



**CINEMATIC RENDER RESOURCE KIT**  
**HANDBOOK**

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First step of all, create the scene you want to render, just like anytime before!  
Here we use the DAZ3D Included scene - level 19, as our demo scene, you can  
find it under "/Environment/Level 19"



Scene  
Parameters  
Content Library  
Cameras  
Tool Settings

Enter text to search by...

- Render Presets
- Echo Cinematics
- EC Tone Mapping Profiles

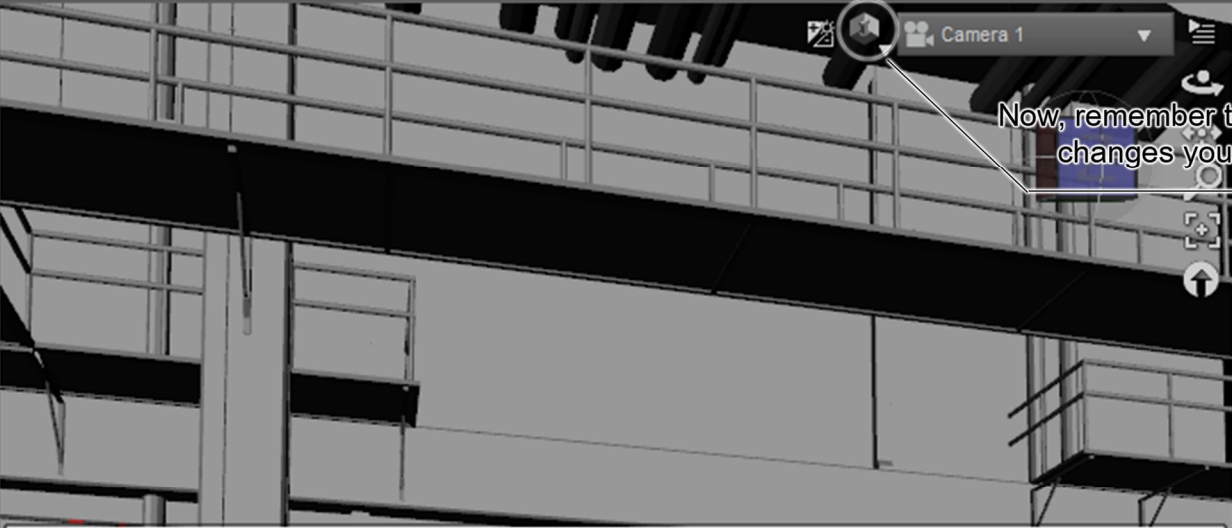
hamber

None

Next up, locate the resource kit under rendering setting folder - named EC Tone Mapping Profiles



Viewport



Now, remember to start the Iray preview so you can see the immediate changes you will be making to the scene!



Render Settings

Surfaces

PowerPose

.png

⚙️

Enter text to search by...

