Chapter 11

Rendering

Learning Objectives

After completing this chapter, you will be able to:

- *Understand Global Illumination*
- *Create render passes*
- *Create the caustic patterns*

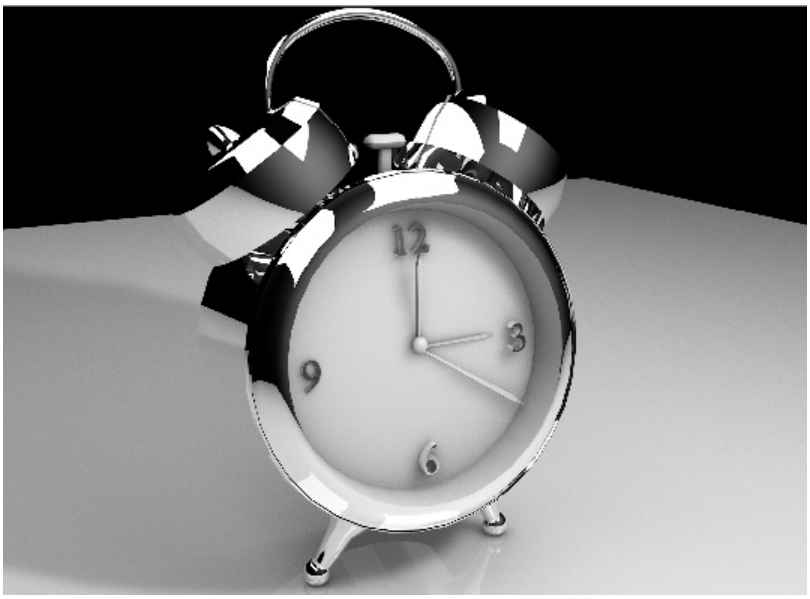

Figure 11-1 *The final rendered table clock*

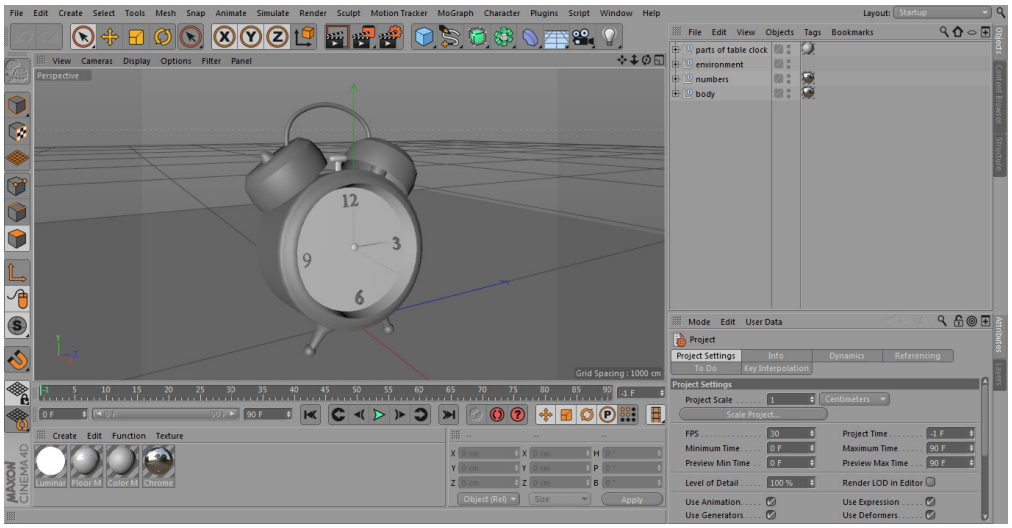

Figure 11-2 *The c11_tut1_start.c4d file*

Figure 11-3 *Displaying the rendered view*

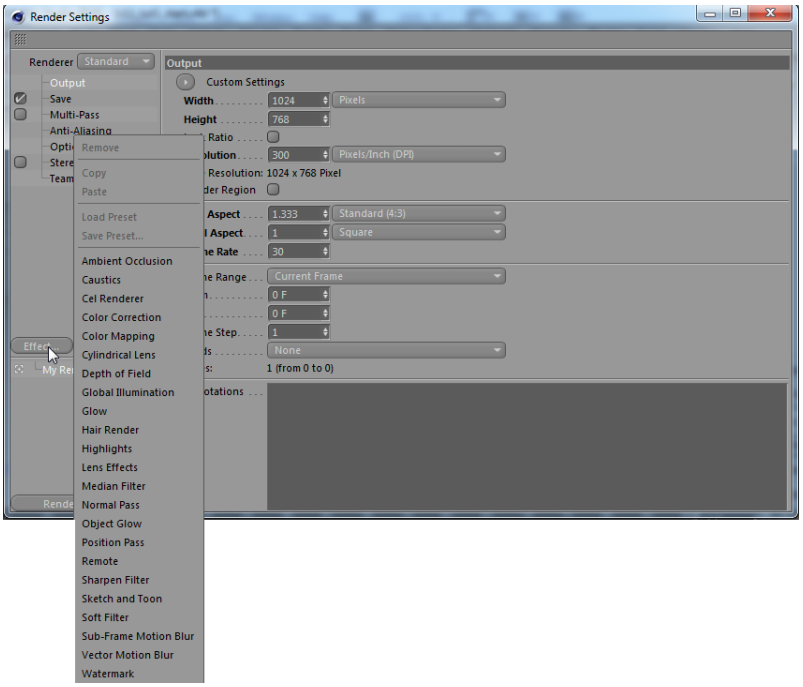

