CATIA Quick Reference: Rendering

1. Open Product

2. Create Environment

3. Insert Floor (previously made disk shape) ➔ apply material

4. Right-click wall/ceiling in question (in design tree) ➔ properties ➔ texture tab to add picture to environment

5. Change view mode to Material (will let photos appear)

6. Lighting: ( )
   - Use directional lighting (button above)
   - 3 lights works well
   - To change Intensity:
     Double-click yellow arrow (light) ➔ Lighting tab ➔ change intensity

7. Cameras:
   - Click the camera button (most likely on right side) ➔ when the view is where it is desired

8. Shooting
   - Create Shooting button (most likely on right side as well)
   - Check which camera is on
   - Check which environment is on
   - Check the lights you want only for this camera

9. Render Shooting
   - Click render shooting button ( )
   - Select which shooting wanted to be rendered
   - Camera Button (in pop-up window)
Material Properties:

These settings might make rendering faster to dial properties in.

**Lighting Tab**

- Ambient Brightens Object
- Roughness gives texture (higher makes dullness)

**Glass:**

- Ambient .8+
- Diffuse .7+
- Roughness .5+
Rock (marble and other opaque polished materials):

- Ambient .8+
- Diffuse .6+
- Roughness around .3 or less
- Reflexivity around .5+

Metal (Steel, aluminum and other semi-polished opaque material):

- Reflexivity around .25
- Ambient around .5
- Diffuse <.5

Setting will most likely vary but these might get you dialed in.

Texture Tab (next to lighting tab above)

- Scale adjusts how large or small the pattern applied to the object is
- Position changes where the pattern starts and ends
- Bump adds shading to create texture. This helps when the material is semi-polished or unfinished wood.