Echo Cinematics

EC Tone Mapping Profiles

Scene

Parameters

Content Library

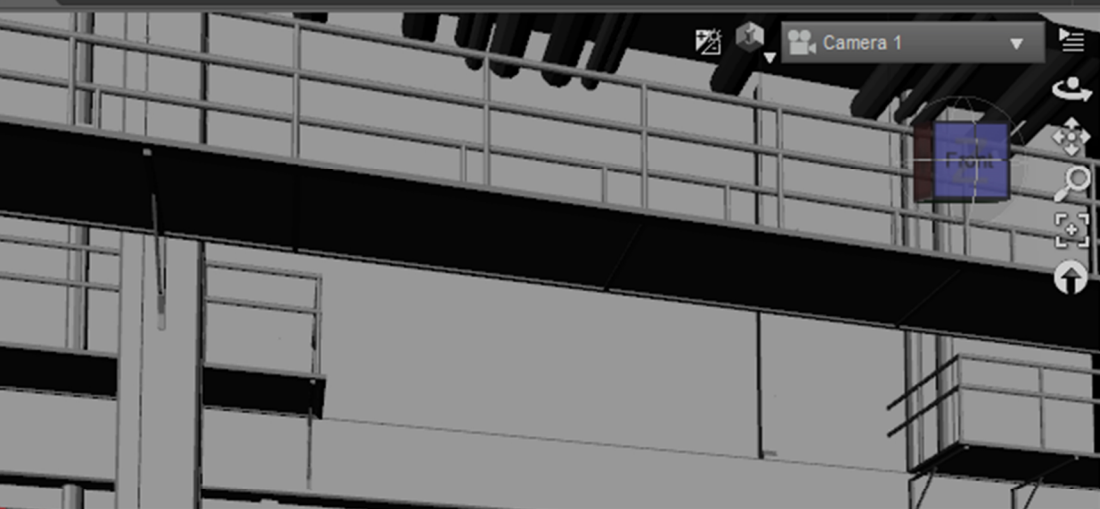
Cameras

Tool Settings

1

None

port



Scene Parameters Content Library Cameras Tool Settings

Enter text to search by...

- Echo Cinematics
- EC Tone Mapping Profiles
- Create Your Own
- Presets



With the Iray Preview now start and running, you can choose to apply one of the premade profiles for some quick themes!

1-26 of 26

Reset All	0 EC Full Profiles - Reset All	EC Full Profiles - Black n White	EC Full Profiles - Drama 01	EC Full Profiles - Drama 02	EC Full Profiles - Drama 03	EC Full Profiles - Flashbacks 01
	EC Full Profiles - Flashbacks 02	EC Full Profiles - Flashbacks 03	EC Full Profiles - Horror 01	EC Full Profiles - Horror 02	EC Full Profiles - Horror 03	EC Full Profiles - Horror 04
	EC Full Profiles - Love 01	EC Full Profiles - Magic 01	EC Full Profiles - Memory 01	EC Full Profiles - Memory 02	EC Full Profiles - Nature 01	EC Full Profiles - Portrait 01



Viewport



2:1



Double click on the profiles and see the immediate change in your render preview!

Scene  
Parameters  
Content Library  
Cameras  
Tool Settings

Enter text to search by...

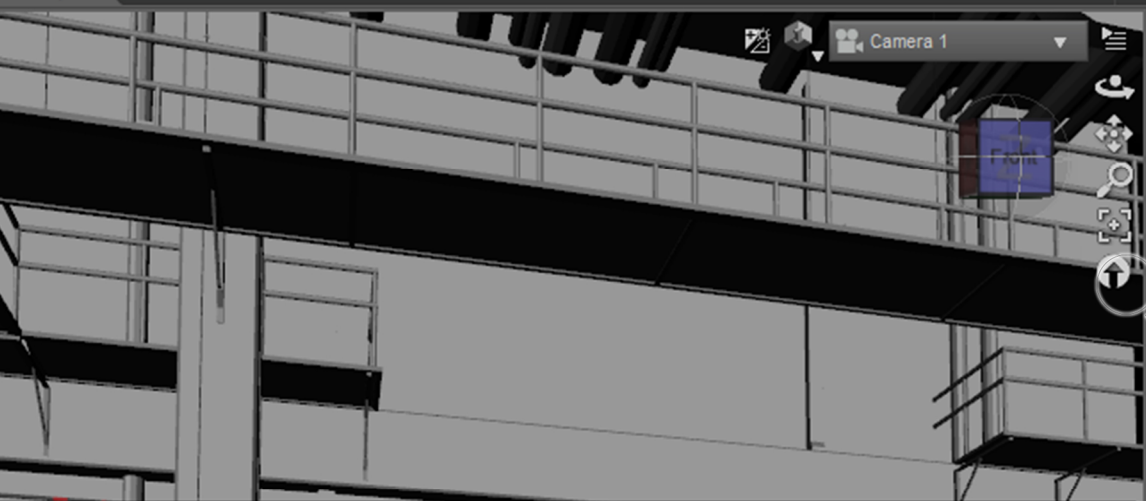
- Echo Cinematics
- EC Tone Mapping Profiles
- Create Your Own
- Presets

