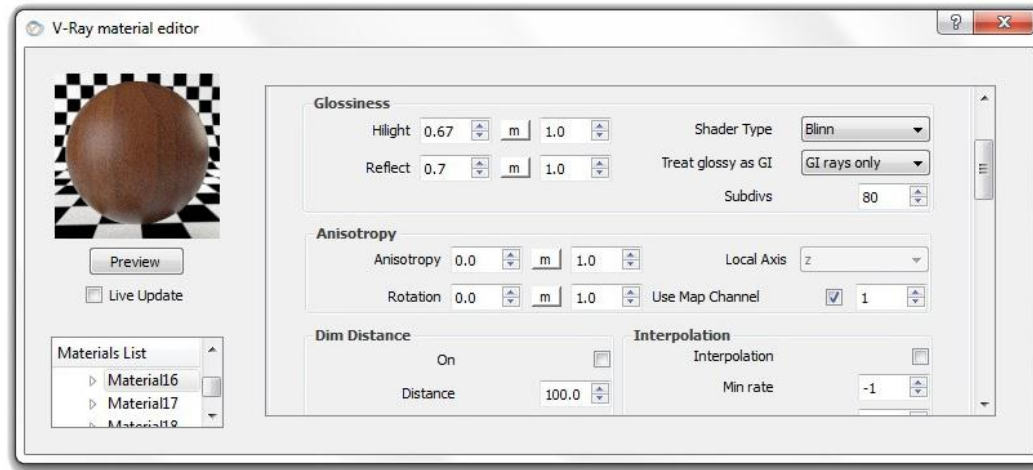
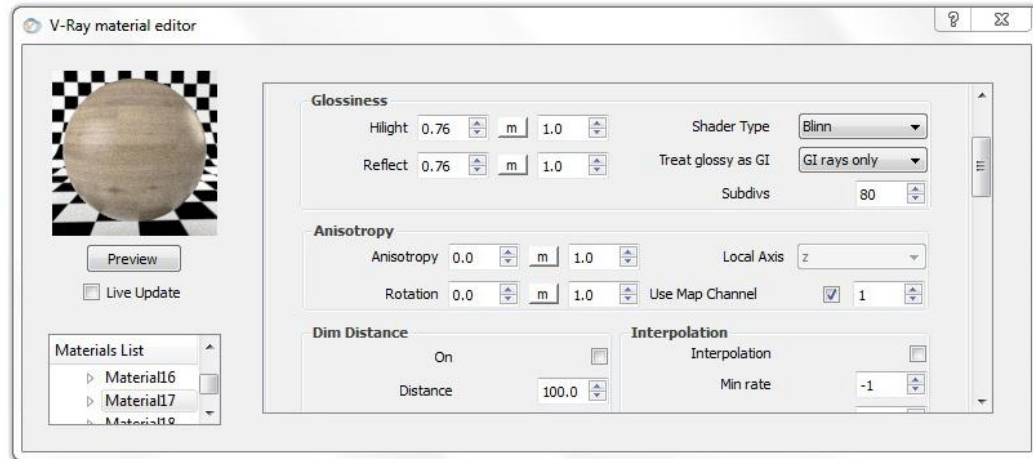
MATERIALS APPLIED



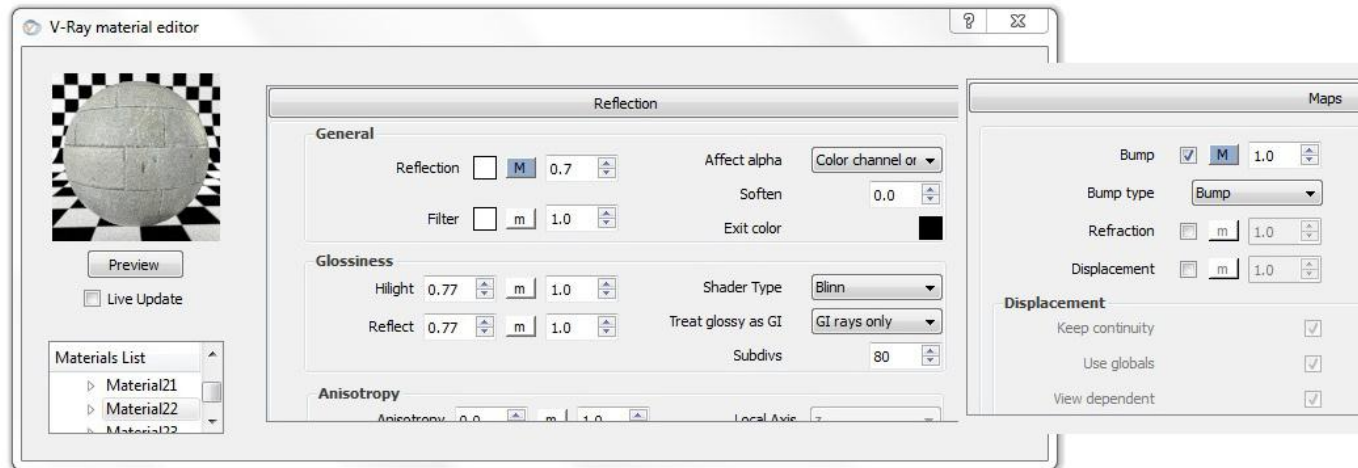
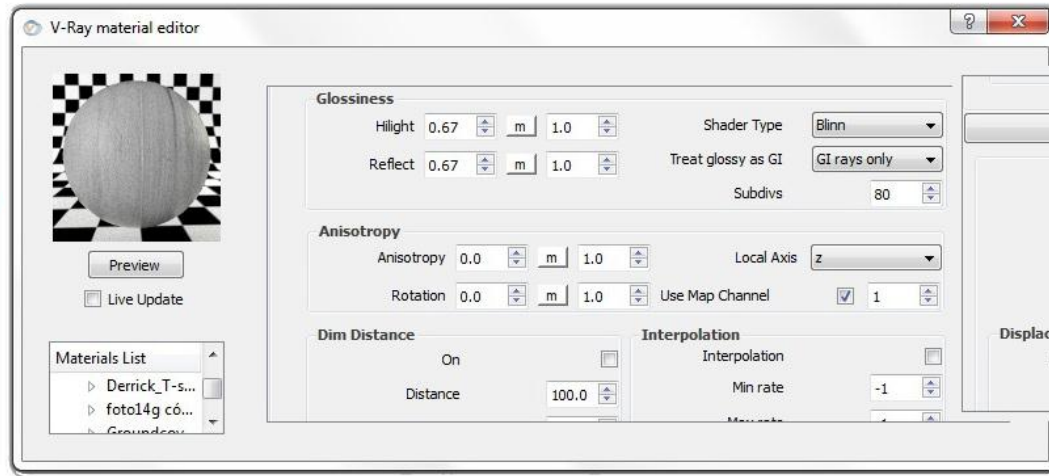
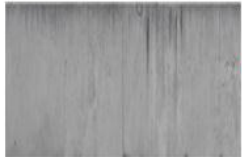
MATERIAL VISMAT



