

V-RAY FOR 3DS MAX: VOLUMETRICS

This document gives a sample lesson plan for involving the Volumetrics module into a lecture

Lecture

- Start with discussing and showing some pictures of real world cases of exterior scenes with fog or smoke
- Talk about how the atmosphere affects the way exterior photos look, especially in the case of large scale photos of a city or a mountain range
- Discuss the V-Ray Environment Fog
 - Physically accurate way of calculating how light behaves in a medium composed of millions of tiny particles
 - Can be used to create effects like fog, smoke or clouds
 - Can be used along with 3d textures to create complex effects
 - A self-illumination component allows us to fake GI to reduce render times
 - The effect can be confined within the volume of a gizmo or any geometry
 - The user can control which lights affect the fog
- Discuss the V-Ray Aerial Perspective
 - Not entirely physically accurate but fast
 - Good for simulating thin mist
 - Volumetric shadows are not calculated
 - Mist can be tinted
- V-Ray Aerial Perspective and V-Ray Environment Fog can be used together to produce more complex effects

Demonstration

- In this cycle, you can use the provided scenes and handouts to demonstrate how to set up the V-Ray Environment Fog and V-Ray Aerial Perspective

Activity

- In this cycle, you are going to let your students experiment with the provided scenes. You may want to give them the provided handouts to use as a guideline