1-26 of 26

Reset All	EC Full Profiles - Black n White	<b>EC Full Profiles - Drama 01</b>	EC Full Profiles - Drama 02	EC Full Profiles - Drama 03	EC Full Profiles - Drama 04
EC Full Profiles - Flashbacks 02	EC Full Profiles - Flashbacks 03	EC Full Profiles - Horror 01	EC Full Profiles - Horror 02	EC Full Profiles - Horror 03	EC Full Profiles - Horror 04
EC Full Profiles - Horror 05	EC Full Profiles - Horror 06	EC Full Profiles - Horror 07	EC Full Profiles - Horror 08	EC Full Profiles - Horror 09	EC Full Profiles - Horror 10



Viewport



Scene Parameters Content Library Cameras Tool Settings

Enter text to search by...

- EC Tone Mapping Profiles
  - Create Your Own
    - Presets
      - Step 1 - Brightness and Exposure
      - Step 2 - Styles
      - Step 3 - Vignetting
      - Step 4 - Color Profiles
      - Step 5 - Optional Special Effects

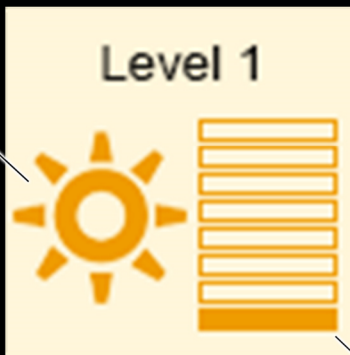
First up, choose a brightness for your theme to be either darker, or brighter!

1-13 of 13

<p>RESET</p> <p>0 Reset Brightness and Exposure</p>	<p>Level -1</p> <p>EC Brightness Level -1</p>	<p>Level -2</p> <p>EC Brightness Level -2</p>	<p>Level -3</p> <p>EC Brightness Level -3</p>	<p>Level -4</p> <p>EC Brightness Level -4</p>	<p>Level 1</p> <p>EC Brightness Level 1</p>
<p>Level 2</p> <p>EC Brightness Level 2</p>	<p>Level 3</p> <p>EC Brightness Level 3</p>	<p>Level 4</p> <p>EC Brightness Level 4</p>	<p>Level 5</p> <p>EC Brightness Level 5</p>	<p>Level 6</p> <p>EC Brightness Level 6</p>	<p>Level 7</p> <p>EC Brightness Level 7</p>
<p>Level 8</p> <p>EC Brightness Level 8</p>					

