

# РАБОТА С ЛАЙТ МИКШЕРОМ

настройка лайтмикшера

# МОЖНО СОЗДАТЬ АВТОМАТИЧЕСКИ

Render Setup: Corona 5 (Hotfix 2)

Target: Production Rendering Mode

Preset: No preset selected

Renderer: CoronaRenderer

View to Render: Quad 4 - Orthographic

Common Scene Camera Performance System **Render Elements**

General Settings

Show VFB Start interactive

**Setup LightMix** Open Material Library Reset settings

Progressive rendering limits

Pass limit:

Noise level limit:

Save/Resume render

Save CXR...

Render overrides:

Render hidden lights

Mtl. override: Material #43 (CoronaMtl)

+ 0 objects excluded...

Preserve [Displace, Light, Portal, Unsupported, Glass]

Denoising

Mode: None Amount: 0,55 Radius: 1,0

Render selected

Mode: Disabled

Scene Environment

Corona 5 (Hotfix 2) [C:\Users\Bupri\Documents\Camera\Corona\Camera001] [7:20:00]

Save Max Ctrl+C Refresh Erase Tools Region Pick Interactive LightMix

Post Stats History DR **LightMix**

- Environment - Map # 0,476
- CoronaLight001: 0,360
- CoronaLight002: 0,352
- CoronaLight005: 1,0
- CoronaLight017: 1,0
- CoronaLight019: 1,0
- CoronaSun001: 1,0
- Cylinder2573: 1,0
- Shape032: 1,0
- VRayLight596: 1,0
- Rest (unassigned): 1,0

>Scene Save... Load...

Toggle all All 1.0 All white

Common Scene Camera Performance System **Render Elements**

Render Elements

Elements Active  Display Elements

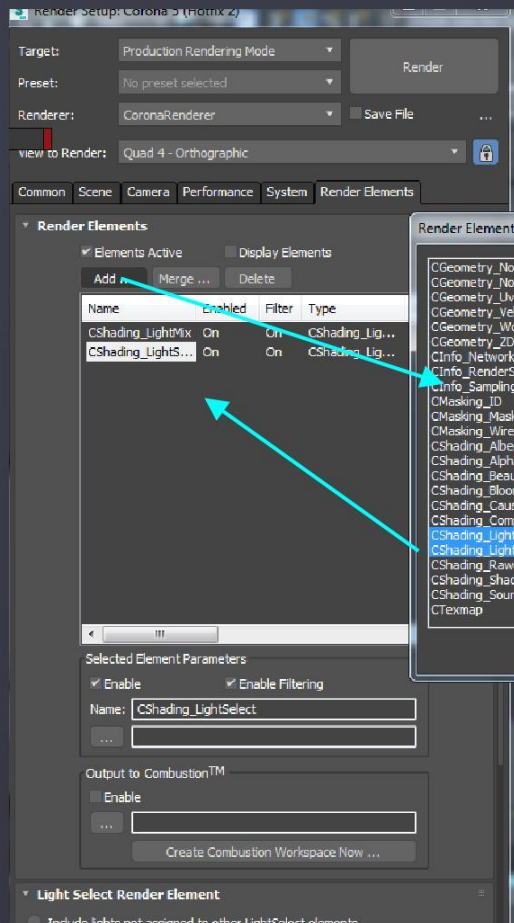
Add ... Merge ... Delete

Name	Enabled	Filter	Type	Out
Interactive Light...	On	On	CShading_Lig...	
Environment - M...	On	On	CShading_Lig...	
CoronaLight001	On	On	CShading_Lig...	
CoronaLight002	On	On	CShading_Lig...	
CoronaLight005	On	On	CShading_Lig...	
CoronaLight017	On	On	CShading_Lig...	
CoronaLight019	On	On	CShading_Lig...	
CoronaSun001	On	On	CShading_Lig...	
Cylinder2573	On	On	CShading_Lig...	
Shape032	On	On	CShading_Lig...	
VRayLight596	On	On	CShading_Lig...	
Rest (unassigned)	On	On	CShading_Lig...	

