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Build Studio Light Setup using 3ds Max and VRay

Raavi O'Connor

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The key to render nice and clean product visuals using 3ds Max and VRay is to setup a clean studio environment. You can use a drag and drop environment such as HDR Light Studio to create these visuals.However, if you want to make your product shots different from others, you need to create your own custom studio setup.
This Book will help you to create your own custom studio light setup using 3ds Max and VRay.This Book is written for a broad set of users but it assumes that you have the basic knowledge of 3ds Max and V-Ray. I have used 3ds Max 2014 and VRay 3.0 in the tutorial.
What's inside?
The book contains a studio lighting setup tutorials using 3ds Max and VRay renderer. The tutorial follows the linear workflow.
What are the topics covered in this Book?

• Creating environment for the studio light setup using the Syke plugin.
• Setting units for the studio setup.
• Using the exposure controls of the V-Ray Physical Camera.
• Creating chrome shader using V-Ray Material.
• Setting VRay Lights to illuminate the setup.
• Specifying the test and final settings for the VRay renderer.
• Using the linear workflow.

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