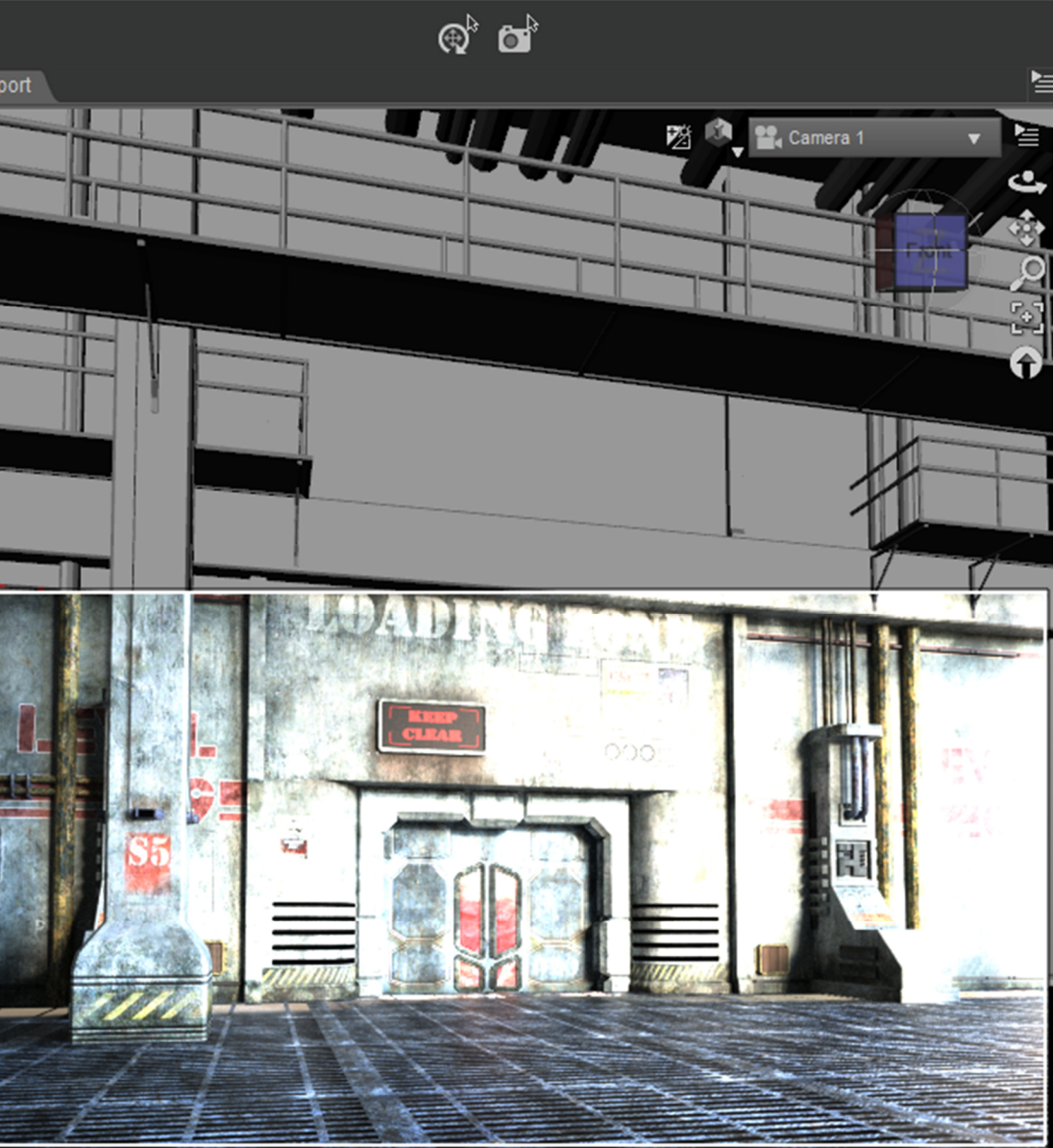
Don't like any of the profiles provided? No worries! Simply head down to the create your own section to mix and match, create your idea theme!

The icon here refers to the mode of the profile - sun for brightness, moon for darkness




The cell signal looking thing here represents the intensity of the brightness/darkness you are about to apply to the scene, the more filled blocks it has, the brighter/darker it will be!





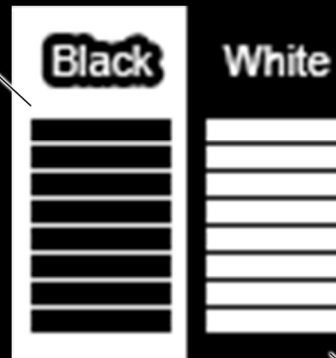
Next, choose the style you want to give to your render!

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 0 Reset Styles	 EC Styles - 01	 EC Styles - 02	 EC Styles - 03	 EC Styles - 04	 EC Styles - 05
 EC Styles - 06	 EC Styles - 07	 EC Styles - 08	 EC Styles - 09	 EC Styles - 10	 EC Styles - 11
 EC Styles - 12					

