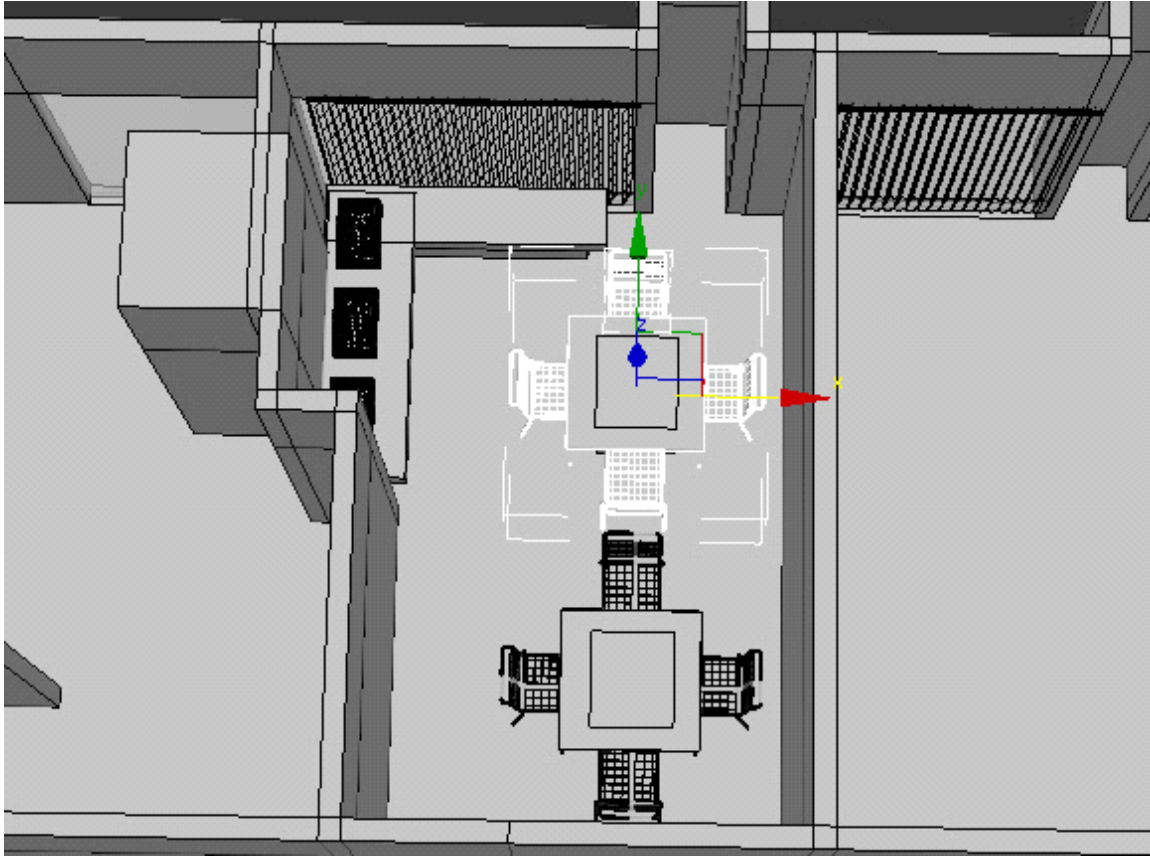
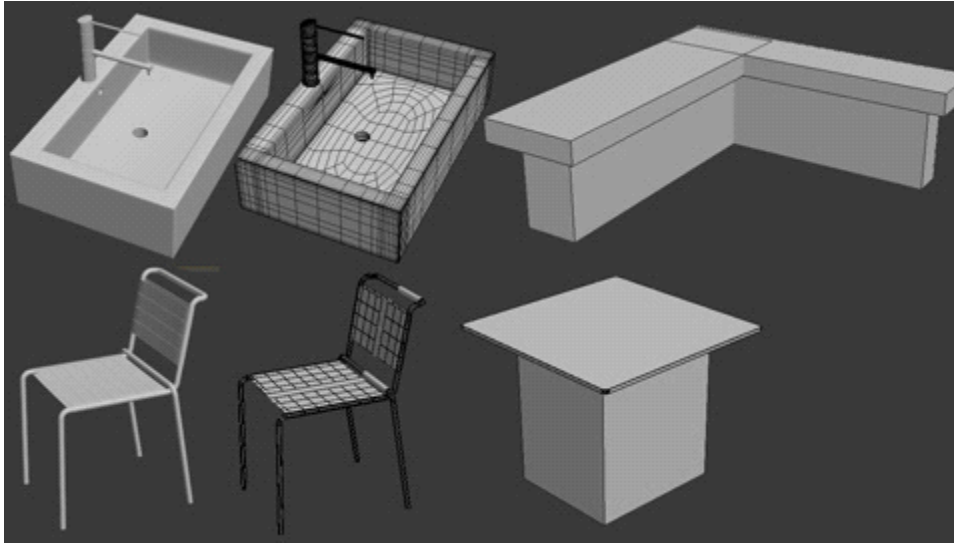


