MATERIALS TEST SCENES SET

created by Fabio Ciliberti

This set provides you 8 different scenes to test your own new materials. When working to a new project, you can create new materials, save them in these files and use them as a library for next projects.

A basic scene, made by 2 lights (main and secondary) and an HDR (only reflections), allows good render speed. The lighting system strenght has been chosen by creating a white material (at 90% white) and setting the lights and camera just under the burning point, so a 100% white material will look over exposed. This is due to the fact that materials haven't to be 100% white, which doesn't exist in reality, and it also makes bad contrastes of GI/shadows generation.

These scenes are not meant to provide you a full library of materials, by the way some samples materials (all you can see in this pdf) come with them. Material libraries will come in future, concerning architecture, product design, automotive.

Please do not touch geometry and environment, the scenes are studied to give the maximum realism possible, and geometry is developed for specific purposes, camera settings are deeply studied as well.

You can use the library materials dragging one them into the material group called «test material» keeping pressed «Ctrl» button (it means that it will be copied from the library and not moved), then overwrite the test material dragging the copied material over the old test material keeping pressed «Alt» button (it means that the old material will be overwritten).

Enjoy :)

Classic - Technic

shaderball features list

- Full ball material visibility
- Full fresnel effect visibility
- Lights reflections visibility
- Spherical surface
- Convex surface
- Concave surface
- Cylindrical surface
- Flat surface
- Rounded edges test

Classic - Technic

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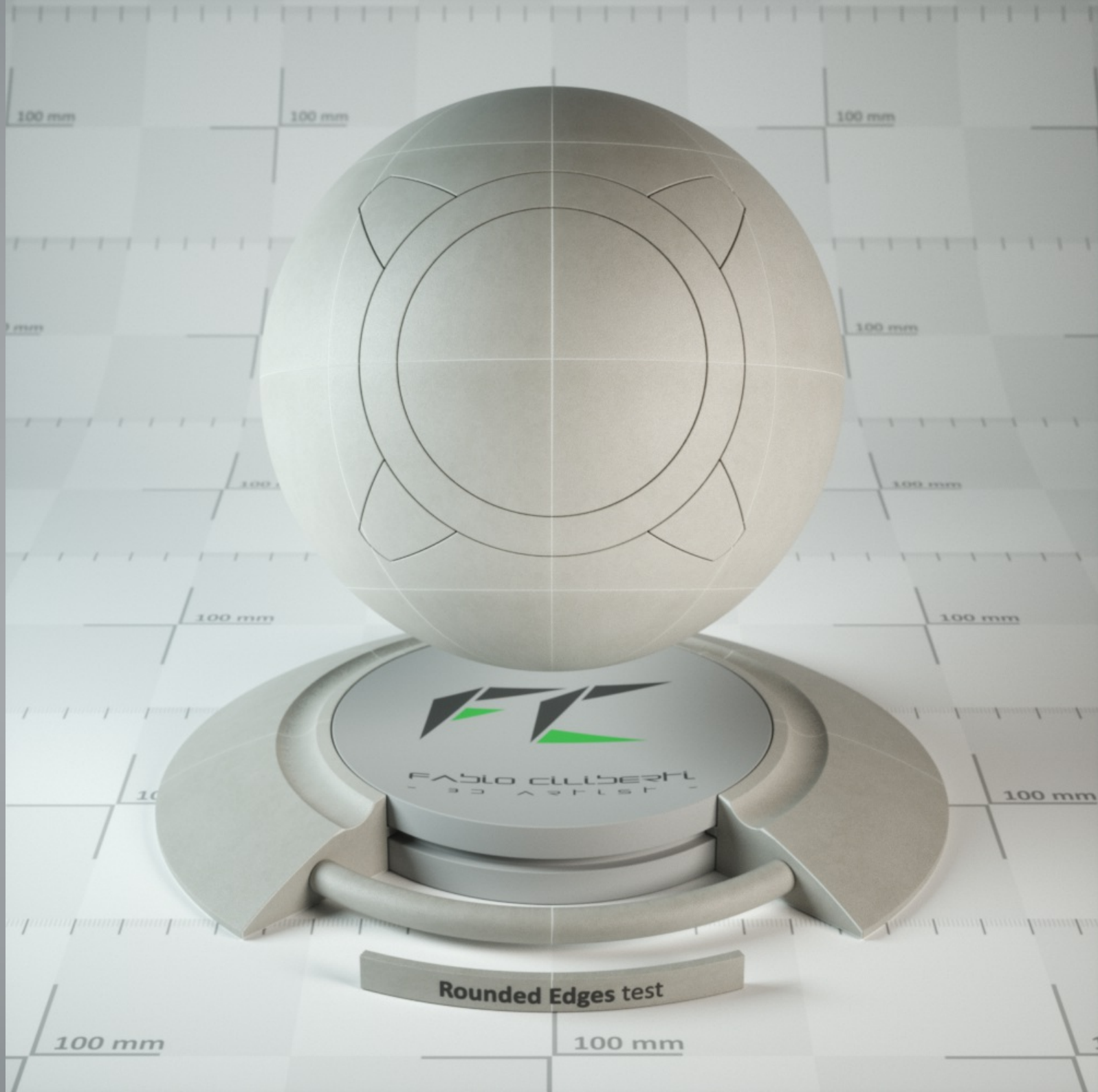