MATERIAL VISMAT

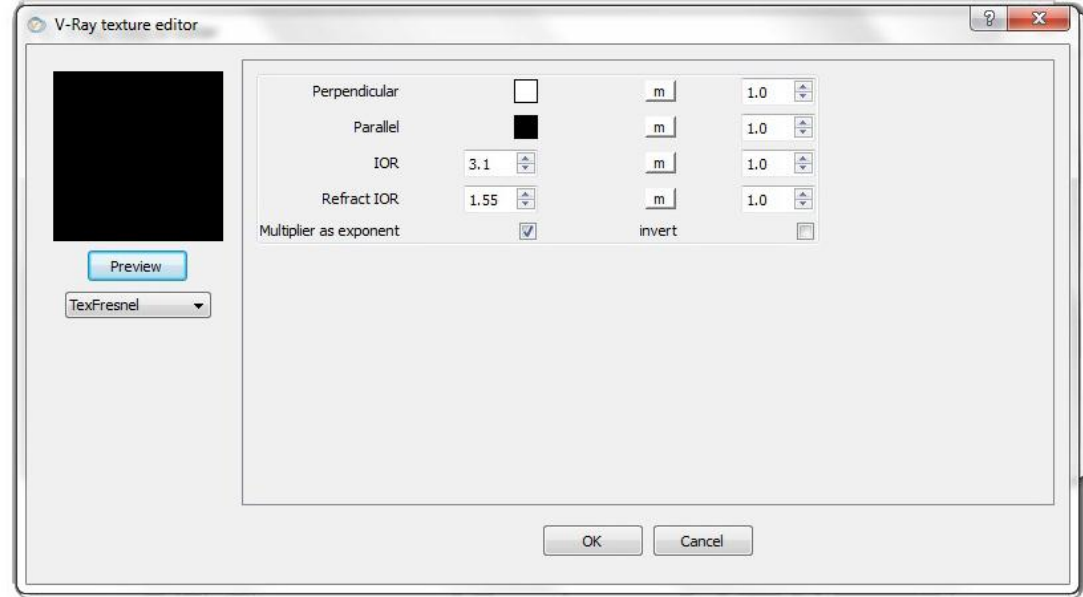
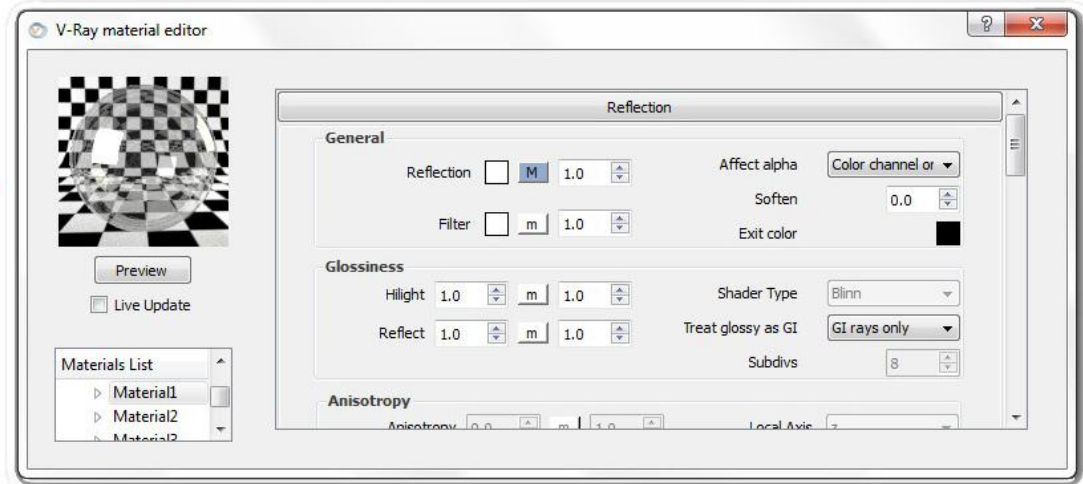