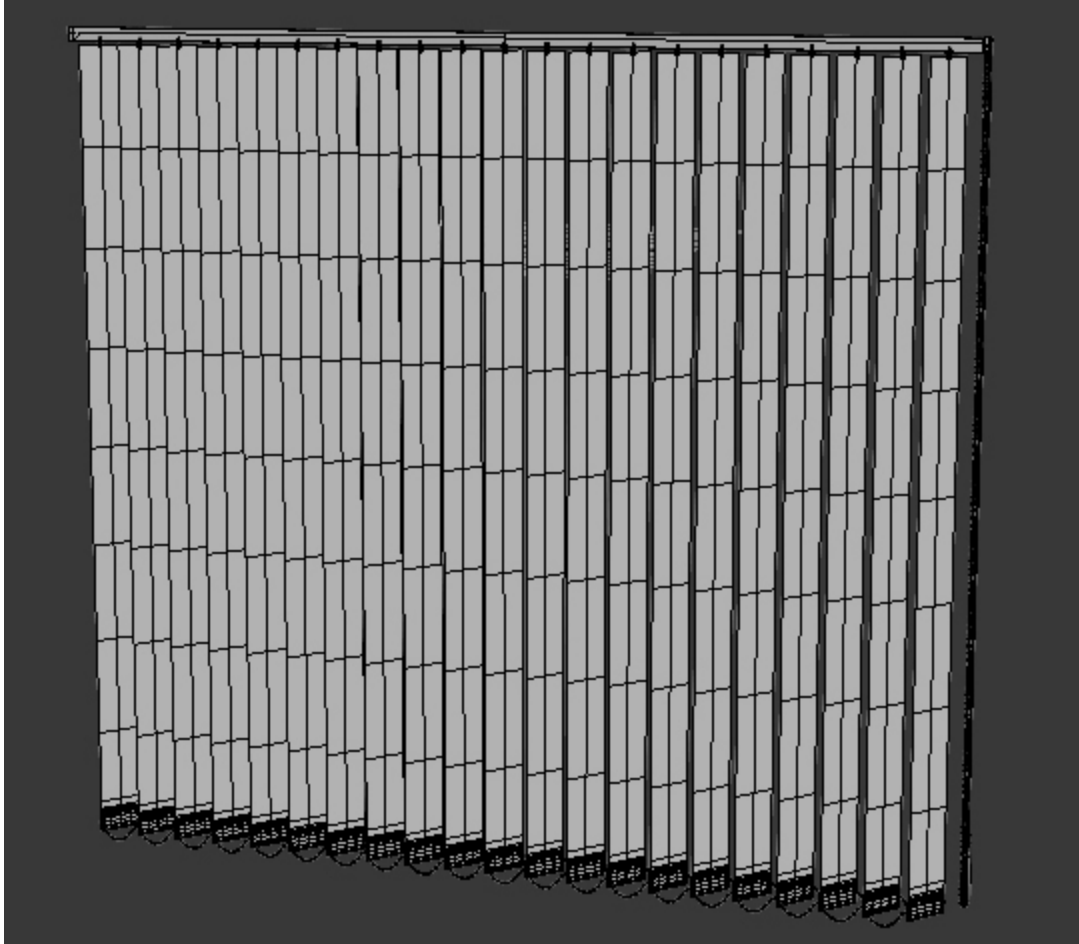
3D Model of a Standard Office Room



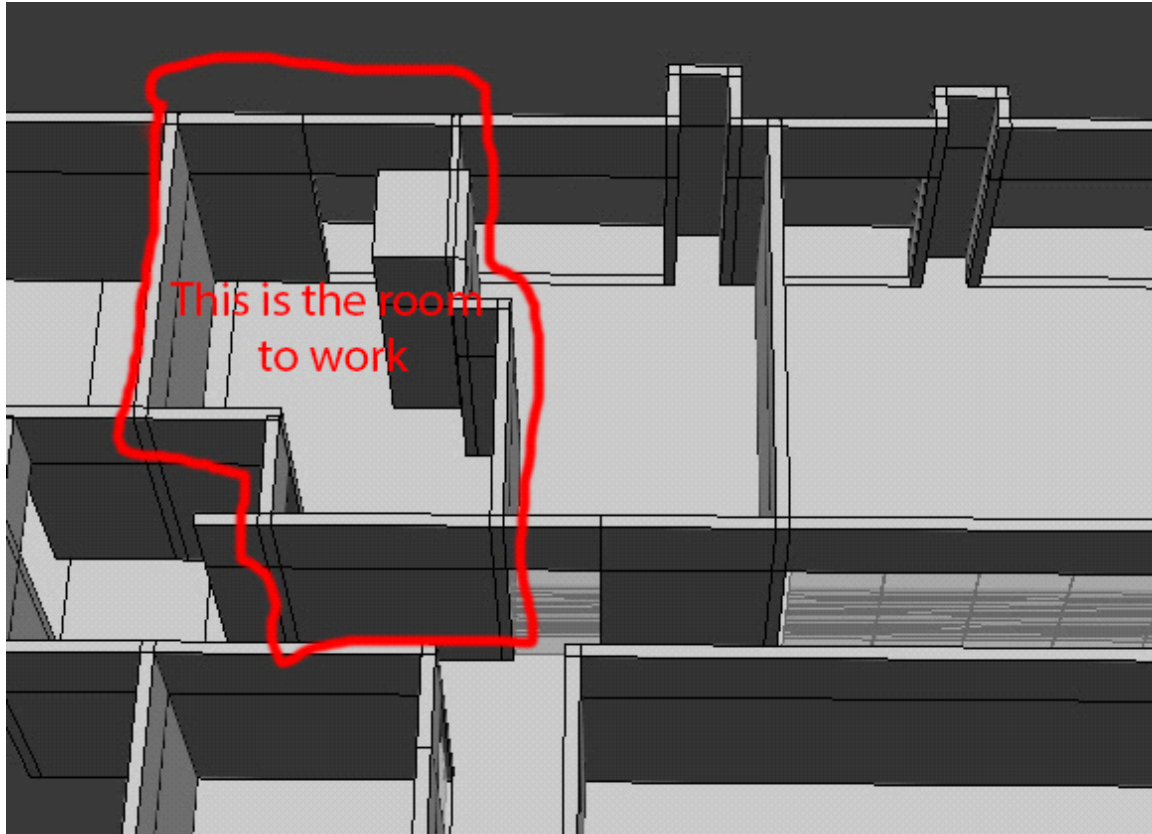
I have created a standard 3d office room that should be used for this interior daylight rendering tutorial. I also put in some basic 3D furniture low polygonal models – nothing special.



