Car rendering using Artlantis

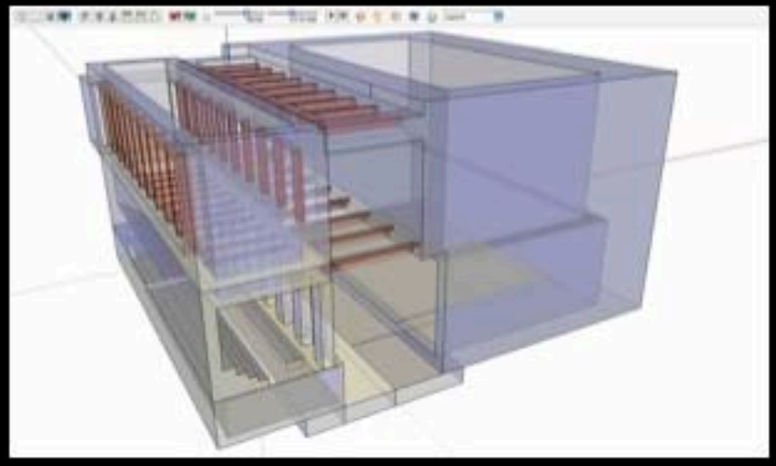
Welcome to tutorial #2, in here you will learn how to set up the correct parameters of the background, the heliodon lightning, the camera angle, the textures and final retouches in Photoshop.

Setting the location for the photo shoot

Step 1

Make a good 3D model

This is obviously a good thing to do from the beginning because everything you do in this step will reflect on your car's shiny parts.
This was modeled in Sketchup 5 and exported to Artlantis format.



Step 2

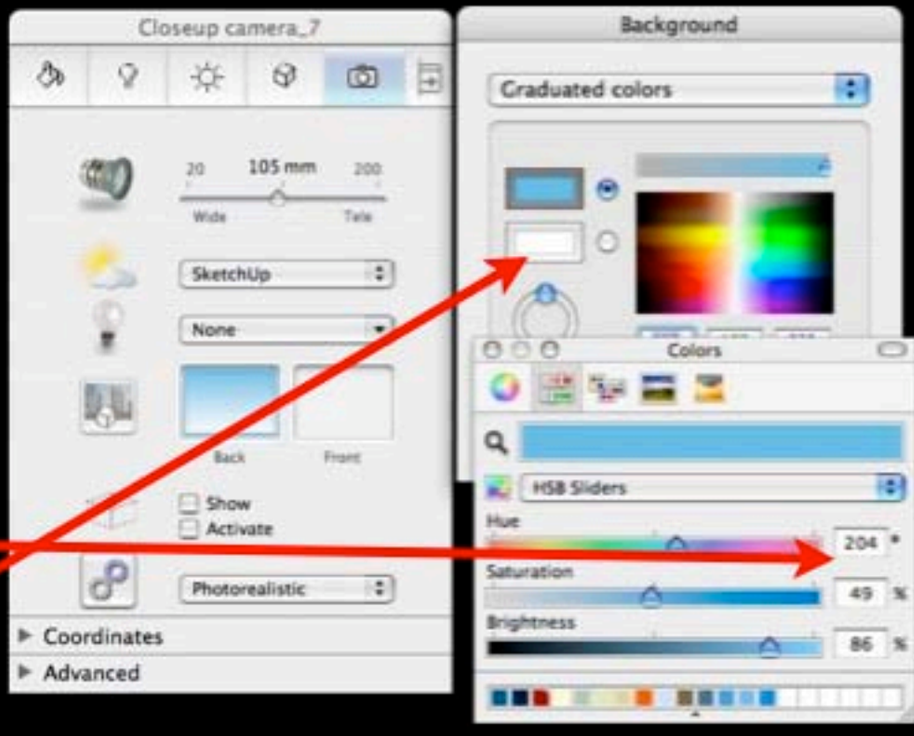
Setting the background color.

Setting the color here depends completely on the mood you are intending to give your scene.