Figure 11-4 *The flyout displayed on choosing the* ***Effect*** *button*

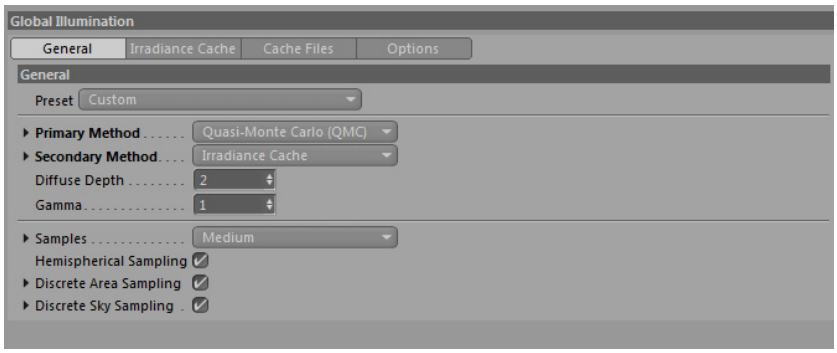

Figure 11-5 *The* ***Global Illumination*** *area*

Figure 11-6 *The rendered clock*

Figure 11-7 *The rendered clock*

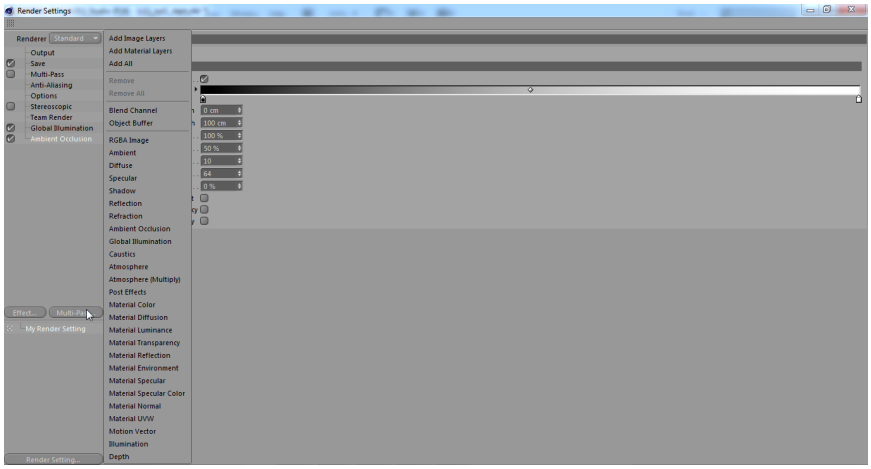

Figure 11-8 *The flyout displayed on choosing the* ***Multi-Pass*** *button*

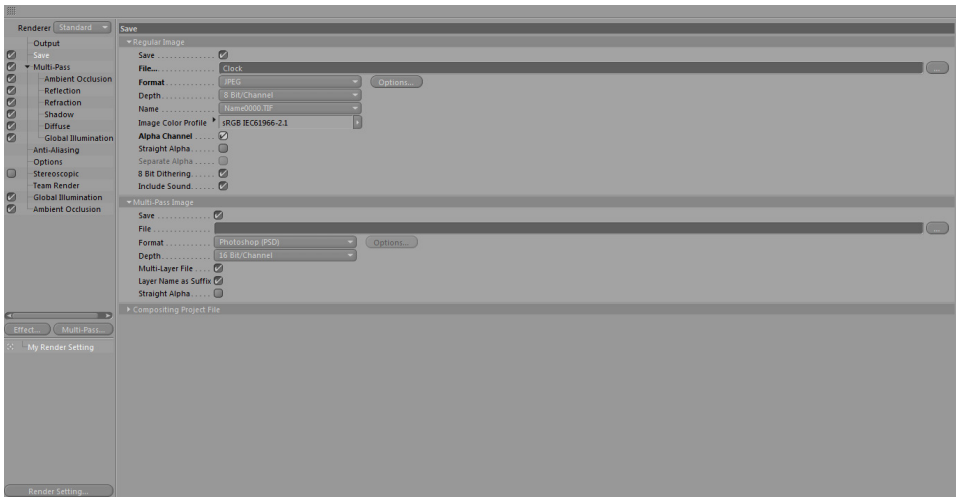

Figure 11-9 *Selecting the* ***Alpha Channel*** *check box in the* ***Render Settings*** *window*