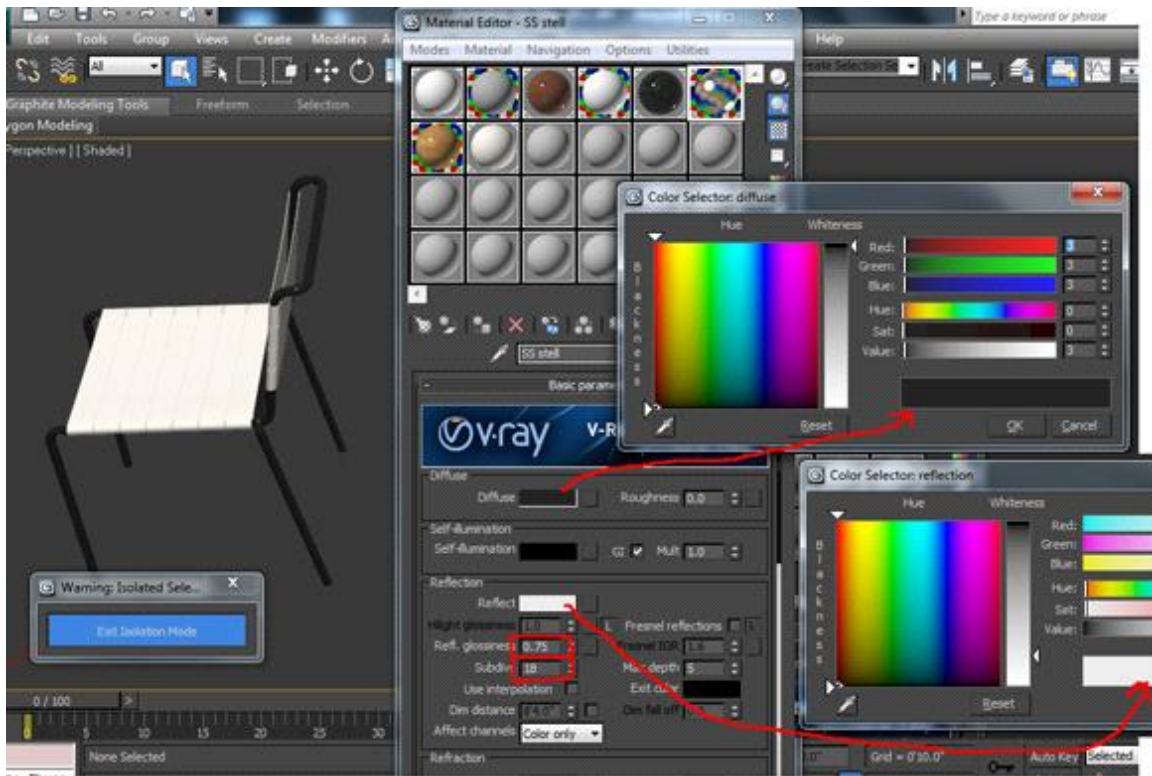
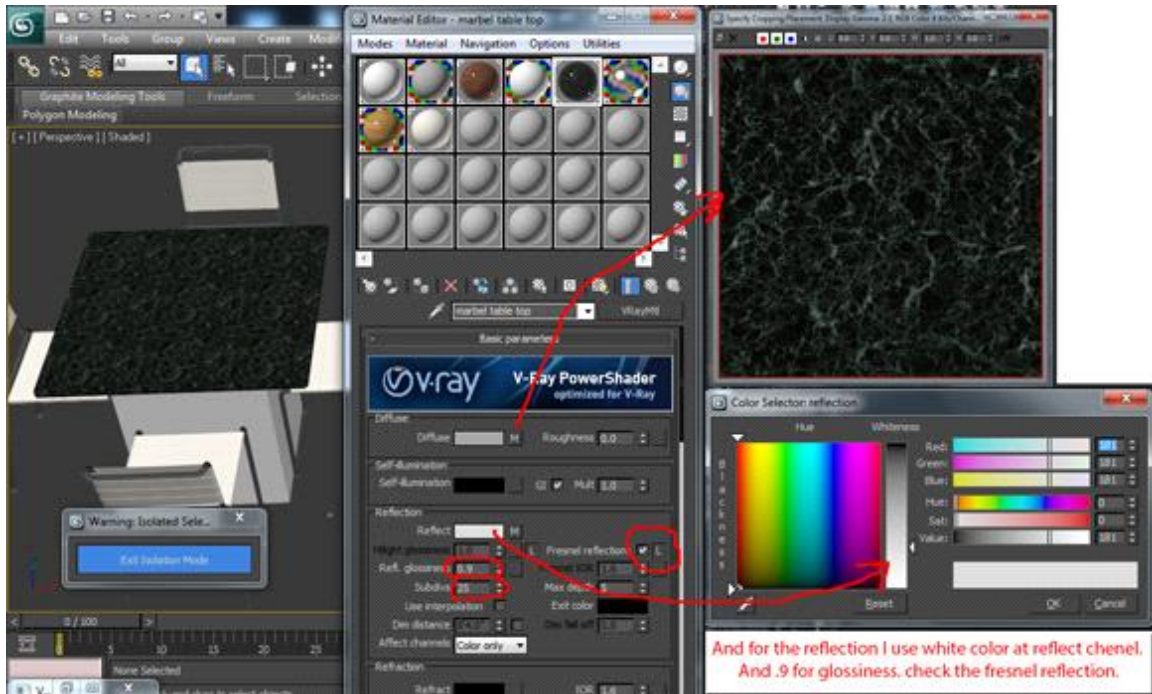
Because the light should fall through the window I also imported very simple vertical blind as window curtain to create some nice effects with the daylight.



