KOMGRAF 2020

Pertemuan 9

RENDERING

DENGAN LUMION/TWINMOTION

- penerapan material, cahaya dan kamera Menggunakan material standar, material kompleks/reflektif
- Penciptaan suasana (*ambience) dengan penambahan elemen pendukung (vegetasi, manusia, kendaraan, atmosfir dll)*

TIPS

- Sebelum di render, buat model (dari aplikasi 3d apapun) sesempurna mungkin.
- Berikan semua obyek warna spesifik. Jangan gunakan warna default, karena obyek akan menyatu/dikunci berdasar warna
- Ekspor file dalam format Collada (.dae)
- Gunakan figur human 2D untuk rendering
- Atur pencahayaan dan jenis material untuk memperoleh efek refleksi

5 steps to great renders from Lumion

by Daniel | Oct 7, 2019 |

- You've finished your 3D model and imported it into Lumion. Now, it's time to make it look great. With all of Lumion's functionality just inviting you to transform your 3D model into a beautiful render.

- Building an artistically compelling image or animation of your designs requires a **vision of what you want to achieve**. To enhance that vision in your mind, some questions to ask yourself may include:
  - **What emotions** do you want to convey?
  - Are you going for **light** and **colorful**, **grey** and **bleak**, or something else?
  - Should the images look **realistic** or **sketchy**?
  - Which parts of the building are you trying to **emphasize**?

Step 1: **Find the best point (or points) of view in your scene**

Use at least **one composition rule** when framing and finding a camera angle for your image renders.

Just a few of these rules include ‘simplify the scene,’ ‘use leading lines,’ ‘be creative with colors,’ and so on.

When making an animation, set the **camera height** to the human eye level. The camera angle shouldn’t be too wide so as to avoid perspective **distortion**.

Step 2: **Set up the scene's lighting**.

Find the **best position for the sun** so that it draws attention to the parts of the building that you want to highlight.
You can use the "Sun Study" effect to accurately simulate the sun location at a particular location, time and date.

You can also use **volumetric lighting** for an extra atmospheric feeling. Balance the shadow brightness and coloring with the context surrounding the building. For example, outdoor shadows tend to show with a bluer color.

Avoid a high level of contrast in non-important areas. This is because high-contrast areas can sometimes direct attention to the wrong points in your design.

Step 3: **Make materials look beautiful with texture and age**

Do not use **simple digital colors**, include plain green, red, blue, purple, yellow. These simple digital colors can look ugly when applied to materials.

Consider **using** a more **natural** (and more realistic) color palette for the entire scene. Sometimes it is better to replace diffuse textures with plain colors (using the top slider in the material editor) and use bumps but without maximal intensity.

Consider showing a little **age** and **weathering** with the "Weathering" slider, located in Lumion's material editor.

Step 4: **Adding effects**

Use the "**Color Correction" effect** (especially the first slider — Temperature) as it adjusts the color tone of the image and adds dark shadows where necessary.

Add a little bit of "**Chromatic Aberration**" and a very tiny value of the "Fish Eye" effect for a small, optical imperfection.

Add "**Sky Light**" and "**Hyperlight**" for still images and videos. For the most impact with Sky Light, turn the Sky Light render quality to ultra (which also means "ultra-slow render speeds").

Use the "**Sharpness**" effect and set the slider to a low value to make the picture look a bit more 'flat,' as if were printed on a piece of paper.

"**Depth-of-Field**" (DOF) is really useful for narrow camera angles. Generally, you shouldn't use this effect if you have wide camera angles.

Always add **reflections** to water and glass planes.

Step 5: **Extra details**

every single shot needs them! **Furniture** is very important for interiors and exteriors. fill out some empty spaces. The idea is to make the spaces look "**lived-in,**" where you show how people might use a building, home, public space, etc.

Try to **avoid** having cars in the **center** of your composition.
By including people models in your render, you can easily show your audience how you've envisioned the **relationship** between **people** and a **building** design.

Nevertheless, make sure that your people don't dominate the render. Using **silhouettes** from the library is a good way to achieve this neutrality with the scene's people models.

You can effectively create **picture borders** and backgrounds with **trees** and **plants** from the content library.Remember that the background of your scene has a huge impact on the look of your building design. Even if the **background is blurry**, having the feeling of a real city or forest in the background can enhance the realism of the scene while making the entire render easier for the viewer to understand and digest.