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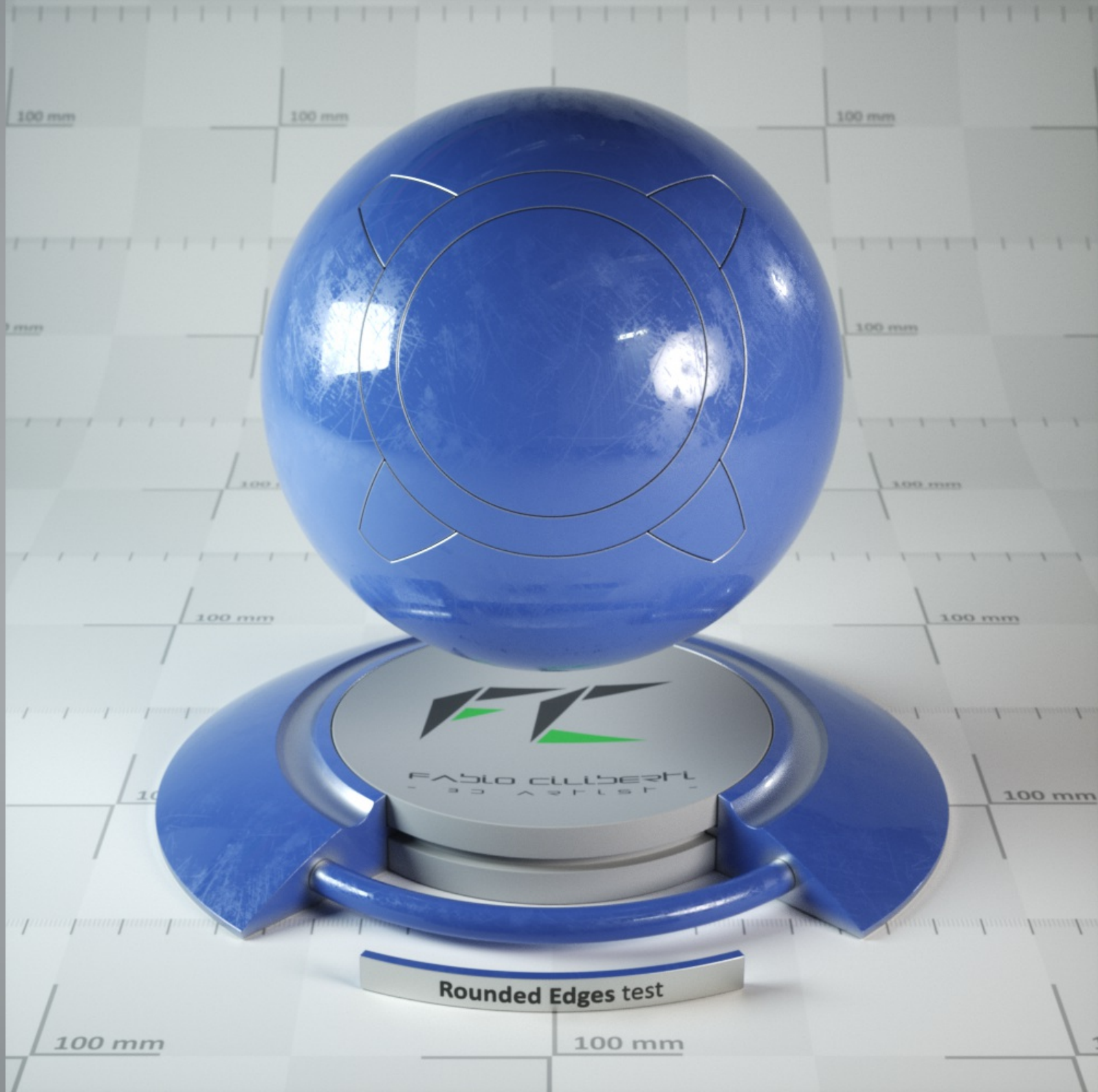

Classic - Technic

shaderball features list

- Depth steps distances from the surface (millimeters) for monitoring the material behavior in presence of roughness, absorption and scattering.

- Color palettes circle for monitoring the material colour shifting in presence of absorption and transmission.

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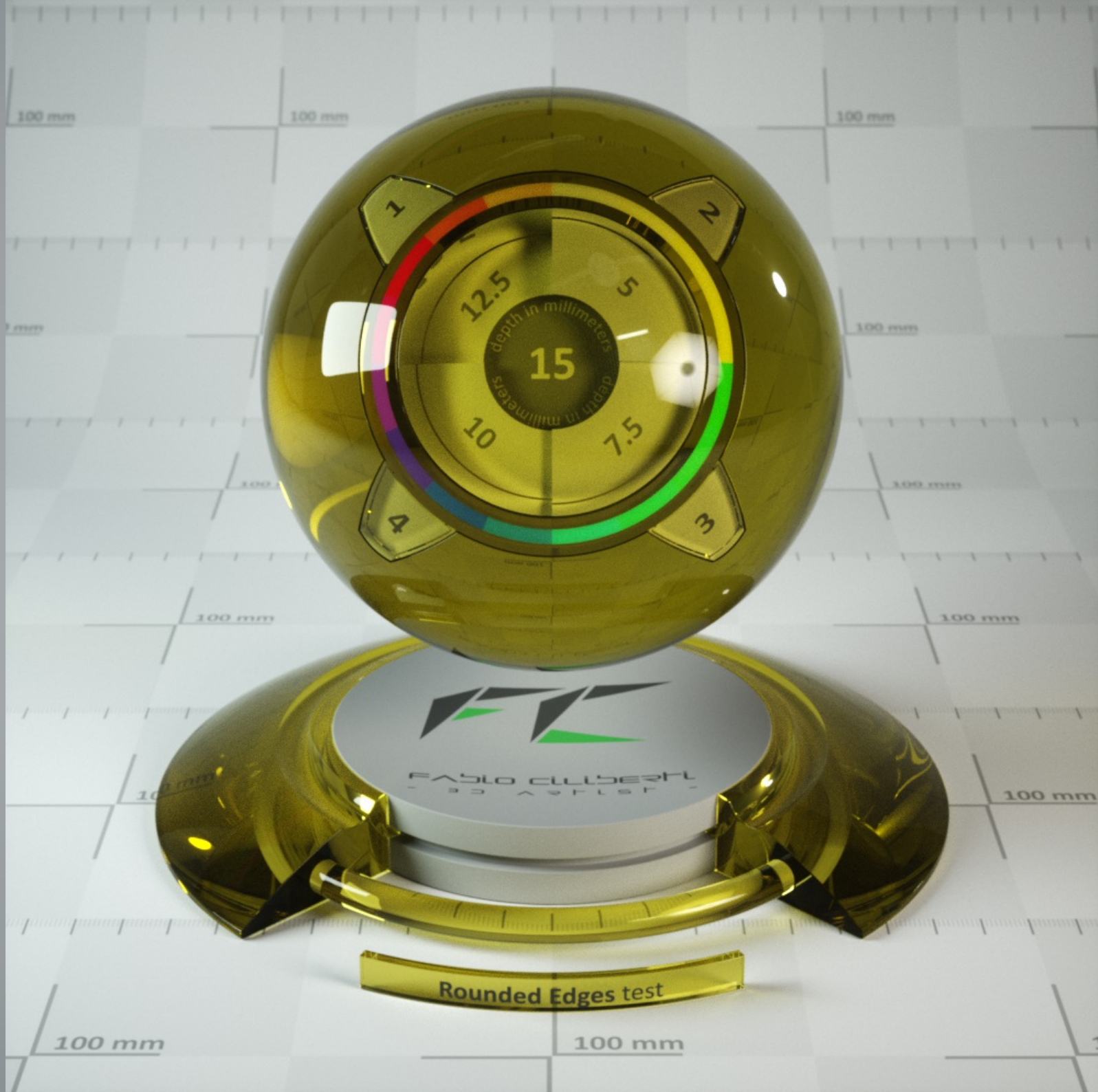