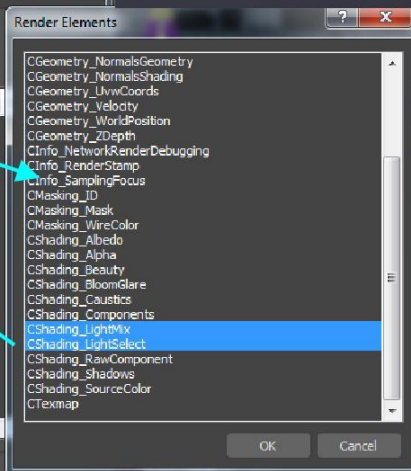
Selected Element Parameters

Собираются светильники по группам, по Instance

можно в ручную самостоятельно и аккуратно настроить  
с собственным контролем



Рендер элементы  
LightMix  
LightSelect



В LightSelect будут добавляться  
светильники, которые вместе регулируются  
для достижения художественного освещения

LightSelect

дать название

Render Setup: Corona 5 (Hotfix 2)

Target: Production Rendering Mode [Render]

Preset: No preset selected

Renderer: CoronaRenderer [Save File]

View to Render: Quad 4 - Orthographic [Select Object]

Common Scene Camera Performance System Render Elements

Svet_Potolok	On	On	CShading
CShading_LightSelect001	On	On	CShading

Selected Element Parameters

Enable  Enable Filtering

Name: Svet\_Potolok

Output to CombustionTM

Enable

Light Select Render Element

- Include lights not assigned to other LightSelect elements
- Include specific light sources:
  - CoronaLight012
  - CoronaLight008
  - Cylinder2579
  - CoronaLight009
  - Cylinder2581
  - CoronaLight010
  - Cylinder2583

Editors Rendering Customize MAXScript Help RappaTools3 RealFlow

DesignToolBox

[+] [Front] [Standard] [Wireframe] X: 8377,141mm Y: 4520,391mm Z: 144,545mm

[+] [Orthographic] [Standard] [Edged Faces]

35 40 45 50 55 60 65 70

Grid = 100,0mm

Выбрать источники света и добавить в LightSelect

# Если источник света является окружением (Sky, HDR и т.п.)

1

Common Scene Camera Performance System Render Elements

General Settings

Show VFB Start interactive

Setup LightMix Open Material Library Reset settings

Progressive rendering limits

Pass limit: 0 Time limit: 0 h 0 m 0 s

Noise level limit: 0,0

Save/Resume rendering

Save CxR... Resume from file... Resume last render

Render overrides

Render hidden lights Render only masks (disable shading)

Mtl. override: Material #43 (CoronaMtl)

0 objects excluded... Preserve [Displace, Light, Portal, Unsupported, Glass]

Denoising

Mode: None Amount: 0,65 Radius: 1,0

Render selected

Mode: Disabled

Scene Environment

Scene environment

3ds Max settings (Environment tab)

Single map: Map #1 (CoronaSky)

Multiple maps (LightMix): 2 maps

Overrides

Direct visibility override: None

Reflections override: None

Refractions override: None

можно добавить несколько вариантов HDR и, освещение дневное, ночное, вечернее

Corona Multiple Environment Maps Setup

Map count: 2

0: Sky (CoronaSky)

1: HDR (05-20\_Park\_D.hdr)

NOTE: This feature is intended to work only with LightMix. To get meaningful results you need to create a separate LightSelect element for each environment map listed here. The beauty element will use additive mix of all listed maps.

Setup LightMix Close

Common Scene Camera Performance System Render Elements

Затем в LightSelect добавляем окружение (Sky, HDR и т.п.)

Selected Element Parameters

Enable  Enable Filtering

Name: CShading\_LightSelect001

Output to Combustion™

Enable

Create Combustion Workspace Now ...

Light Select Render Element

Include lights not assigned to other LightSelect elements

Include specific light sources:

+

-

[...]

Include Environment Light 0: Sky

0: Sky

1: HDR

Apply denoising also to this render element