This color setting is based on a some how hot day with a little humidity :o)

Copy the numbers

and live the lower box with pure white



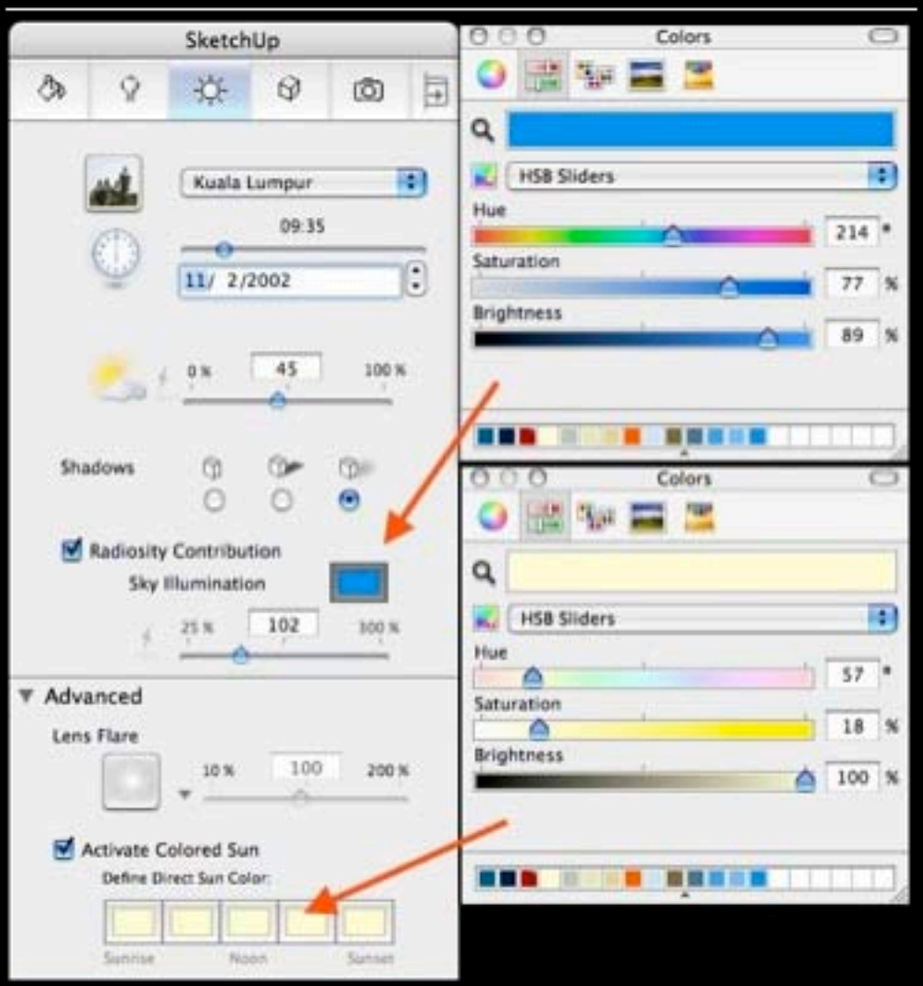
Step 3

Setting the Heliodon.

Setting this has been one of the main questions every body asks me and as in the last tutorial i explained why i use the colors i use...ok....ok.... here we go again:

Try to visualize a normal day, if you wake up very early and go and check the outside sky, you will see some beautiful colors and from, lets say, 4am to 7am every 20 minutes you will see deferent shades of color, this are your palette colors for rendering images in this time frame, same goes from 5pm to 8pm, this hours have the most notable color changes.
This color setting is based on a hot day with a little humidity :o)

Copy the the settings.