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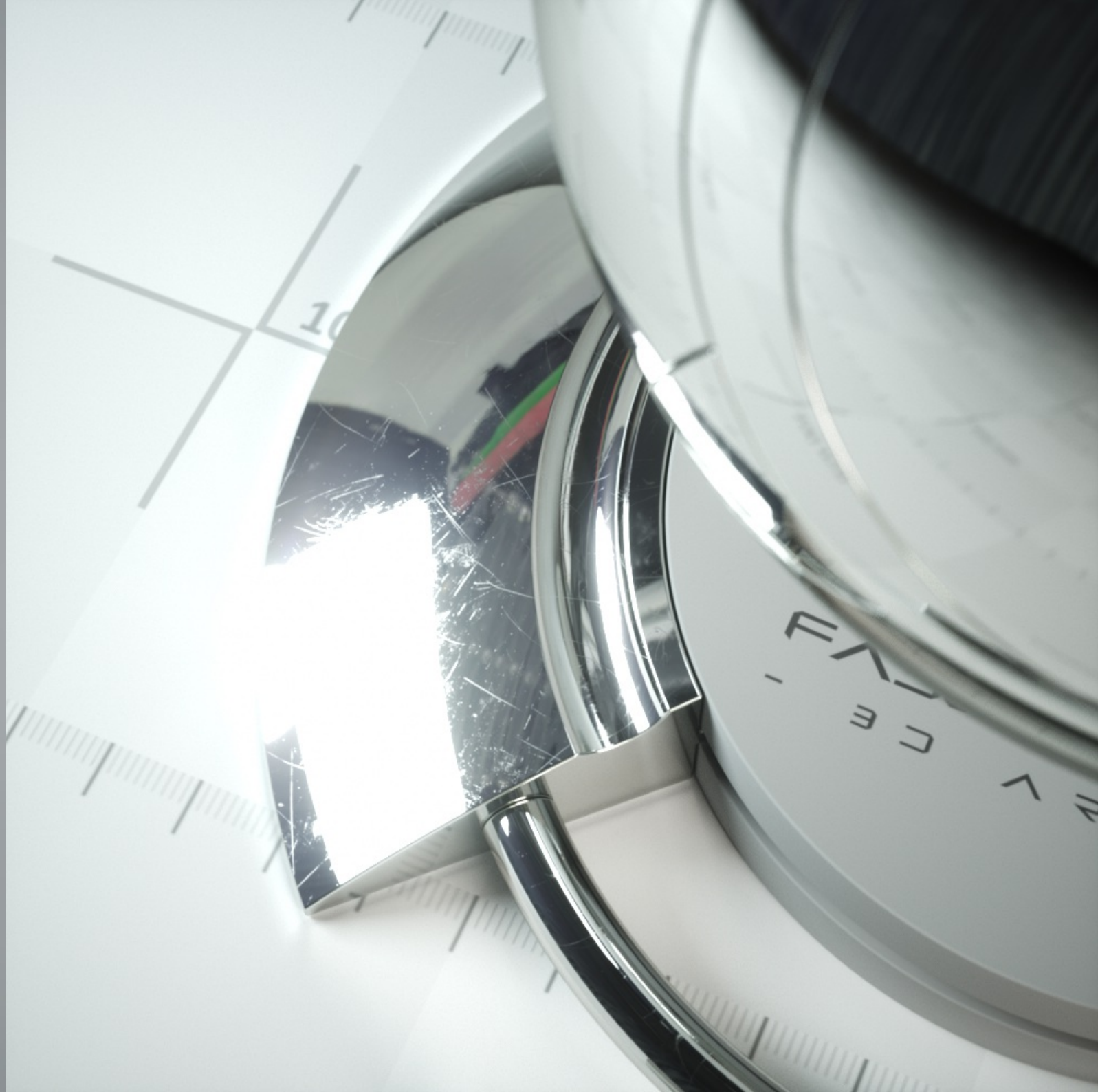
shaderball features list

- More camera angles presets to switch for a better material description in case of need. One more camera, with no LUT and neutral settings, has been added to ensure a free response from eventually enhanced colors.

- The different camera angles can be used to describe a category of materials, ex: «Detail 1» for plastics, «Detail 2» for metals, etc.



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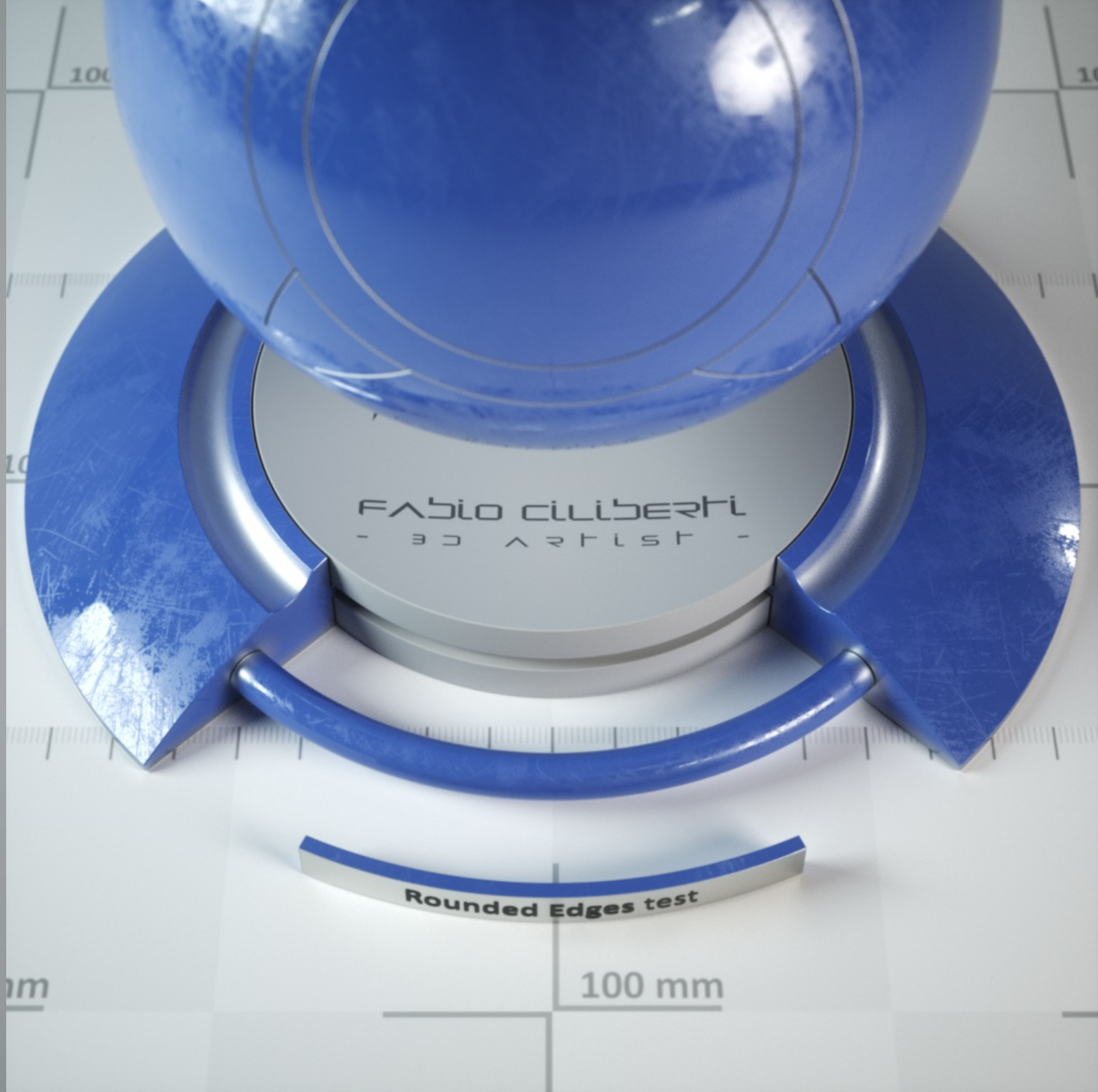