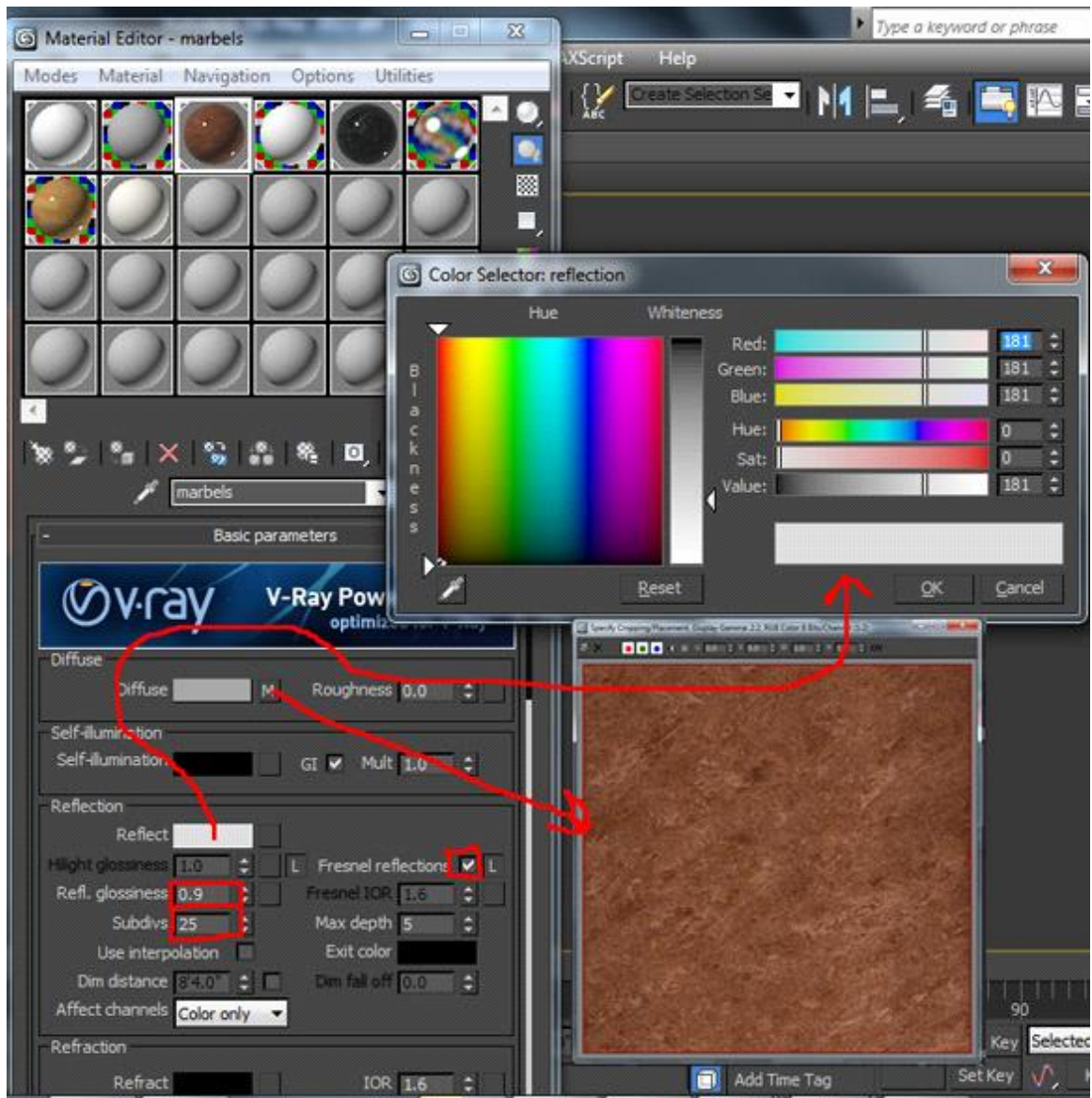
It is a complete level of an office building but for this tutorial we only concentrate on one single office room.