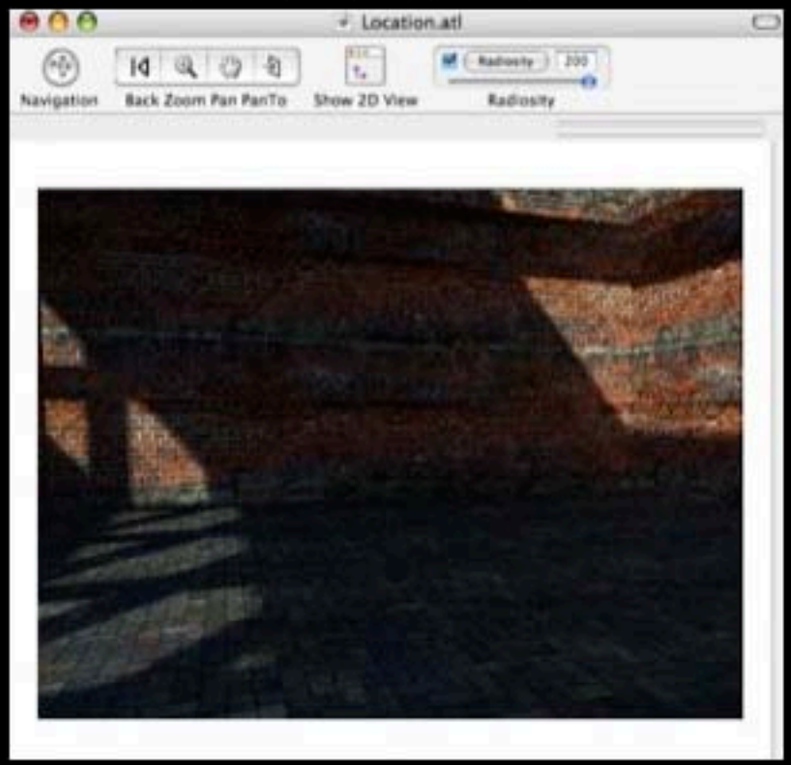
The sun is yellow and the sky is blue, and thats that.

Step 4

Shader and textures.

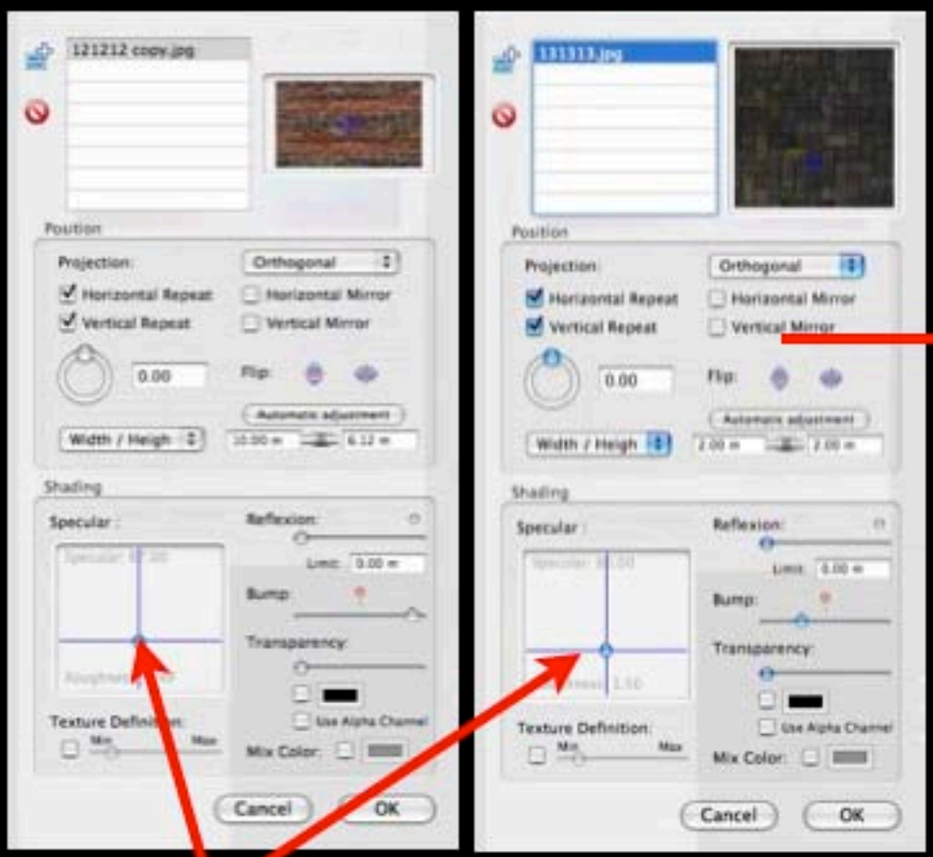
Ok, we have now set the basic lightning of the location for our car, but we need to put some textures to it.
Let me show you the 2 basic texture i have used, this are from the Arroway collections (http://www.arroway.de/en/index.html).

