RENDERSTUDIO 2014 – Module #3 – IBLs...

Welcome...

Color comes from light - In fact, color is light. Scientists investigate the properties of color theory whereas artists explore its visual effects.... artyfactory.com

I had completely forgotten how much I loved the look and feel of Image based light. I was far too busy exploring all the bells and whistles of other lighting systems and had some mad idea in my head that IBLs where somehow 'old fashioned.???

This is a beautiful set of lights. They are so easy to use, they render fast and come with the option of Ambient Occlusion or not. There is a special diffuse shadow light too that just sneaks in that little bit of needed contrast. These lights are soft. They feel like velvet on the skin and they are smooth like a great whiskey...

So let's start...!

Firstly you need to load up Poser. Any version from Poser 8 onwards will be able to utilise all of RenderStudio 2014.

In this section I will show you how to load the IBL Lights, the Diffuse Shadow Lights, IBL Specular Light and the IBL Infinity Cove. By the time you have finished reading you will have successfully rendered a basic but highly effective IBL render in Poser.

Ok... First things first. You need to delete all the lights in your scene. The quickest way to do this is by using the built in script in Poser. In the top Scripts menu, scroll down to 'Utilities' and then click on 'Delete Lights'. Click through any questions until the lights are deleted.

You now need to navigate your Poser library to Props:! RenderStudio2014:IBL_Utilities:

In there you will find the IBL_Infinity Cove. Please load this using the single check-mark at the bottom of the library window.

Now load a basic figure into the scene. Something like Victoria or Michael 4 will be fine. Here is no need to load hair or clothing.

Lets load our first light into the scene as you are now working in the dark:

Navigate to your Lights library:! RenderStudio 2014: Lights-RSP2014:IBLs: and load the '! IBL - AO' light.

NOTE: The AO light is my favourite as it adds a nice shaded effect. You can use the No AO light instead if you don't require this effect.

Now Navigate too your Materials library:! RenderStudio 2014:IBLs and load any of the IBL image probes that you see. **TIP*** *As long as you have the IBL light selected there is no need to leave the pose room to use these probe light materials. Just load from the pose room. You will see a dialogue box asking you which material group you would like to load the probe onto. Select 'Preview' and all will be perfect.*

Create a quick draft render of this scene to see the result. Make sure to **deselect** IDL in your render settings as it will not work and isn't needed for this setup. See the 'Render Settings' section at the end of this tutorial.

Now navigate to Lights library:! RenderStudio 2014: Lights-RSP2014:IBLs and load the 'Diffuse Shadow Right' light.

NOTE: It is vitally important that you use the 'Double Check-Mark' when loading this light or any others. This adds lights to the scene. The single check-mark replaces them and we don't want to do that!!!

Create another draft render to see the effect.

You can use the Left or the Right Diffuse Shadow Light depending on which direction you want the shadow to fall.

Next load the 'Specular For IDL' light. This light will add any highlights that your scene may have or require.

Create another draft render. It should look something like this:

On the following pages I have included some screen shots of my render setting for draft and high quality rendering. You can copy these and save the settings into Poser for yourself.

If you have any questions regarding this product please contact me at colm@colmjackson.com.

Colm.:-)

This render setting is the worst possible quality I can get out of Poser but I use it all the time for test renders...
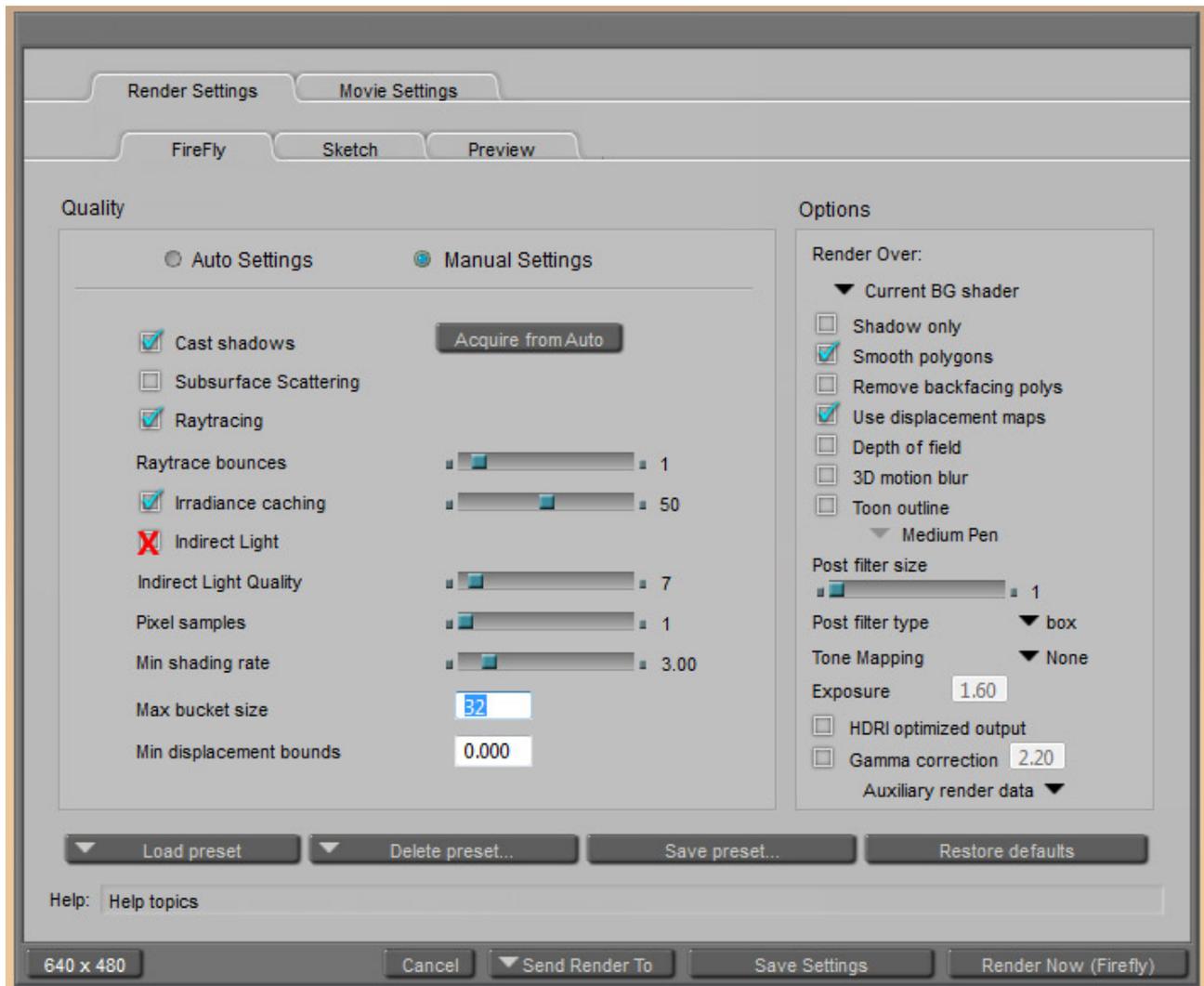
See next page..