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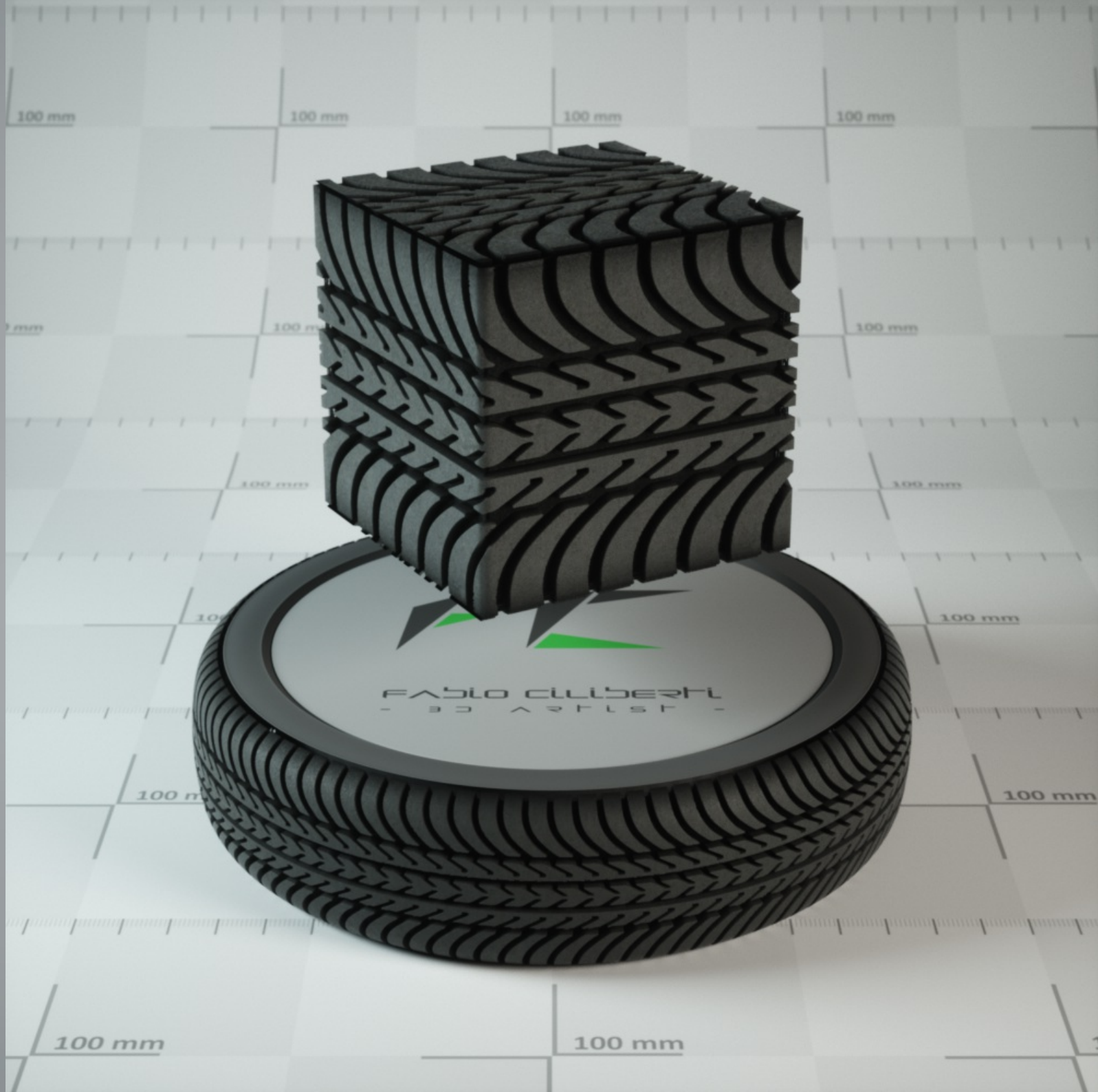
Product - Arch.

shaderball features list

- Full displacement visibility
- Box mode displacement
- Cylindrical mode displacement
- Walls and columns fitting shape
- Tires fitting shape



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Product - Arch.