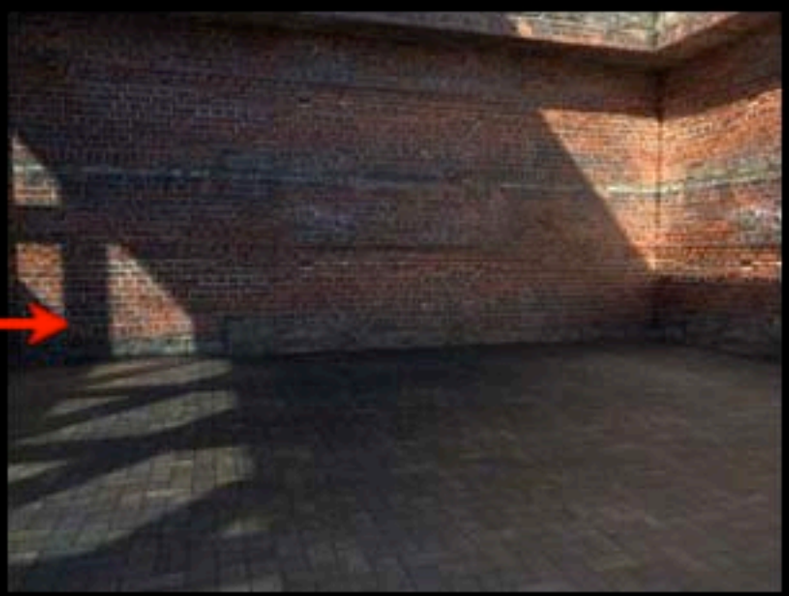
The preview window looks like this:



and the render like this:

But wait.... this is not right.... at least not for me, we need to tweak some more settings....





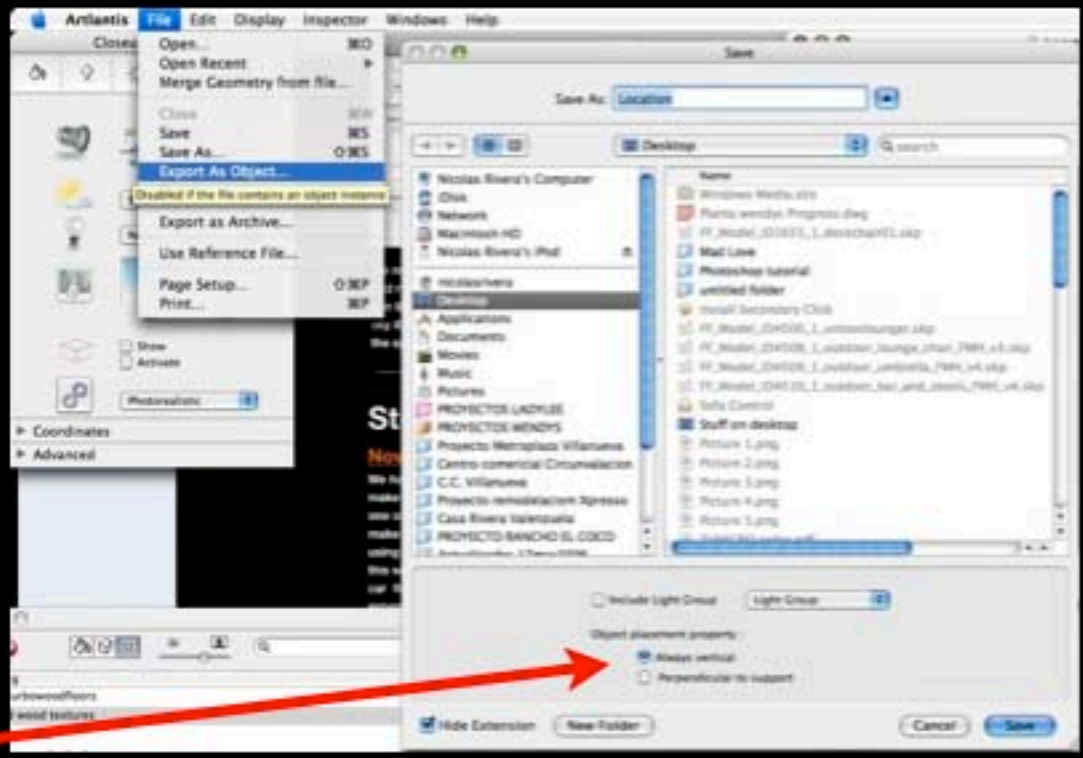
Now thats more like it, see the difference !!