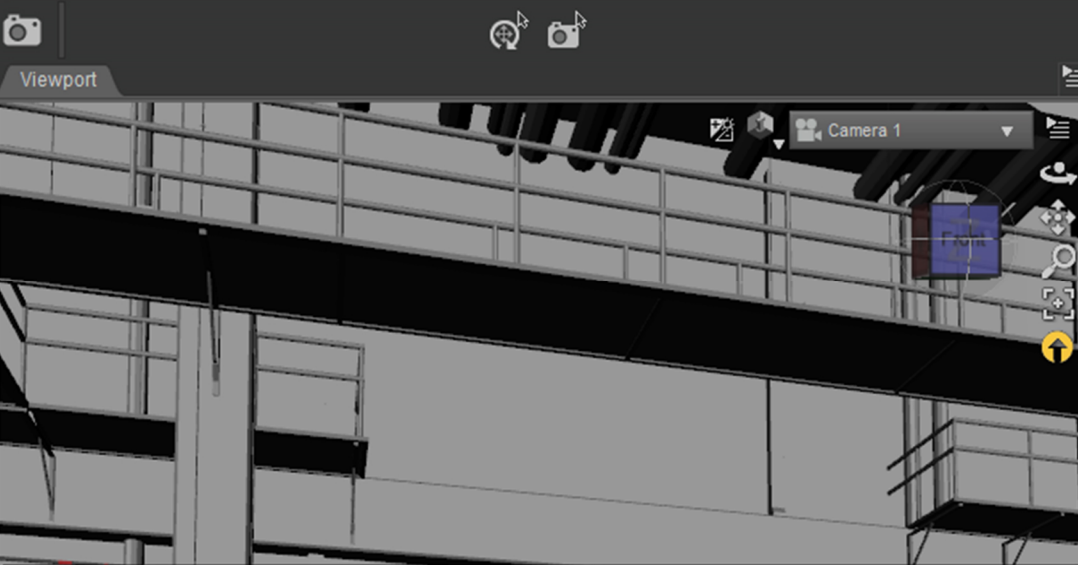
Two blocks are the default value

This section refers to the amount of black, or shadows it will be applying to the render, the more "cell blocks" it has, the stronger the shadow is, and the darker parts of your scene becomes darker



This section refers to the amount of "white burns" it will be applying to the render, the more "cell blocks" it has, the stronger the white burn, the white parts in your scene will be more highlighted

Two blocks are the default value



Enter text to search by...

- EC Tone Mapping Profiles
  - Create Your Own
    - Presets
      - Step 1 - Brightness and Exposure
      - Step 2 - Styles
      - Step 3 - Vignetting**
      - Step 4 - Color Profiles
      - Step 5 - Optional Special