shaderball features list

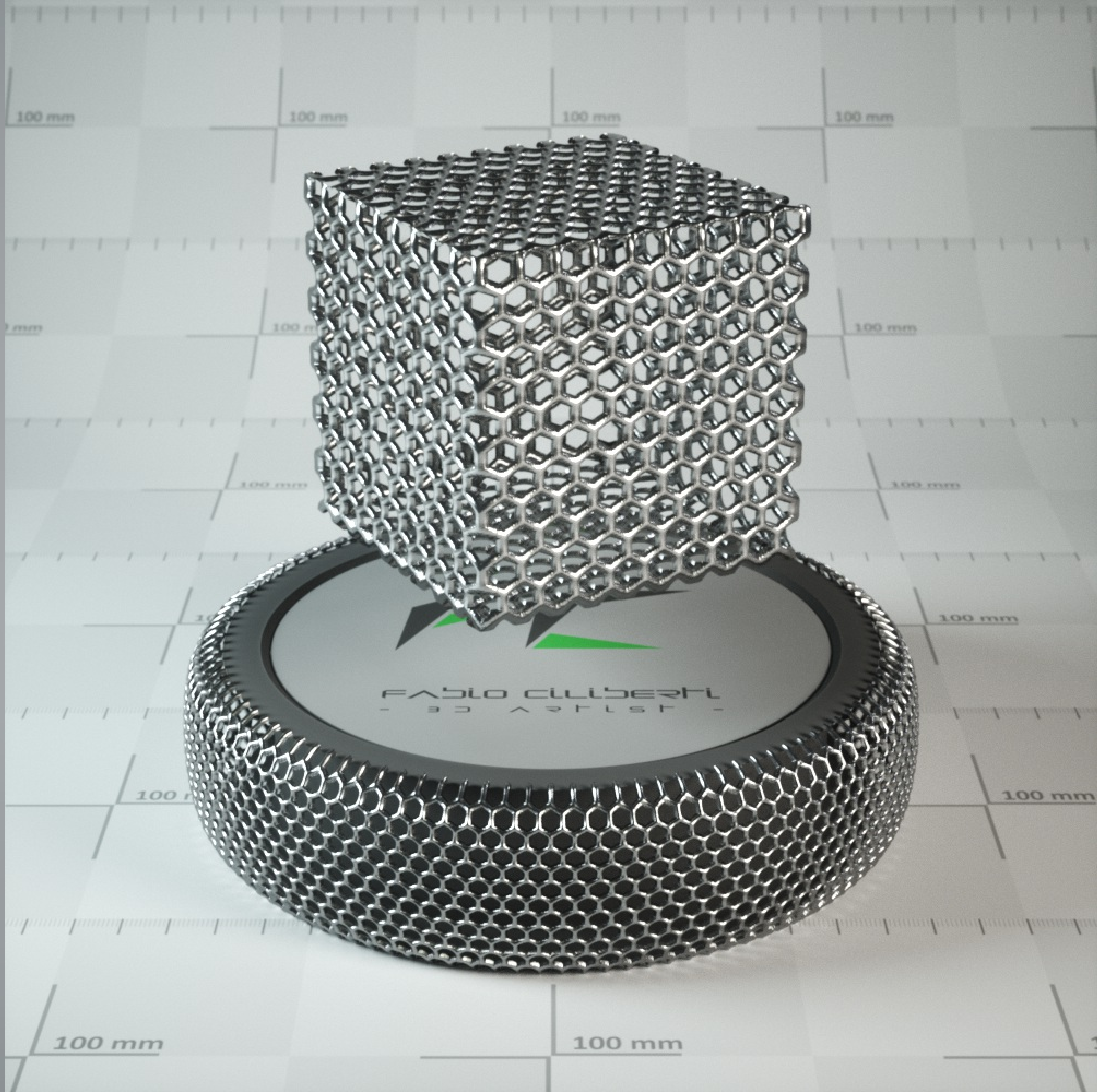
- Full opacity map visibility

- Box mode opacity map

- Cylindrical mode opacity map

- Flat grids fitting shape

- Rounded grids fitting shape



Arch. - Environment

shaderball features list

- Full displacement visibility

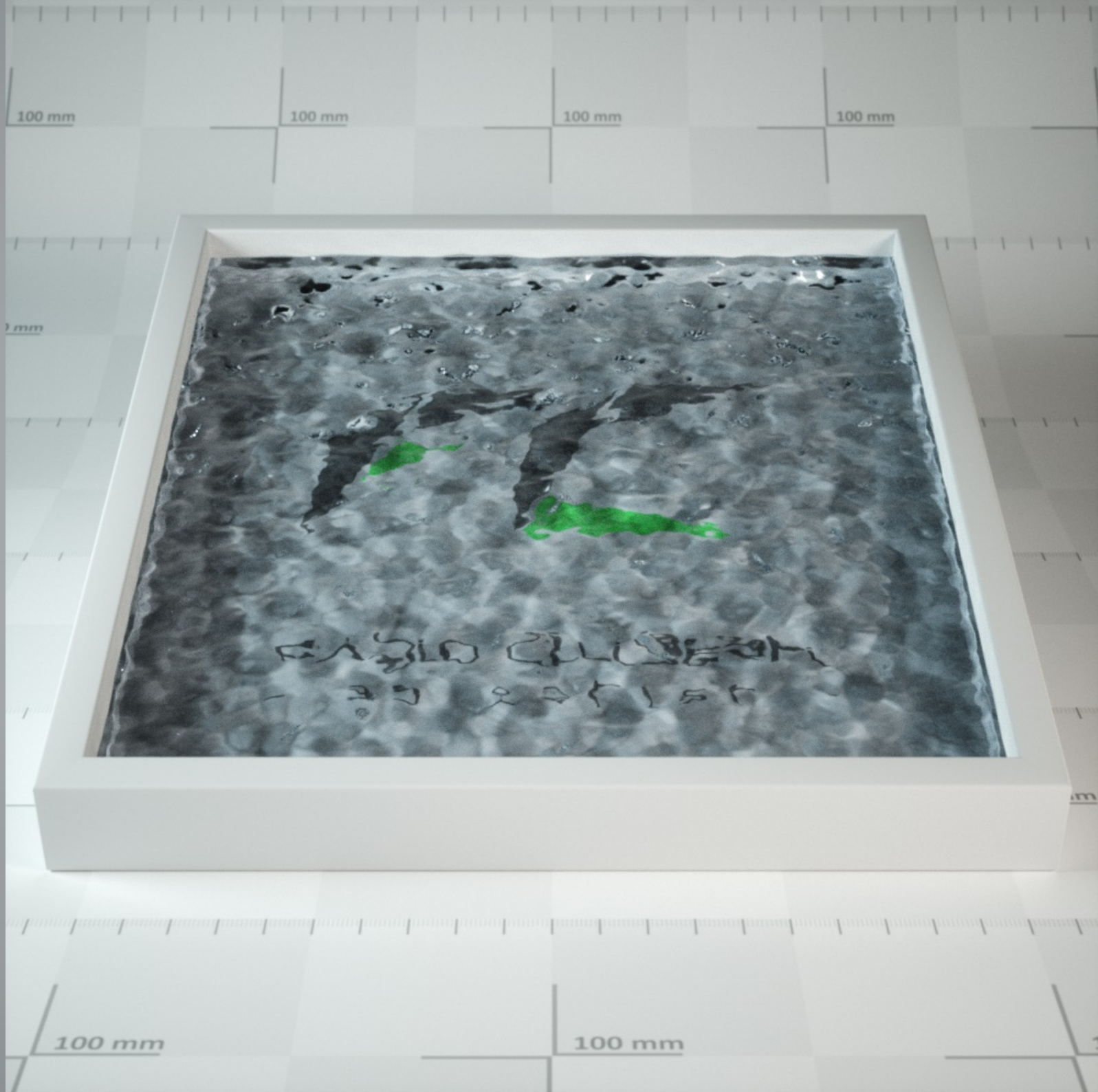
- Soil fitting shape

Arch. - Environment

shaderball features list

- Full displacement visibility

- Swimming pool fitting shape



Cuscions - Fabrics

shaderball features list

- Full fresnel effect visibility
- Full fall-off visibility
- Cuscions fitting shape
- Fabrics fitting shape
- Far/close text. mapping sizes

