

Lesson 3 Extra Modules

This lesson comes with 3 Extra modules. For each module there is a video, and a scene file with the same name in the Lesson 3 folder.

Night Time Setup

In this bonus module, we switch the illumination to a night time setup. To make things faster we first lower the Quality slider and enable the Material Override. Next, we set-up the environment to look as an evening time sky. This includes disabling the V-Ray Sun and switching the Environment from a V-Ray Sky to a dark blue color. Since we are changing the illumination we also need to adjust the **Camera Exposure Value (EV)** parameter. This allows us to use physically accurate lights later. Finally, we add some artificial lighting to the scene using V-Ray lights.

Render Elements

In this module, we set up V-Ray to split the image into its composing render elements. This allows us to apply color corrections to each element independently and gives us much more control in post processing. In this scene, the elements we need are:

- Lighting - this element stores the contribution of lights to the diffuse component of the materials in the scene
- Global Illumination - this element stores the contribution of global illumination to the diffuse component of the materials in the scene
- Reflection - this render element holds all reflective parts of the scene
- Specular - this render element holds the specular reflections in the scene (the reflections of lights in blurry reflections)
- Refraction - this render elements holds all the refractive parts of the scene
- Background - this is the background or environment

In the end will add a **Material ID** render element. This is a custom render element which isolates objects with the same material and renders them with a unique flat color. This allows us to easily select objects with the same material in post-production and apply color corrections to them.

Simple Compositing

In this module, we use Photoshop to compose the render elements back to the beauty pass. To do that we use the **Add (Linear Dodge)** blend mode. Once the image is composed we can apply color corrections on each render element which allows us to have much more control over the final result. In the last step, we use the **Material ID** render element to create a selection mask and use it to apply color corrections just to the walls.