We need to give our textures some specular and roughness boost because this will let the sun light burn its ray in to the texture and the sky illumination to let its blue ambience in to the space, this is very important so just do it.

Step 5

Now for the final step.

We have the location ready, now we need to make it an object, but why you may ask, well... one of the main objectives of this tutorial is to make the car usable as an object rarer then using the hole scene, so the point of exporting this scene as an object is to delete it from the car file once the car is fully ready for exporting.... this will be more clearer in a few more step ahead ok. Exporting is a simple step but just make sure you select "ALWAYS VERTICAL" this will assure that the object will always be strait no matter where you insert it.



Do not forget this.....End of this part.

Lets get this car started!!!

Step 1

Selecting the car model.

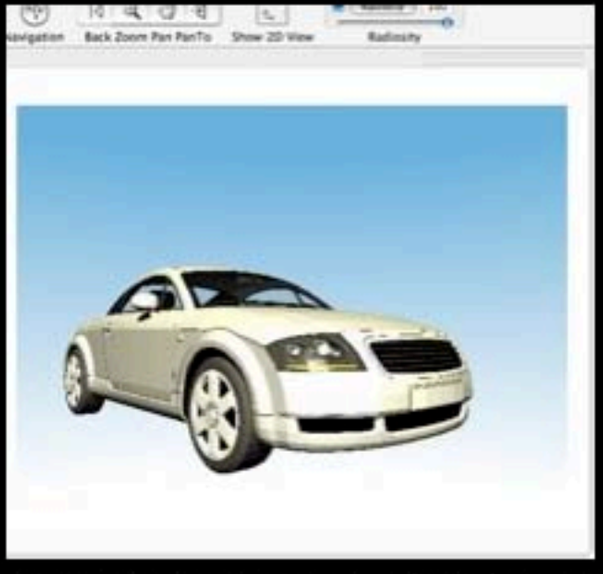
Another obvious step, but be careful because the quality of your renders will only be as good as your model resolution. I have selected an Audi TT from the DOSH car collection which is of good quality.
(http://www.doschdesign.com/)

So this is how our car looks after importing it to Artlantis.

Step 2

Importing your settings

By using the reference file of the location we just did, we wont need to set all the parameter again, thank God and Abvent for this feature.



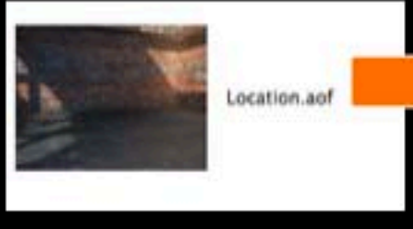
After using the reference file it looks like this.

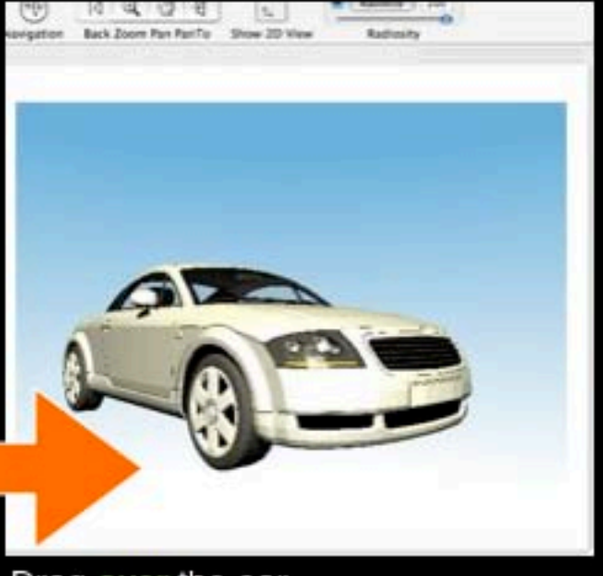
Step 3

Importing the location

Nows time to do some tricks....