MATERIAL VISMAT

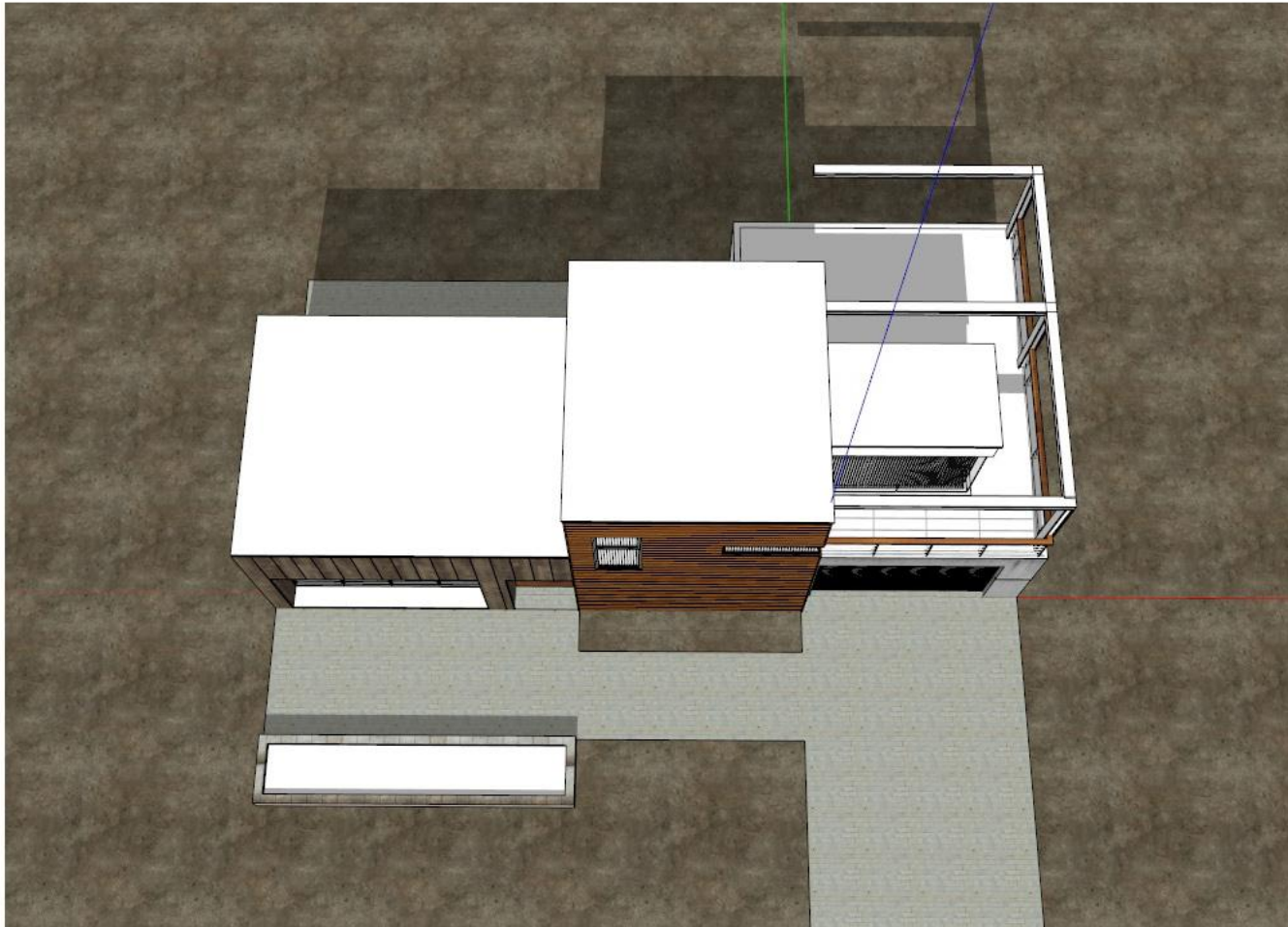


MATERIAL VISMAT

GLASS MATERIAL



SETTING SUN POSITION

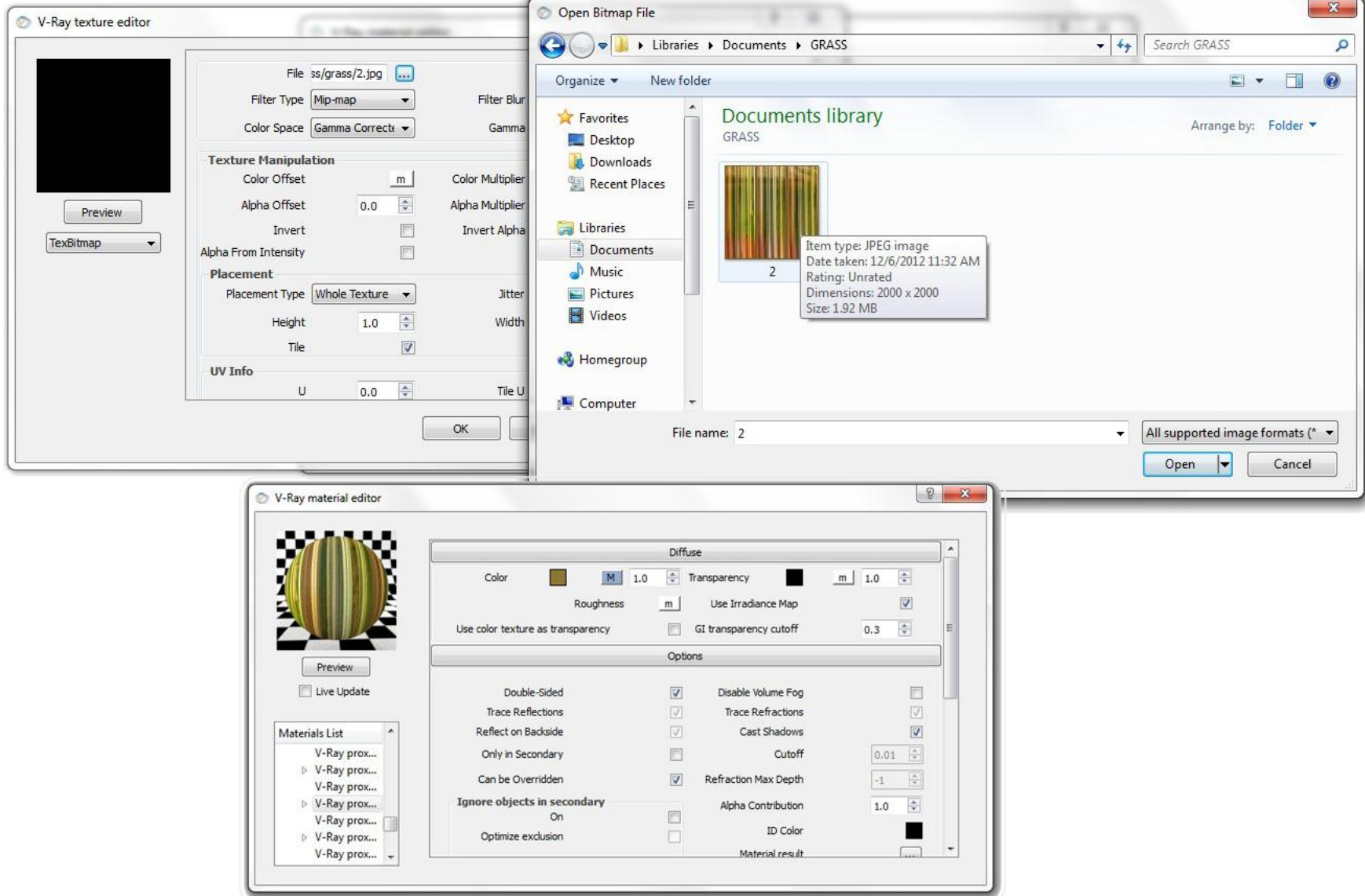


ADDING GRASS PROXY



ADDING GRASS ON THIS PORTION
TO BLOCK GROUND SURFACE

PROXY GRASS MATERIAL



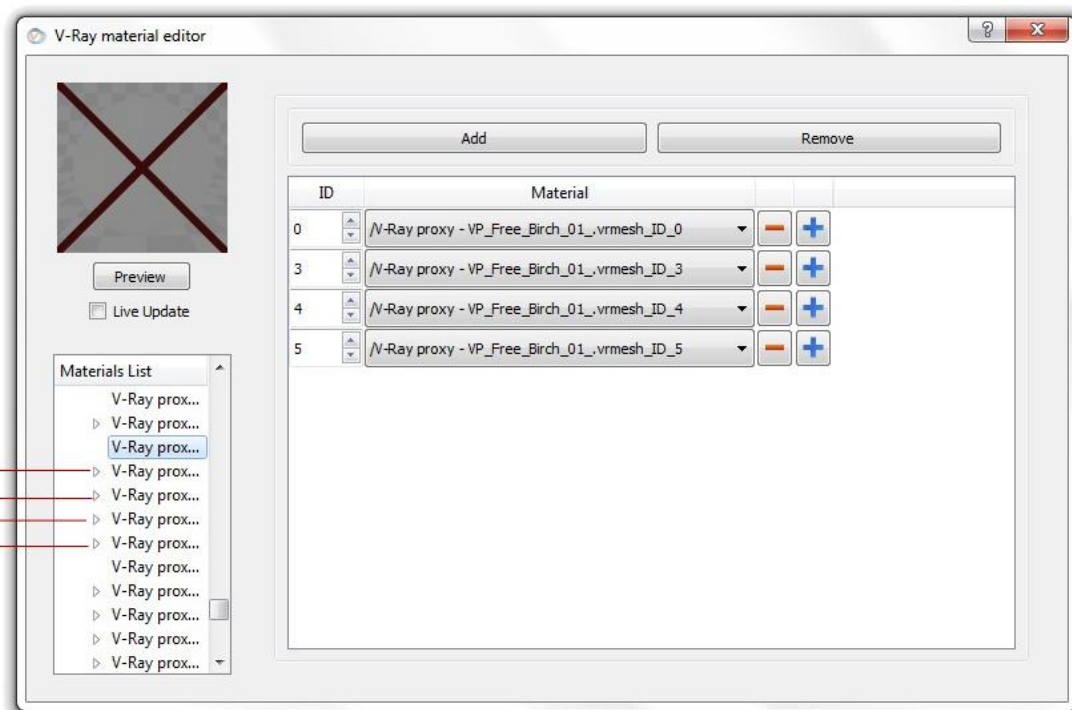
ADDING PROXY TREE #1