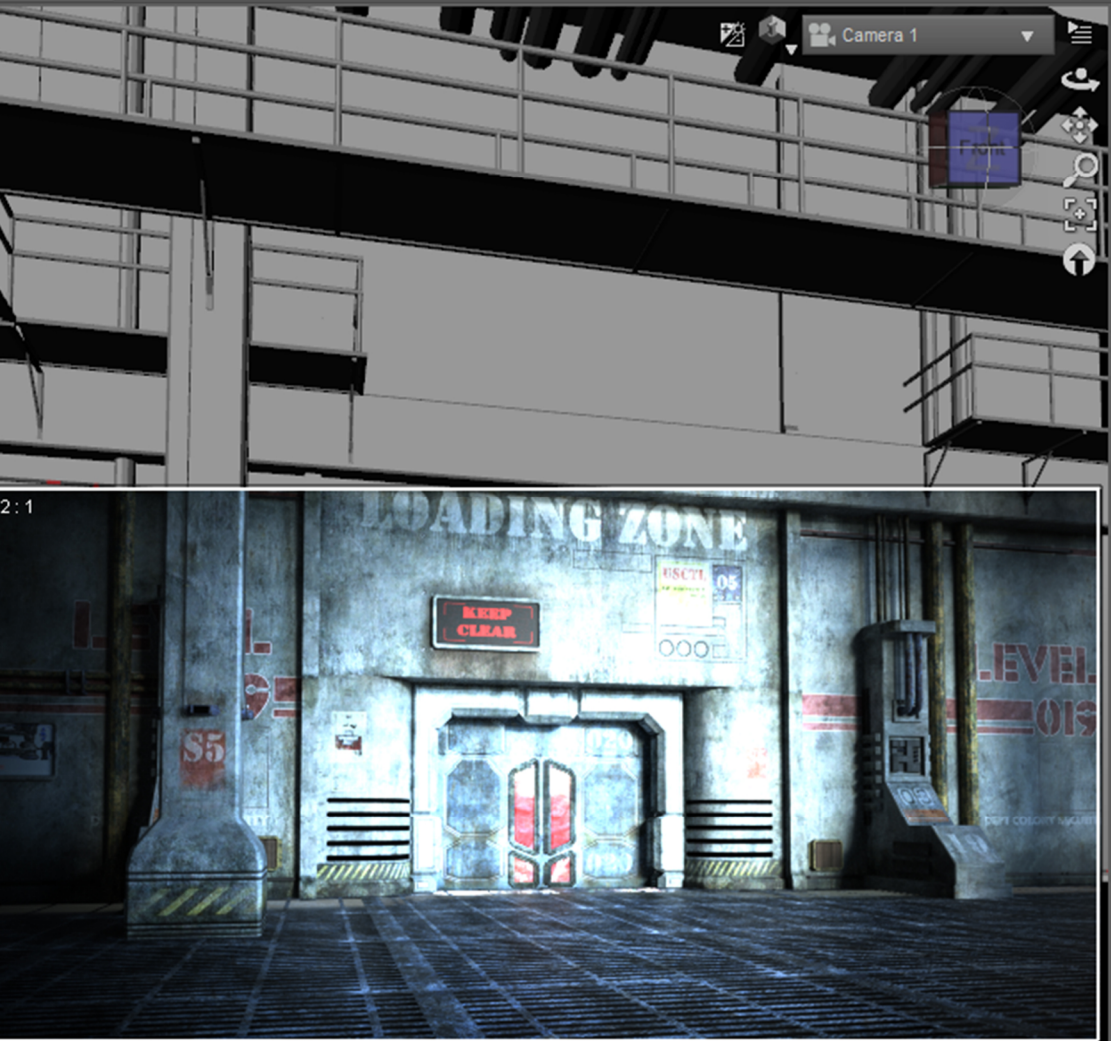
1-17 of 17

0 EC Vignette Reset	EC Vignette Black - Strength 1	EC Vignette Black - Strength 2	EC Vignette Black - Strength 3	<b>EC Vignette Black - Strength 4</b>	EC Vignette Black - Strength 5
EC Vignette Black - Strength 6	EC Vignette Black - Strength 7	EC Vignette Black - Strength 8	EC Vignette White - Strength 1	EC Vignette White - Strength 2	EC Vignette White - Strength 3
EC Vignette White - Strength 4	EC Vignette White - Strength 5	EC Vignette White - Strength 6	EC Vignette White - Strength 7	EC Vignette White - Strength 8	

+ -

Now, choose a type of vignette and the strength you like!

Viewport



2:1

Enter text to search by...

- EC Tone Mapping Profiles
  - Create Your Own
    - Presets
      - Step 1 - Brightness and Exposure
      - Step 2 - Styles
      - Step 3 - Vignetting
      - Step 4 - Color Profiles**
      - Step 5 - Optional Special



Next, try out the color profiles to find the one fits!