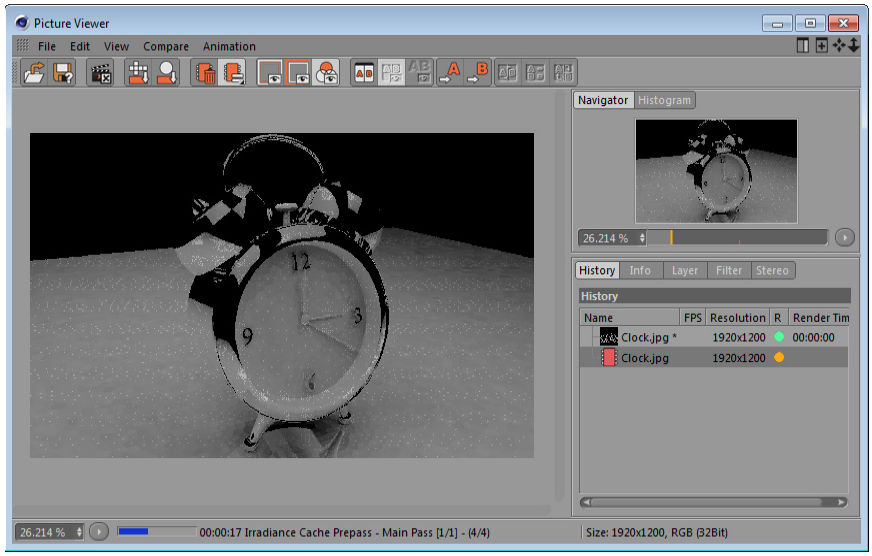

Figure 11-10 *The rendering process in the* ***Picture Viewer*** *window*

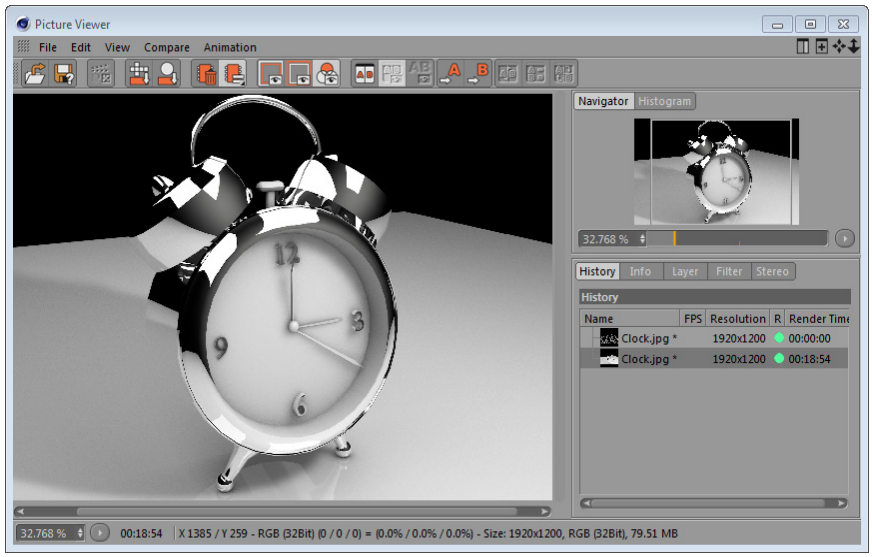

Figure 11-11 *The render passes displayed in the* ***Picture Viewer*** *window*

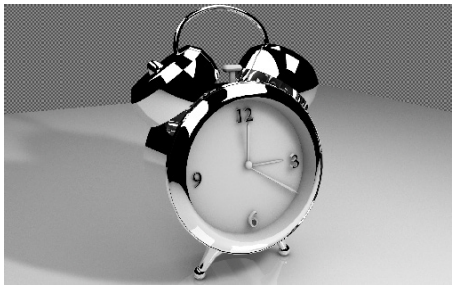

Figure 11-12 *Displaying the* ***Alpha*** *pass in the* ***Picture Viewer*** *window*

Figure 11-13 *The* ***Ambient Occlusion*** *pass displayed in the* ***Picture Viewer*** *window*