This will clear why we did the location and object, go and select the location.aof file and drag it over the preview window.



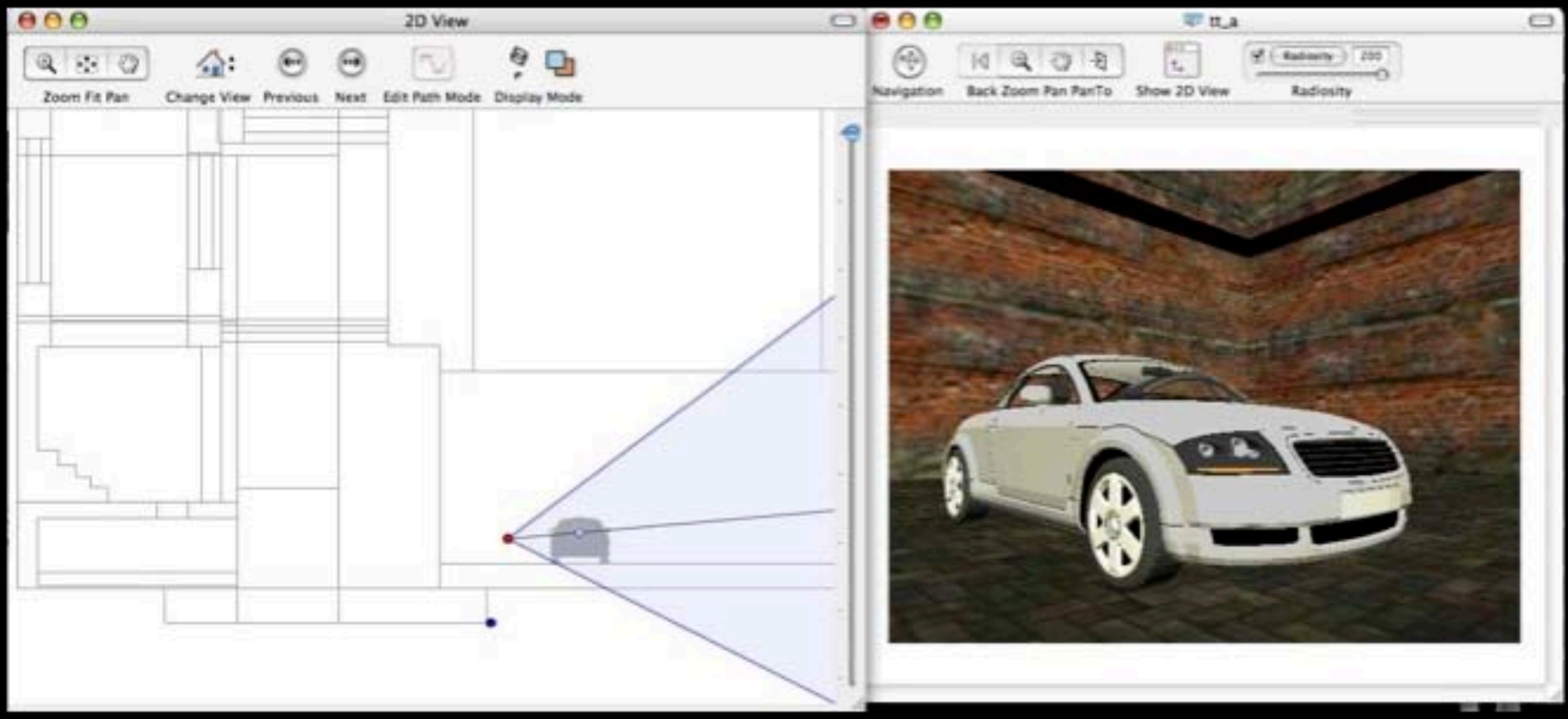


Drag over the car

Step 4

Adjusting and playing around

Now just adjust the object from the 2d window and front view because.