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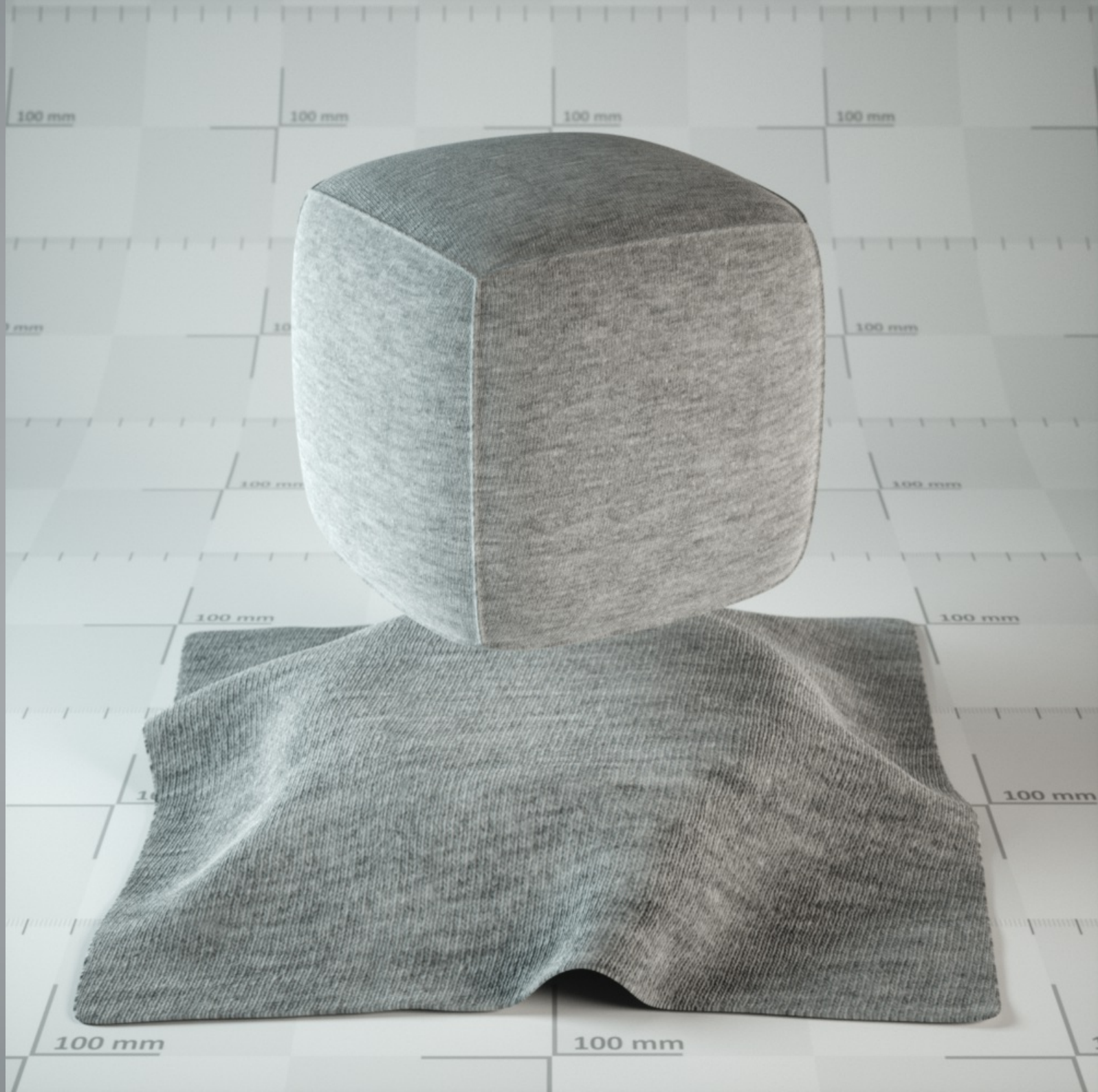

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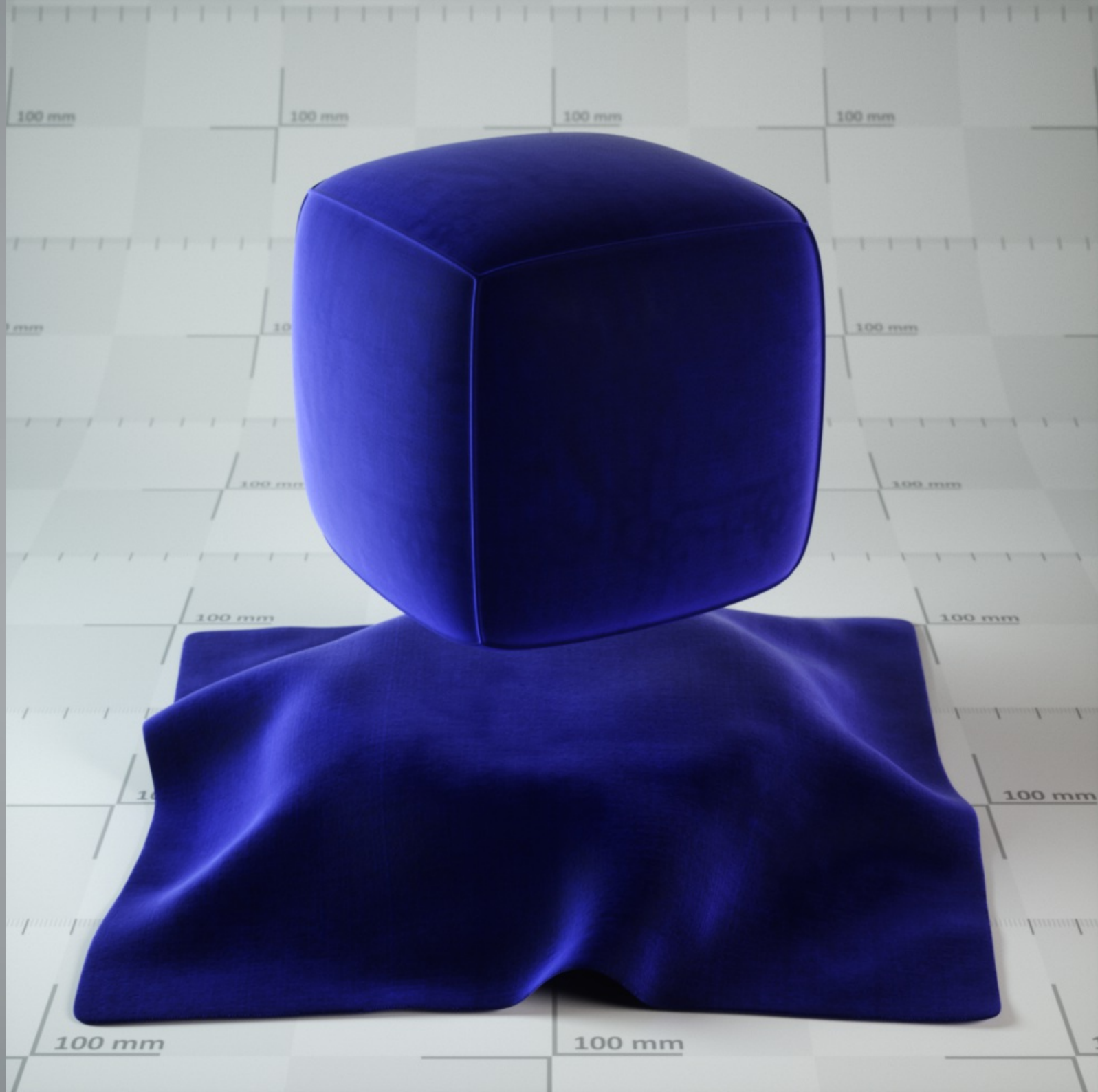