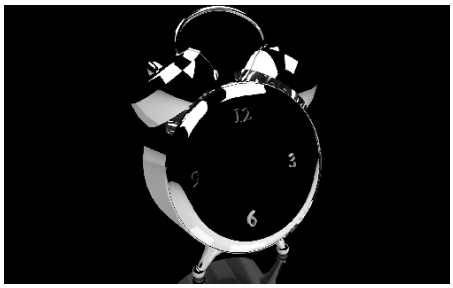

Figure 11-14 *The* ***Reflection*** *pass displayed in the* ***Picture Viewer*** *window*

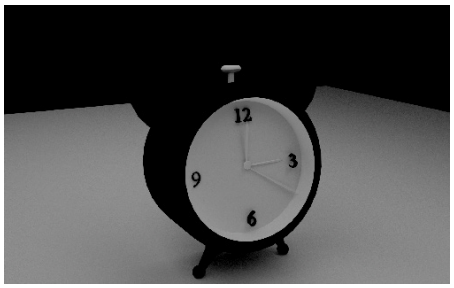

Figure 11-15 *The* ***Global Illumination*** *pass displayed in the* ***Picture Viewer*** *window*

Figure 11-16 *The* ***Shadow*** *pass displayed in the* ***Picture Viewer*** *window*

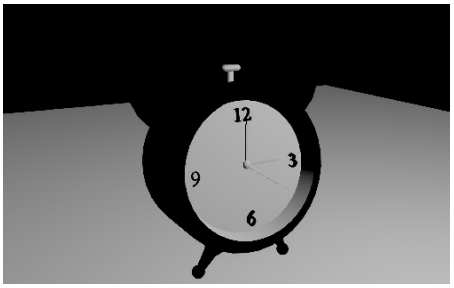

Figure 11-17 *The* ***Diffuse*** *pass displayed in the* ***Picture Viewer*** *window*

