Car Paint and Rendering setup with Mental Ray by veXal



http://www.vexal.com/Tutorials/Car%20Paint%20an...%20setup%20with%20Mental%20Ray%20by%20veXal.htm (1 of 4)06/06/2005 07:34:02 a.m.







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Effects Area Lights/Shadows as Points
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- Render Output
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Use Device Devices
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Email Notifications
Assign Renderer
Production: Default Scanline Renderer
Material Editor: Default Scanline Renderer 8
ActiveShade: Default Scanline Renderer
Save as Defaults
Production Preset:
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Car Paint and Rendering setup with Mental Ray by veXal







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<ul> <li>Production</li> <li>Preset:</li> <li>ActiveShade</li> <li>Viewport:</li> <li>Perspective</li> <li>Render</li> </ul>								



Modeling & Rendering: - 3D Studio Max 5, Mental Ray. I really liked the different shape of this car, The problem was that I have never seen this car in reality, so all the project is made with the help of images. Client :- Personal Project. © images copy right by veXal 2003-2008



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