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Leaves - Sheets

shaderball features list

- Full opacity map visibility

- Full fresnel effect visibility

- Full scattering visibility

- Leaves fitting shape

Fluids - Food

shaderball features list

- Full fresnel effect visibility
- Full absorption visibility
- Full scattering visibility
- Cream fitting shape

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- Cream fitting shape

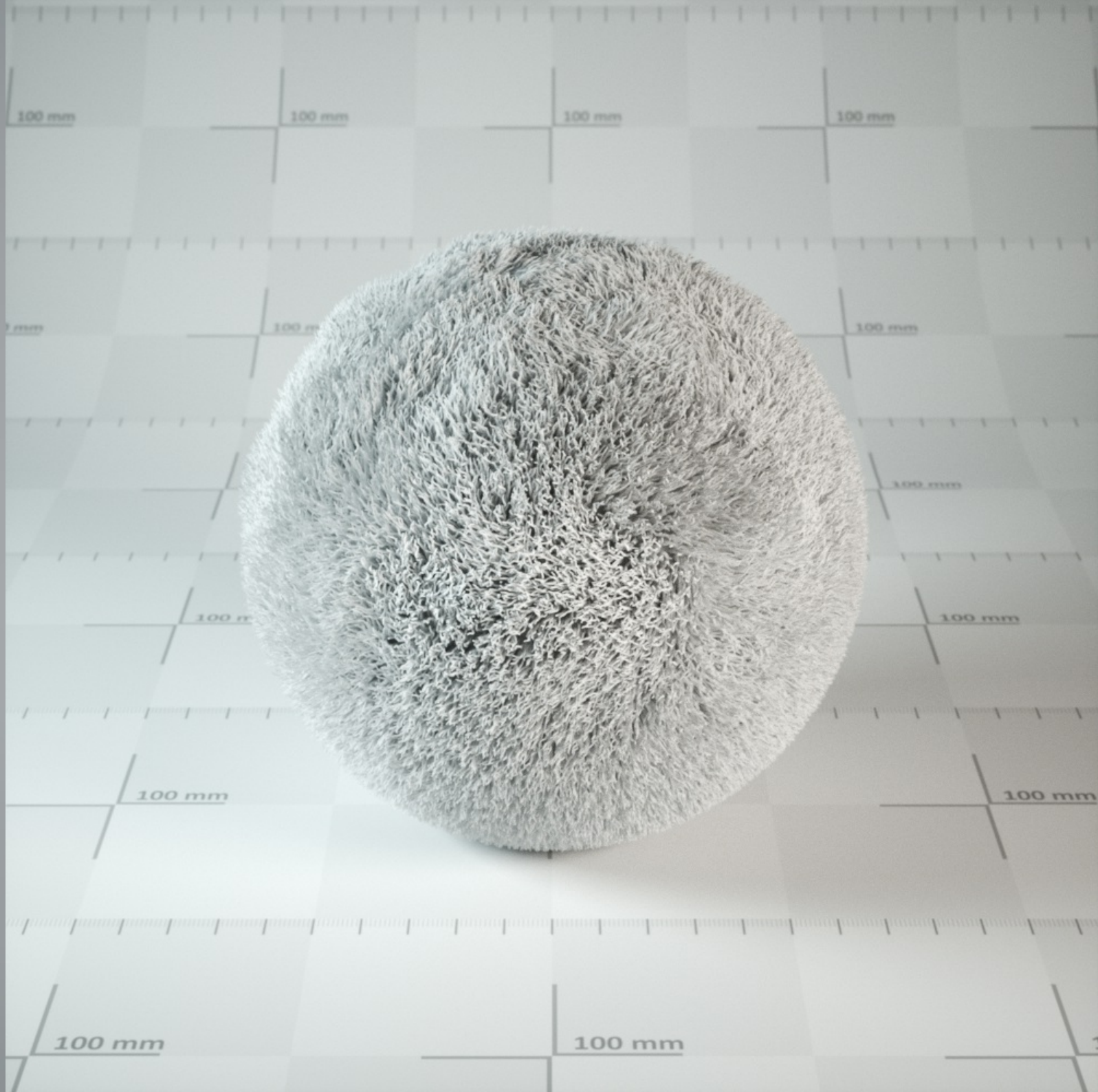
Hairs - Fur

shaderball features list

