

DIGITAL MASTERS

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VRAY LANDSCAPING&POST-PRODUCTION COURSE OUTLINE

Particles in 3ds max which works with V-Ray and Mental Ray rendering systems. It is possible to create complicated scenes with a huge amount of trees easy and quickly.

Usually scenes in 3ds max with a great amount of even identical objects take a lot of space on HDD, consumes a lot of time for loading, and it is very hard to work with. Particles is created to solve these problems. The scene containing 500 000 identical objects Now, if it is created with Particles and still containing the same 500 000 objects the scene

Introduction

- Regular and random placement of objects over any surface or along a spline.
- Full control including randomization of placement by masks or values.
- Control by splines and objects along the border.
- Collision control inside or between multiple.objects
- Placement control relative to the camera.
- Animation of parameters
- Special textures for randomization objects
- Any geometry can be used like (trees ,people, cars ,rocks)
- Placement of unlimited number of different objects within one scene

- Revolutionized Viewport mode Points allows viewing of the objects
- Can show wire color or diffused color of objects' materials.
- Collisions can be seen in a viewport.
- Utility allows the control of huge numbers of objects.
- This tool gives full control for object placement
- And many other new features.
- Animated trees

