RHINO RENDERING

Duration: 8 hours
Prerequisite: Working knowledge of a Windows OS, basic familiarity with Rhinoceros 3D.

OBJECTIVE

This course will teach you how to produce beautiful renderings with the built-in Rhino Renderer, as well as taking advantage of the real-time rendering with the Viewport Renderer.

TOPICS INCLUDE:

- Materials
  - Material Management – Import / Export Material libraries
  - Types of Materials
    - Custom, Double-sided, Emission, Gem, Glass, Metal, Paint, Physically Based, Picture, Plaster, Plastic
  - Material Properties
    - Roughness, Bump, Transparency, Metallic
- Environment / Backdrop – Manage domed environment for a scene
- Lighting
  - Light Fixtures
  - Sun
  - Skylight
- Real-time Rendering
  - Rhino Renderer
  - Rhino Raytraced Viewport
  - Exporting Viewport Images
- Animations
  - Solar Study
  - Turntable
  - Path
- Post Processing Effects
  - Bloom, Glow, Fog, Depth of Field, Multiplier, Denoiser (NVIDIA, AMD)
- Texture mapping – learn how each type of mapping works and which would be most appropriate for a geometric object
  - Unwrap, Custom, Surface, Planar, Box, Sphere, Cylindrical, OCS, Screen, Mapping Widget