

РАБОТА С ЛАЙТ МИКШЕРОМ

настройка лайтмикшера

МОЖНО СОЗДАТЬ АВТОМАТИЧЕСКИ

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

Автоматически создает отдельные элементы визуализации выбранных источников света (LightSelect) для всех групп освещения сцены. Это позволяет настроить LightMix всего одним щелчком мыши, но в то же время с целью оптимизации производительности и использования памяти можно удалить группы источников света, которые не требуются редактировать впоследствии.

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

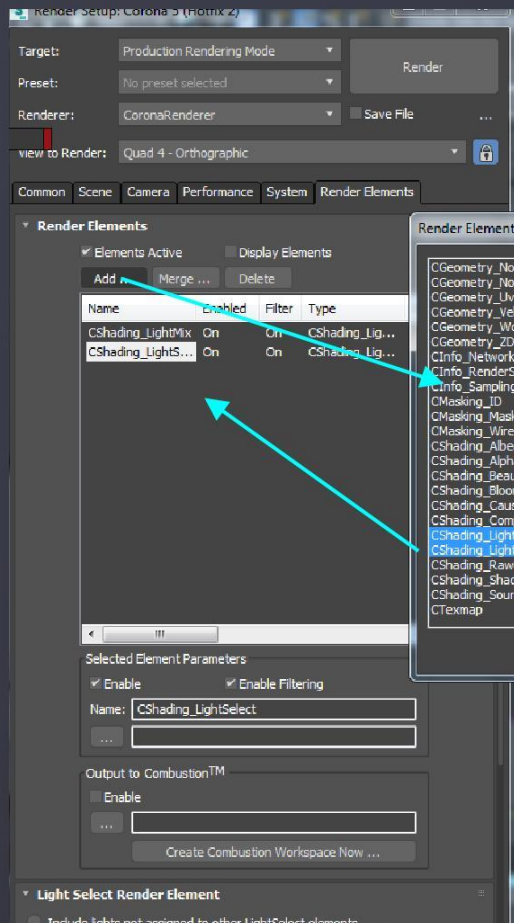
Add ... Merge ... Delete

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...	

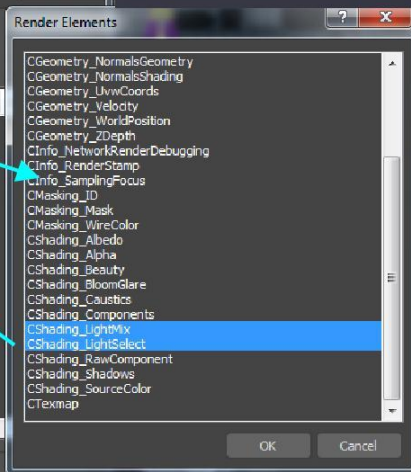
Selected Element Parameters

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

Renderers: 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, HDRИ 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 HDRИ, освещение дневное, ночное, вечернее

Corona Multiple Environment Maps Setup

Map count: 2

0: Sky (CoronaSky)

1: HDRИ (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

Затем в LightSelect добавляем окружение (Sky, HDRИ 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 1: HDRИ

Apply denoising also to this render element