

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 ()

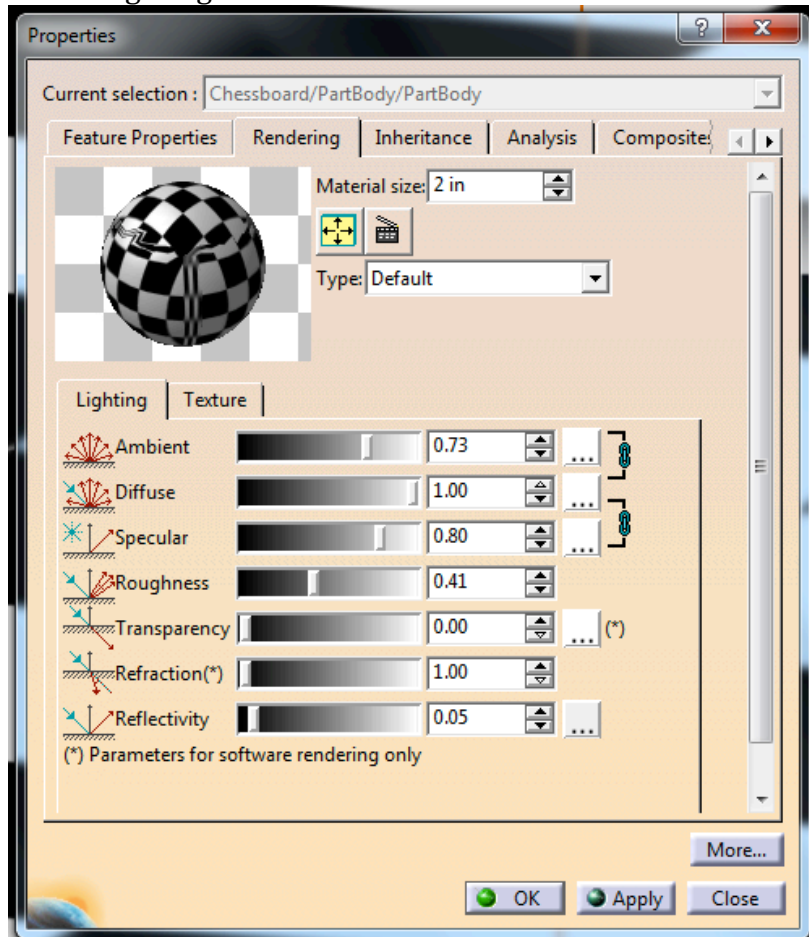
-Select which shooting wanted to be rendered

-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.