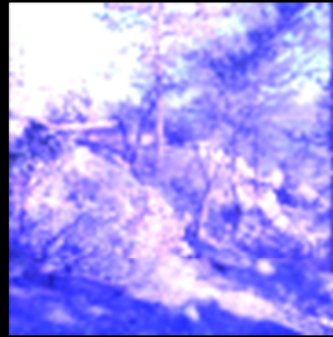
1-51 of 51



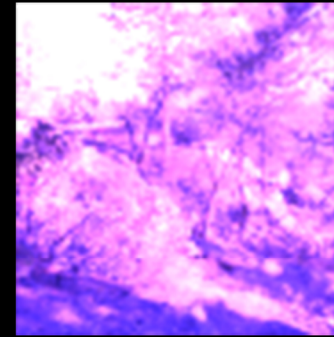

- Color Profile 1 -  
Cyan/Green Dominant



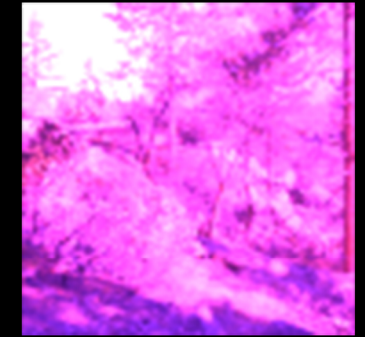
- Color Profile 2 -  
Blue Dominant



- Color Profile 3 -  
Purple/Blue Dominant



- Color Profile 4 -  
Purple Dominant



- Color Profile 5 -  
Purple/Pink Dominant



- Color Profile 6 -  
Pink Dominant



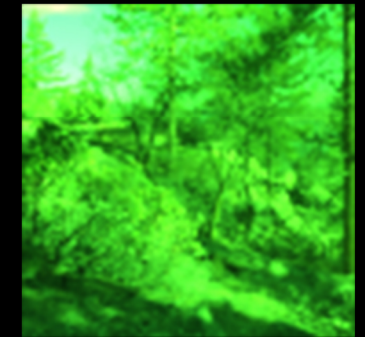
- Color Profile 7 -  
Red Dominant



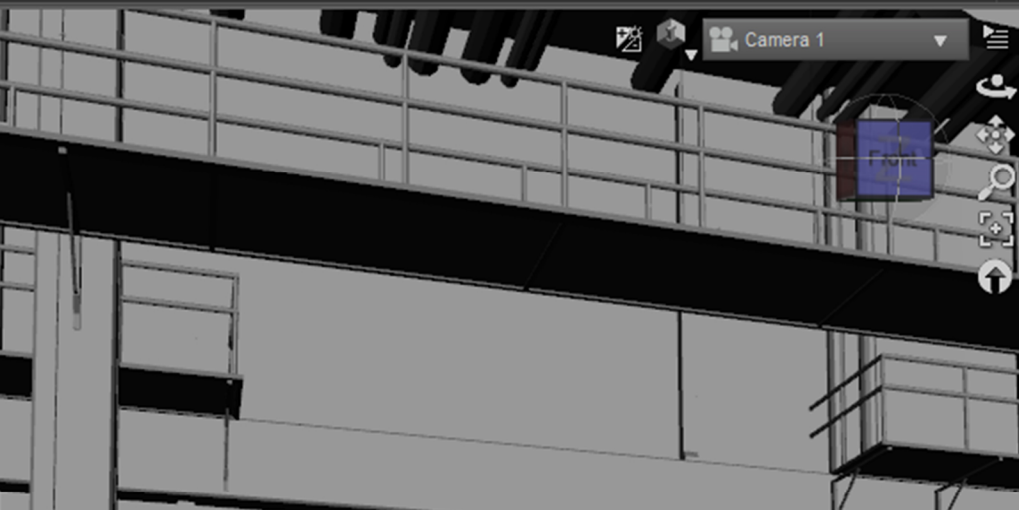
- Color Profile 8 -  
Orange Dominant



- Color Profile 9 -  
Yellow Dominant



- Color Profile 10 -  
Green Dominant



Scene  
Parameters  
Content Library  
Cameras  
Tool Settings

Enter text to search by...

EC Tone Mapping Profiles

Create Your Own

Presets

Step 1 - Brightness and Exposure

Step 2 - Styles

Step 3 - Vignetting

Step 4 - Color Profiles

Step 5 - Optional Special



Lastly, if you want to have a black and white render, head down to Optional Special for the black n white profile!

1

1-2 of 2



0 EC Styles  
Special - Reset



EC Styles Special -  
Black n White



Thank you, and happy rendering!