IN THIS PART, I PUT RECTANGULAR SURFACE
TO SET THE SHADOW OF THE TREE ON MY
DESIRE LOCATION



PROXY TREE#1 MATERIAL



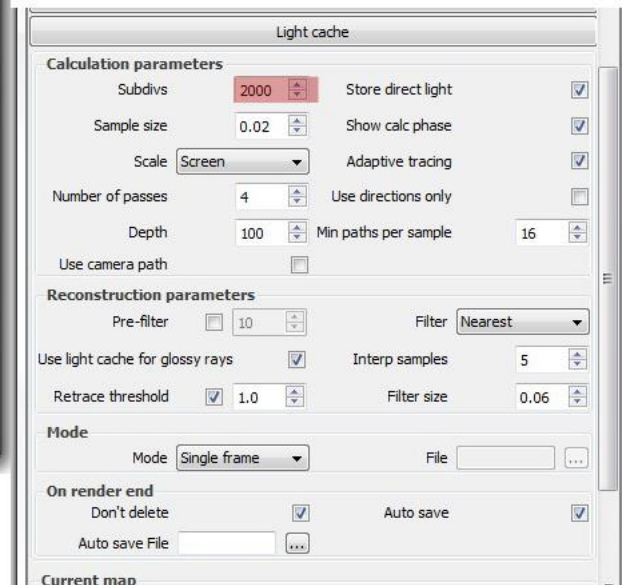
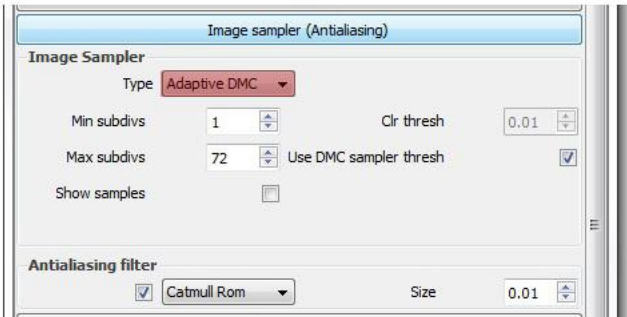
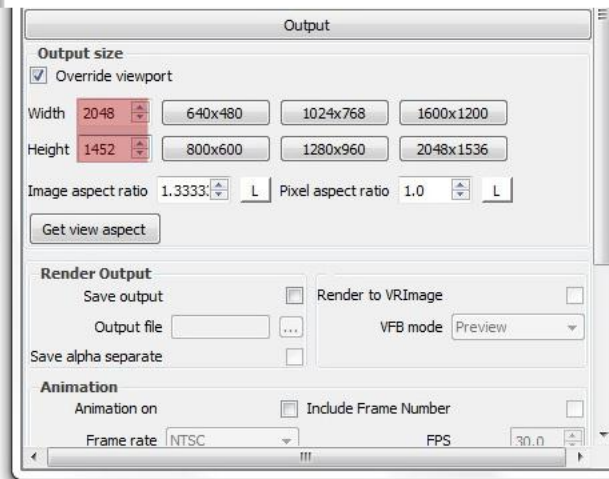
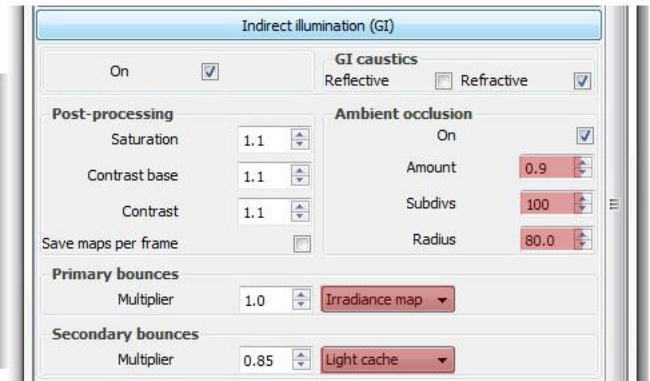
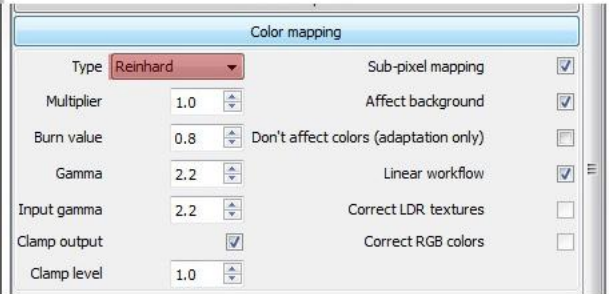
ADDING PROXY TREE #2