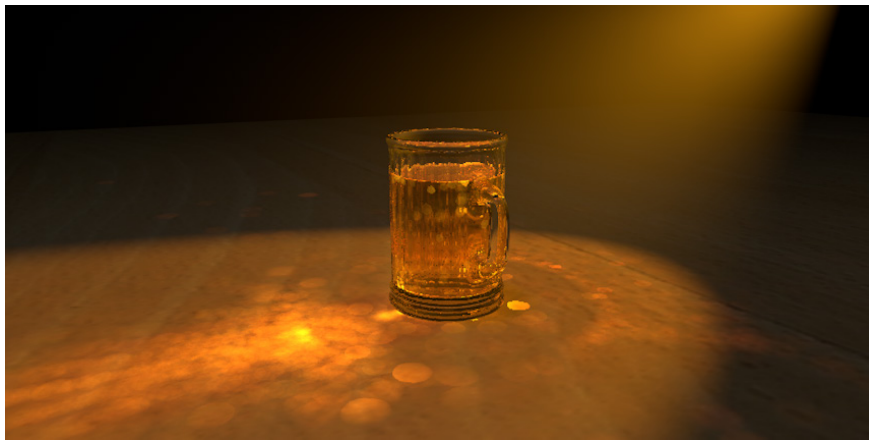

Figure 11-18 *The render of the beer mug*

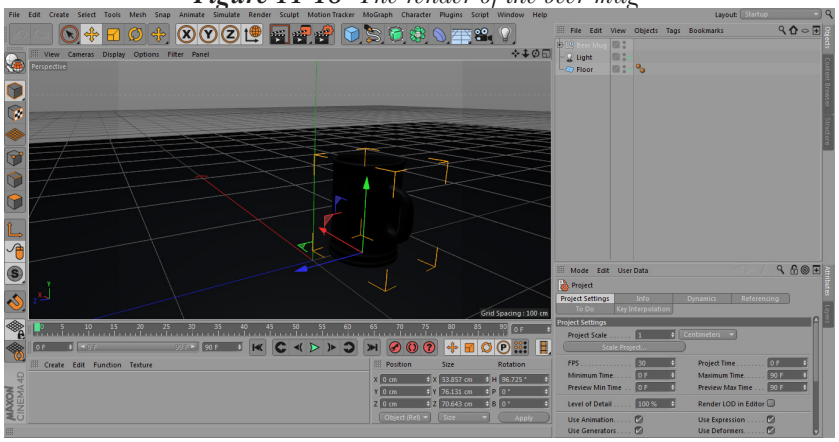

Figure 11-19 *The c11_tut2_start.c4d file*

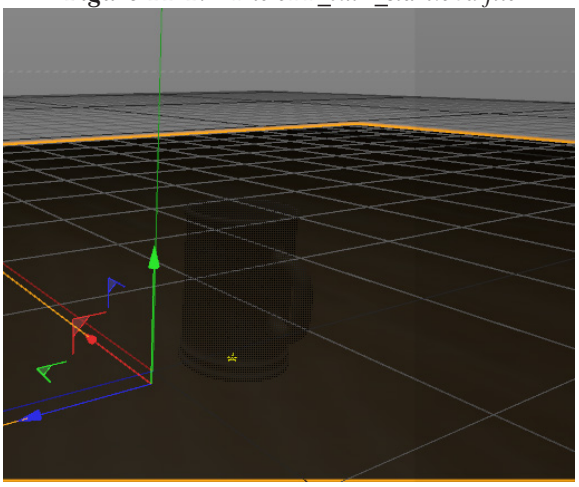

Figure 11-20 *The floor texture applied*