Setting up V-Ray Materials in 3DS MAX

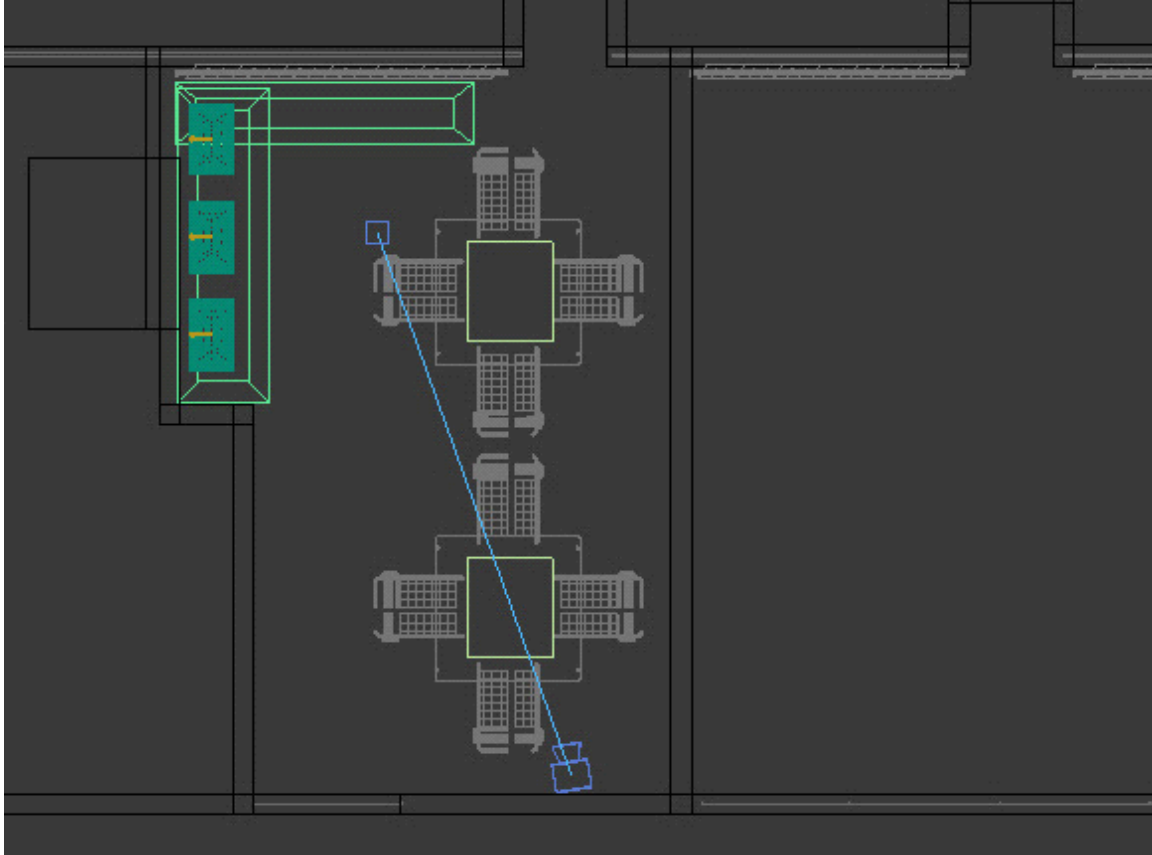


For the other table I also used a marble texture like for the other table as well:



Create a V-Ray Physical Camera

Next we will create a V-Ray physical camera. To do so, select Create>Camera>VRay (from drop down menu) >physical camera.

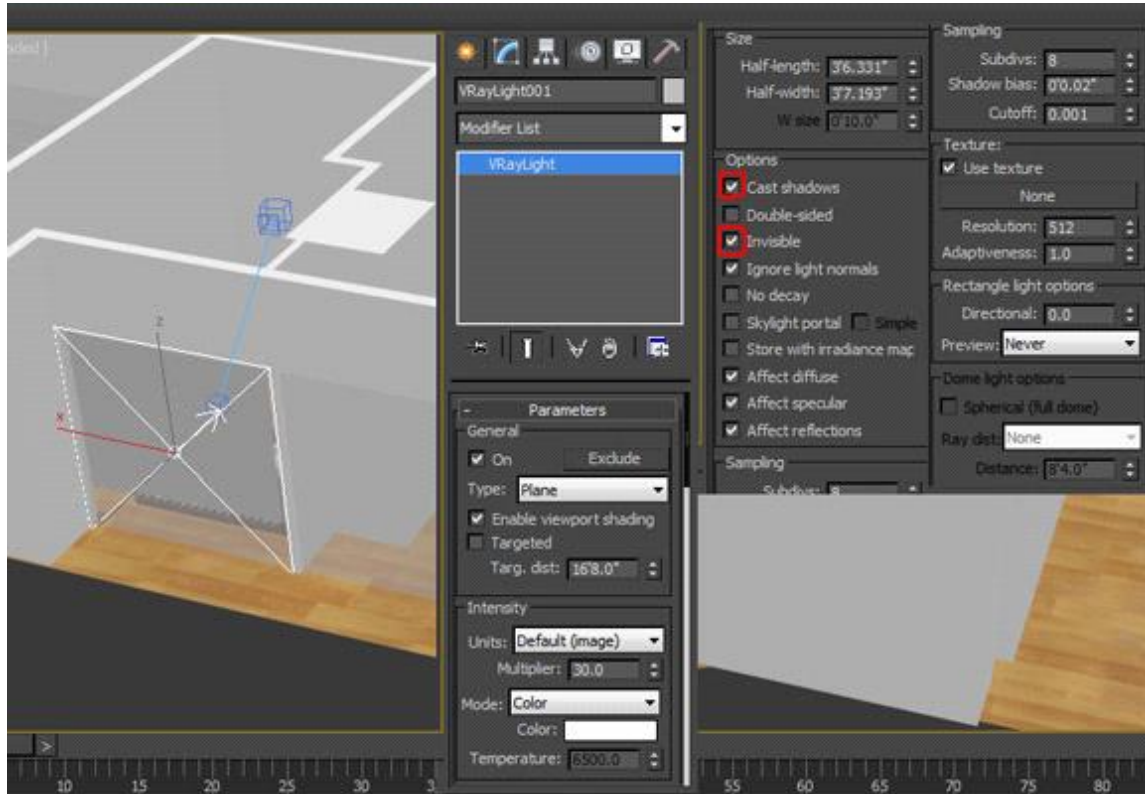


Afterwards press “c” to activate your camera view. Then choose a nice camera position.



Use a “VRay plane light” for your interior architectural scenery

The light should be generated by a light emitting plane that we place in the window. To do so create a VRay plane light by selecting Create>Light>VRay>VRay Light. Afterwards modify the parameters like shown in the screenshot:



Render a RAW image with VRay in 3DS MAX and Optimize Lighting in Photoshop

Now it is finally time to start rendering and get results.