ADD MORE TREES AROUND THE MODEL

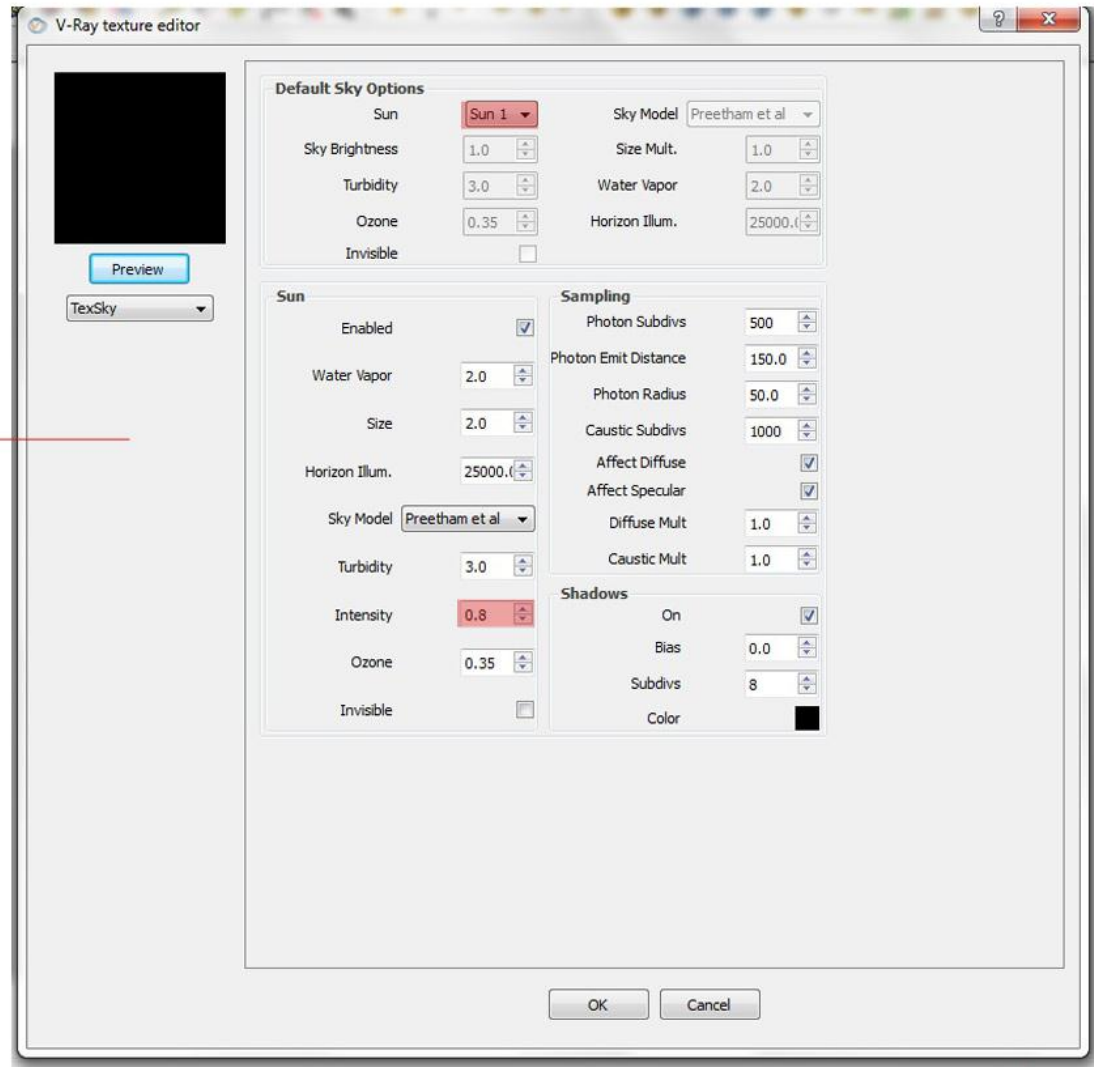
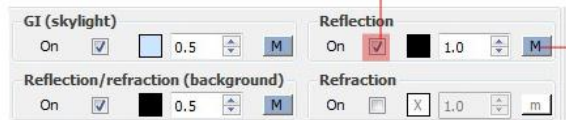


VISOPT SETTING



VRAY SUN SETTING

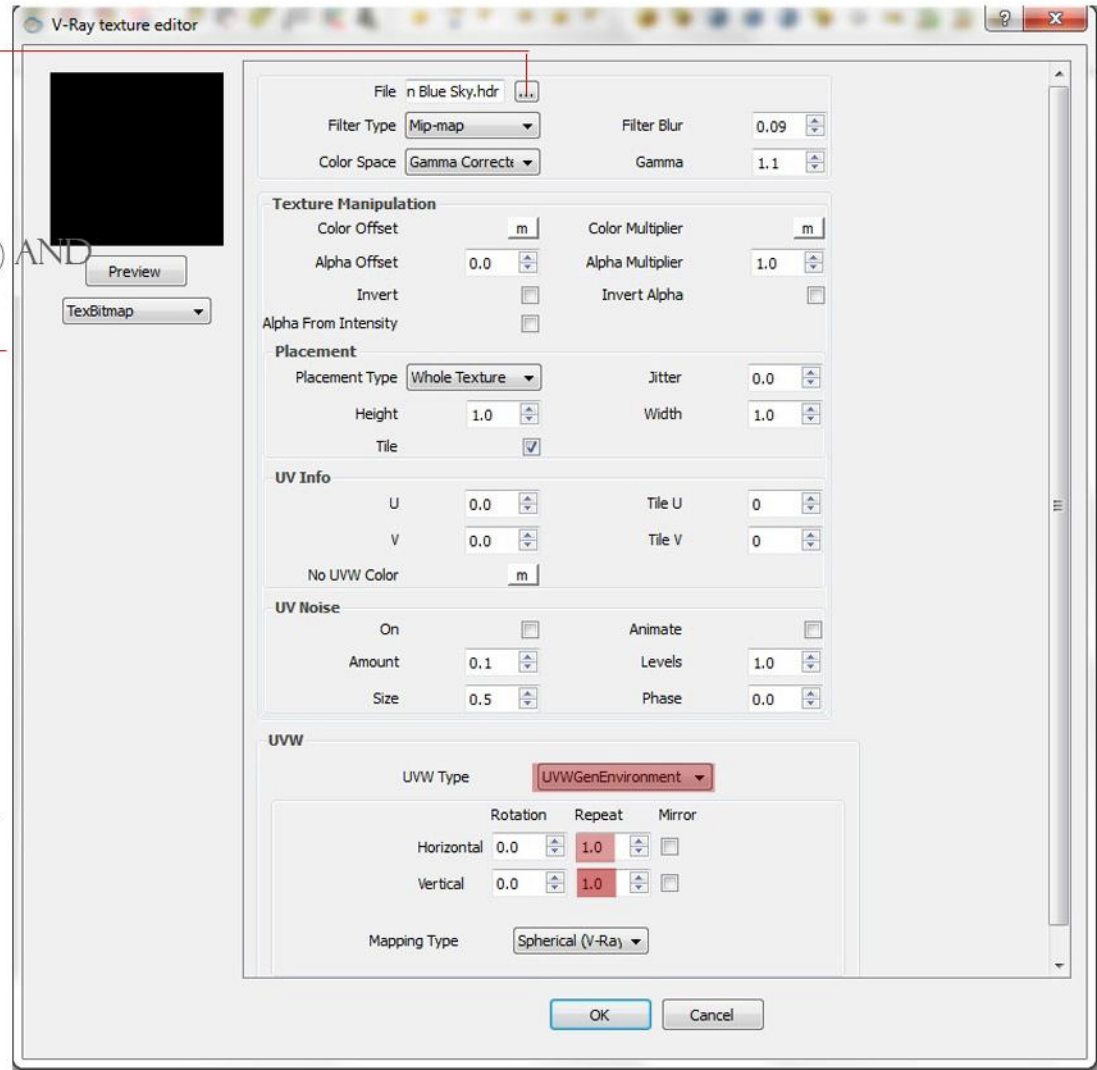
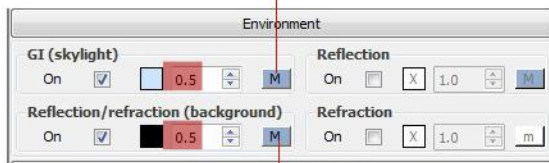
TURN ON THE REFLECTION



