



# Advanced Lighting & Rendering with Mental Ray and V-Ray

Duration: 30 hours / 5 full days

Setting up proper lighting is a very important aspect when working with 3d environments and animations. A bad lighting setup can ruin the most beautiful model, while good lighting will enhance your geometry and textures giving realism to your scenes.

## Course Description

In this module students will review the basics of lighting and rendering within Autodesk 3ds Max/Maya before going deeper into global illumination and indirect lighting with mental ray and V-Ray, applied to indoor and outdoor scenarios.

The book provided gives extra material to support the topics covered.

## This Course covers:

- Scanline/Software rendering in Autodesk 3ds Max/Maya
- Mental ray materials and lights
- Indirect Illumination and Final Gather
- Global Illumination and caustics
- V-Ray materials, lights and V-Ray Camera
- HDRI lighting
- Interior and exterior shots