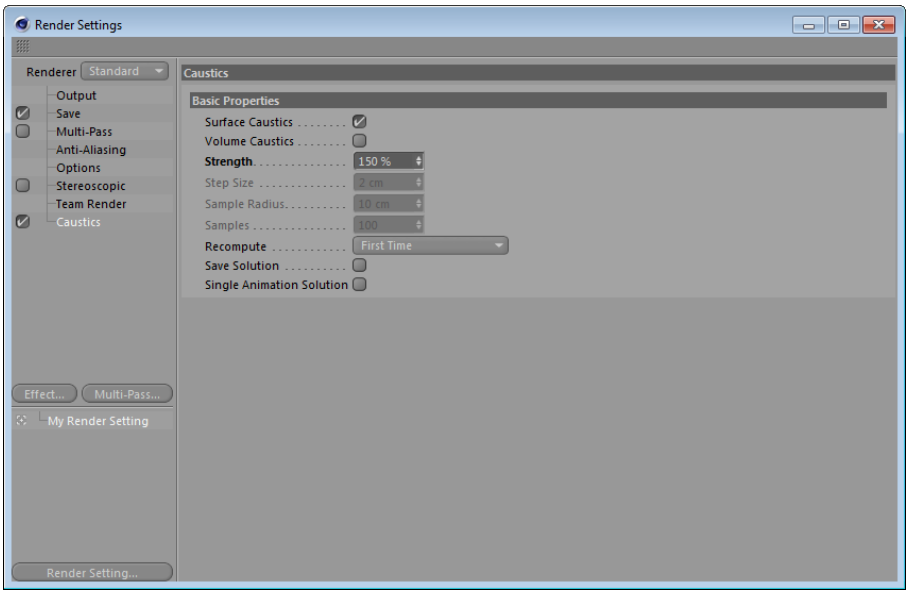

Figure 11-21 *The* ***Caustics*** *area in the* ***Render Settings*** *window*

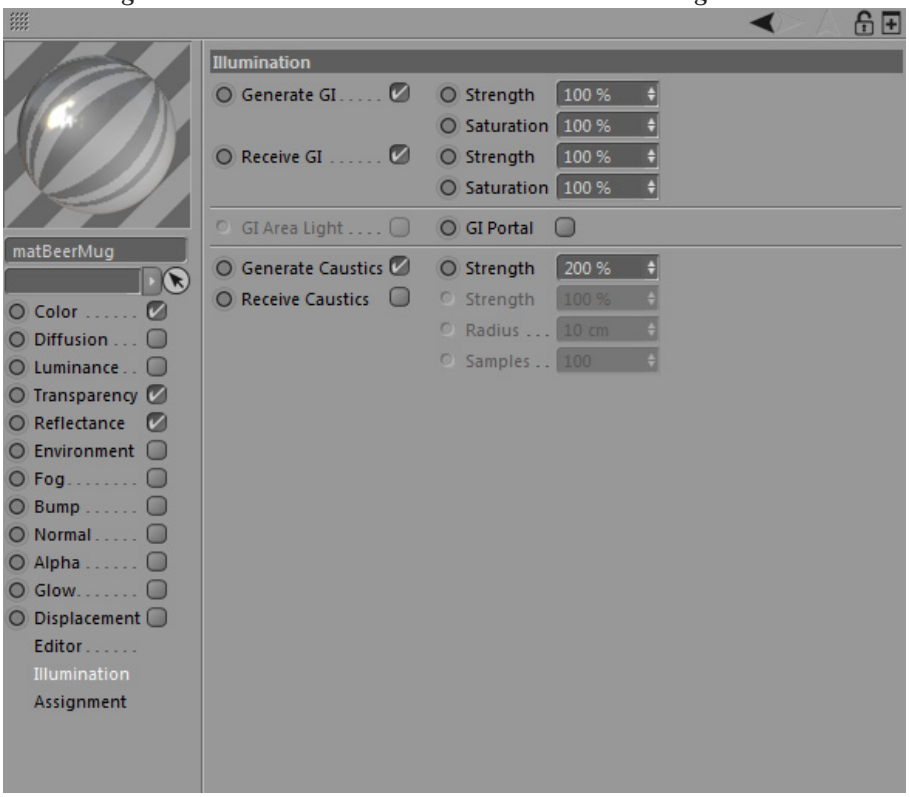

Figure 11-22 *The* ***Illumination*** *area displayed in the* ***Material Editor*** *window*

Figure 11-23 *Scene after rendering*