HDRI SETTING



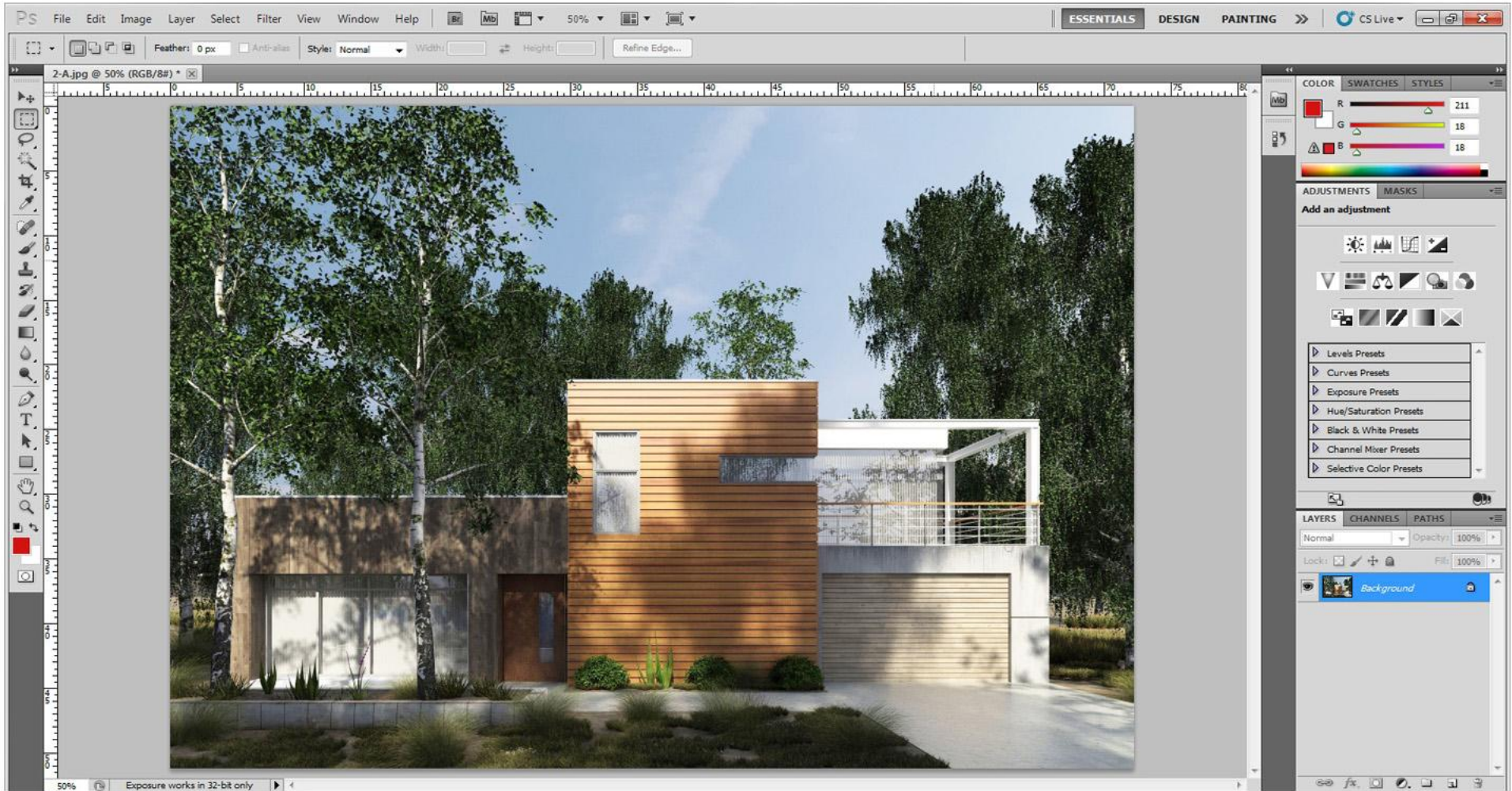
USE SAME SETTING FOR BOTH GI (SKYLIGHT) AND REFLECTION/REFRACTION(BACKGROUND)