- Full fall-off visibility

- Fur fitting shape

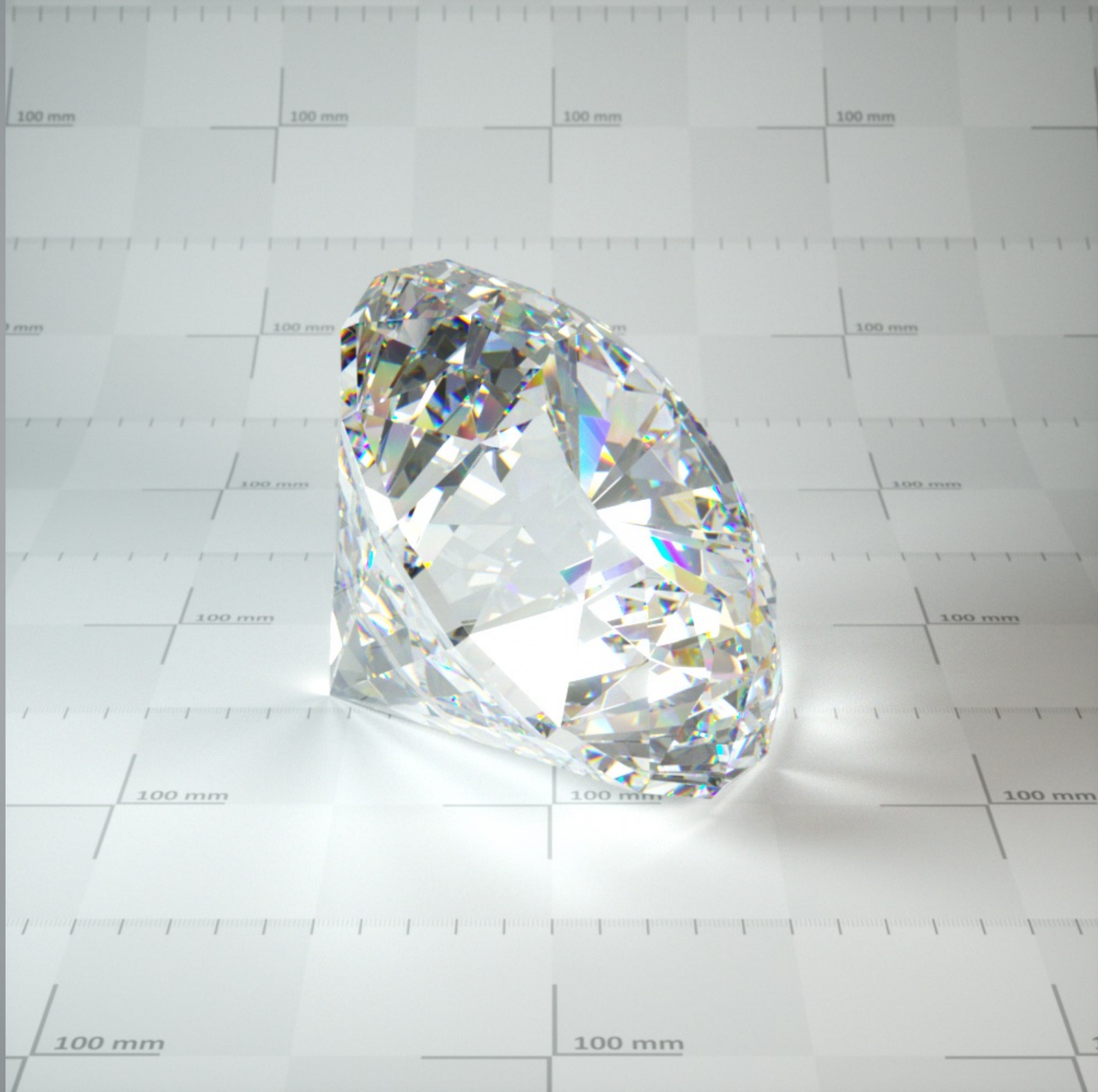
- Carpet fitting shape



Jewelery

shaderball features list

- Full refraction effect visibility
- Full absorption visibility
- Full transmission visibility
- Full dispersion visibility
- Full caustics visibility



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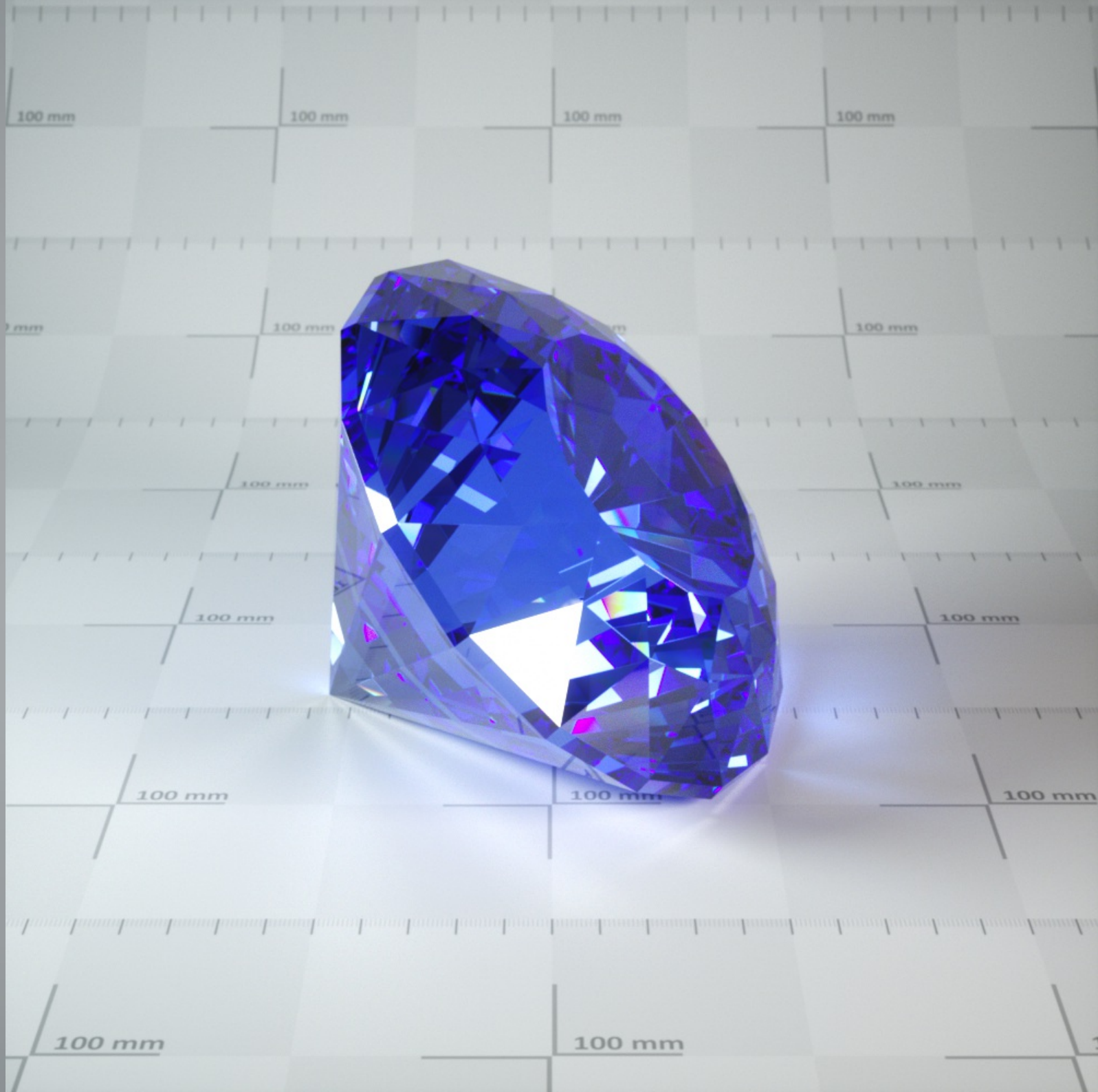

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Contacts

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