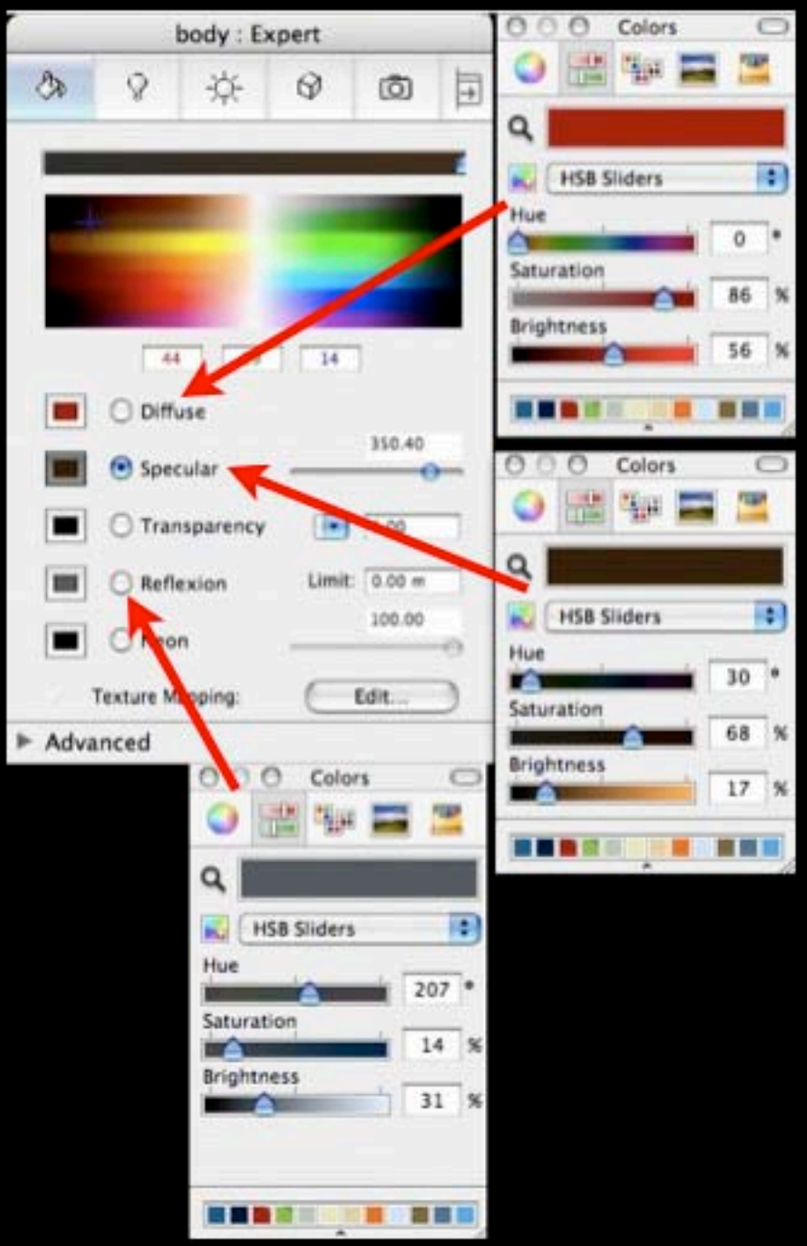


Do a test render and see what happens

Step 5

The Body

I have hidden all car parts to concentrate on the body paint.



After testing countless hours with the shaders i have come to stick with the expert shader because it was the one that gives me the color and tone i wanted, you can try with other shader and maybe do a better car paint, if you do... then share your setting with us.

Copy the settings and leave the transparency and neon with pure black.

Step 6

The tattoos

Here is what i used to give this car its custom marks, both graphics are my all time favorites and hope some day do them to my car too.

Tip, try avoiding pure white colors ok, trust me, they do not like sun and sky light.

Apply the images as you like to your car. My car is called “Flame Devil”

Step 7

The wheels

Ok, as i do not know how to use UV mapping i have done the texturing manually in artlantis, so here are the textures i'm using:

So, how do we apply this to the tire, simple right, well its a little more tricky then that and for every tire its different so what i did was apply the textures to one tire and then select every component of it and exported it as an object, then i erase the 3 remaining tires from the model and then duplicate the object tire 3 times and put them in their right place. You will have to test your own textures in your tires to do this, all of this textures where found in google, just type tire, good year, brakes, tire tread etc, you will find them all.