RAW RENDER

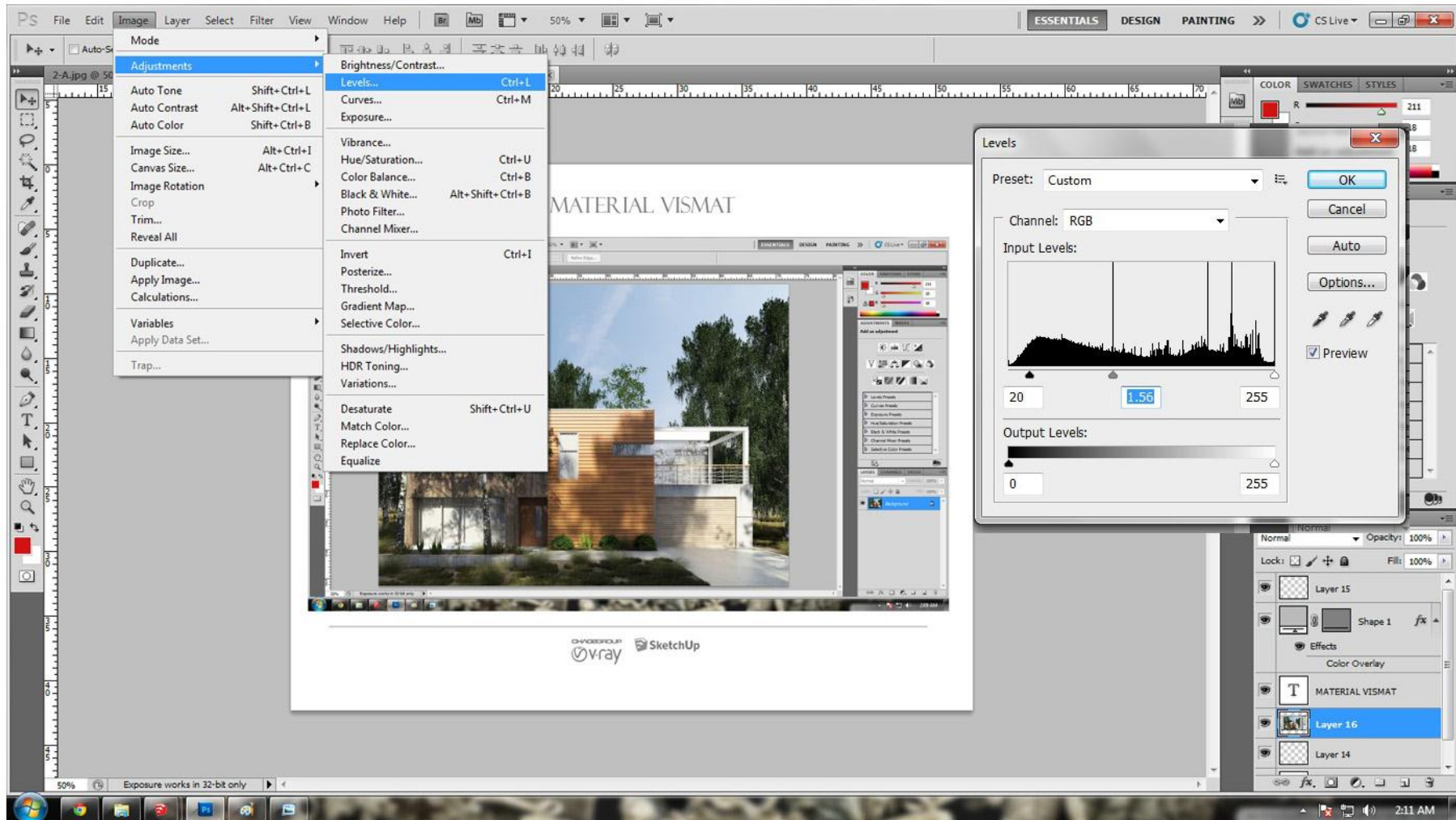


POST PROCESS



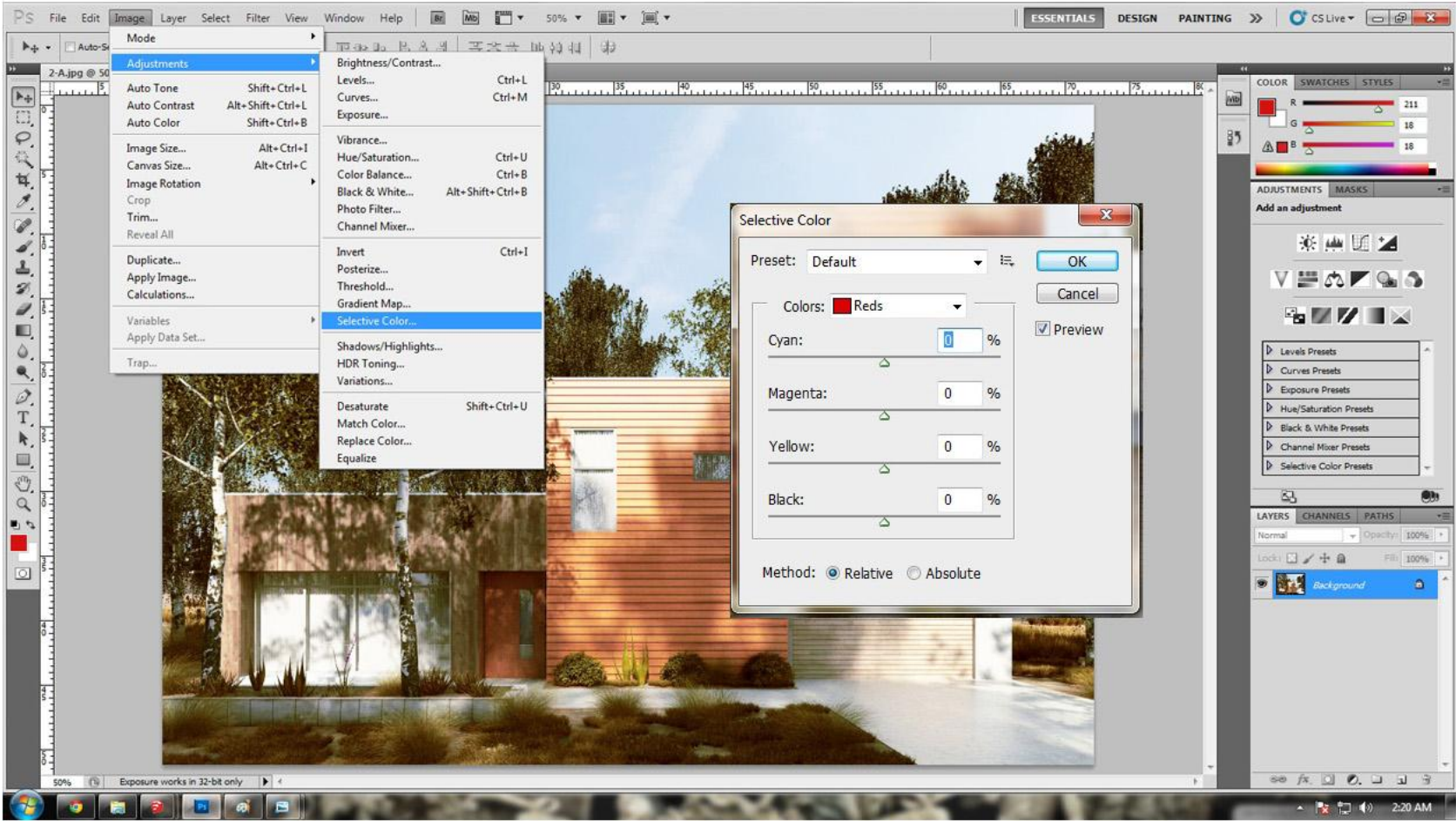
POST PROCESS

USE LEVELS TO INCREASE BRIGHTNESS AND SHADOW



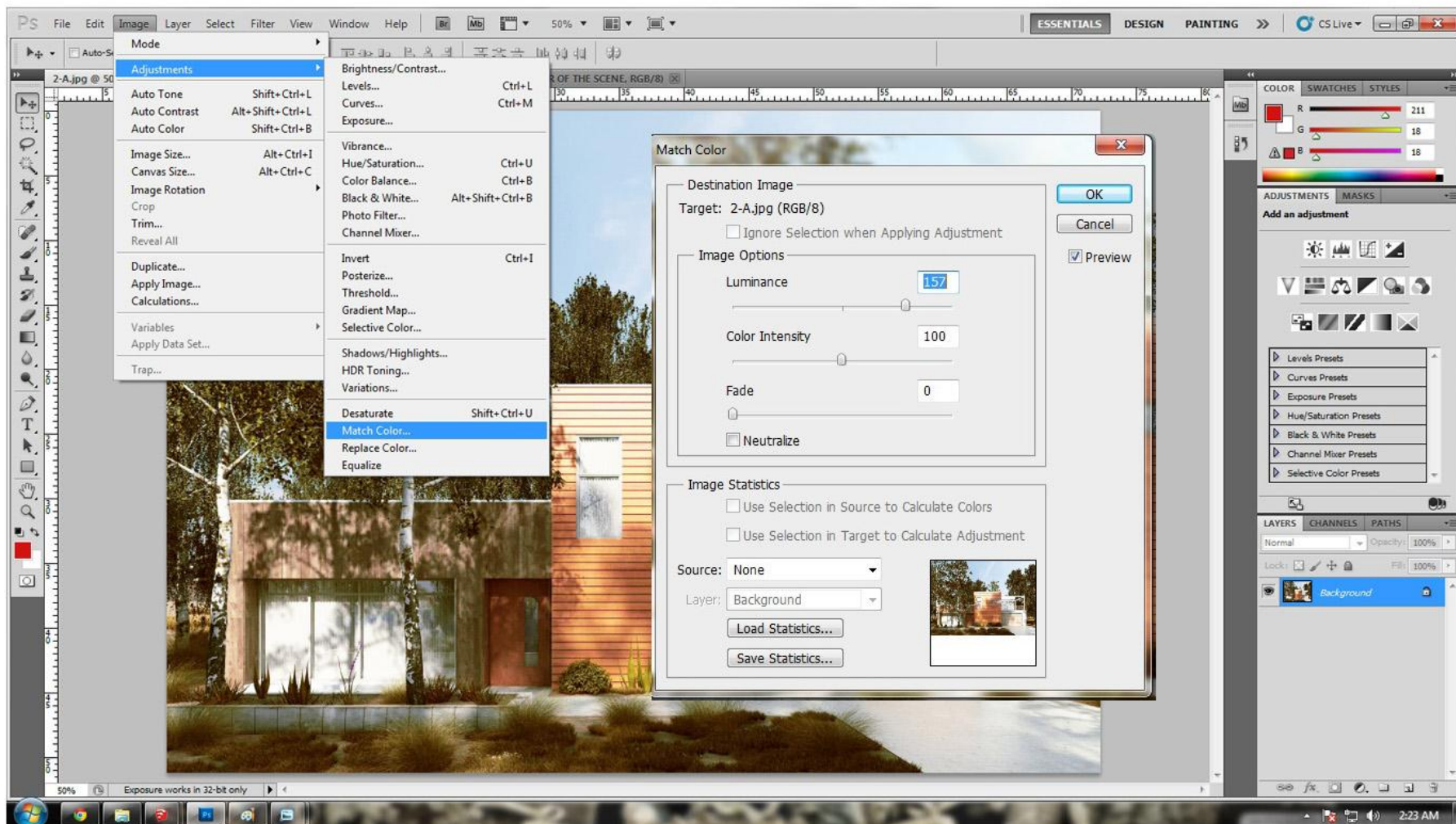
POST PROCESS

USE SELECTIVE COLOR TO ADJUST THE COLOR OF THE SCENE