A much better render setting with Sub Surface Scattering…
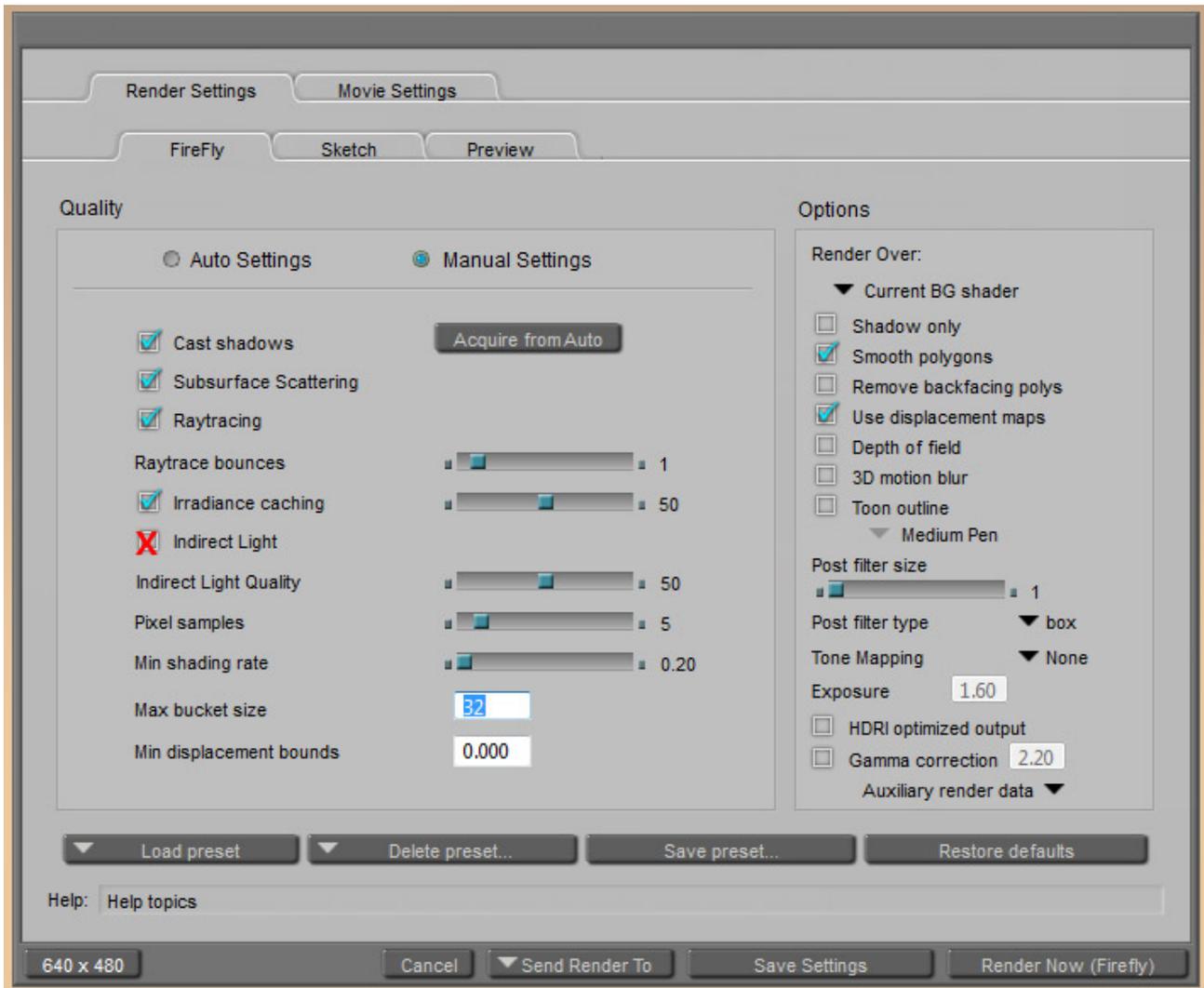
See next page…

Final Render Settings…