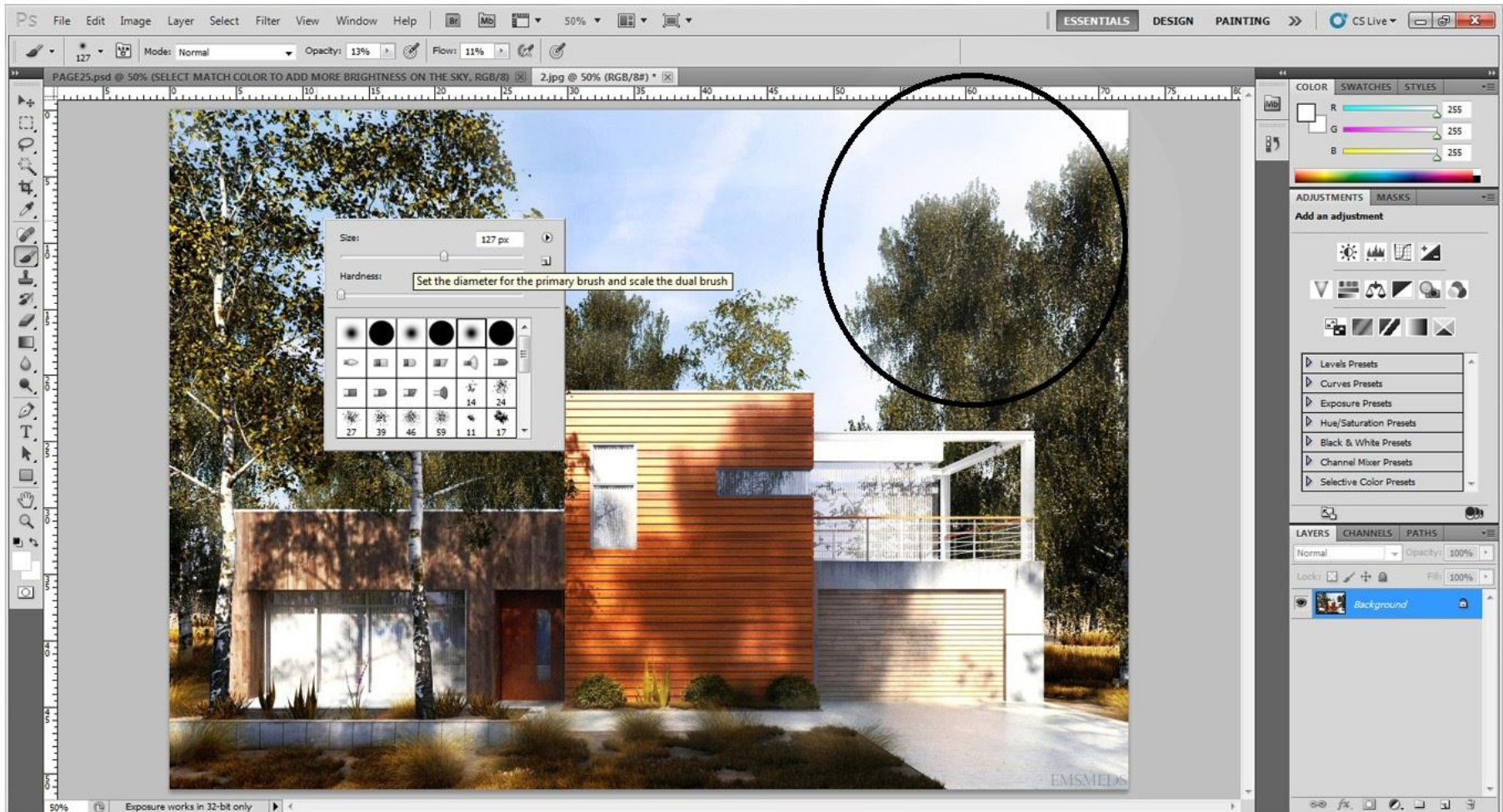
POST PROCESS

SELECT MATCH COLOR TO ADD MORE BRIGHTNESS ON THE SKY



POST PROCESS

USE BRUSH MATERIAL TO ADD MORE LIGHT EFFECT ON THE SCENE.
LOWER THE OPACITY AND FLOW TO HAVE SMOOTH EFFECT



THANK YOU AND GODBLESS!

