

Application Program Rendering Setting Standards – Quick Guide

Model Space - Setup



- “Architectural” Tab 
 - Extend floor: 500” or larger depending on size of application.
 - Show floor button: checked
 - Color floor to plain white within 3D tab
- “3D” Tab 
 - “Material Change” tab:
 - Material box: Predefined tab/Color: White (do not use plastic/white)

Photo Lab – Rendering Settings

Photograph setup (column left)



- View:
 - In Photo Lab viewport, center layout and have a few inches of space around layout (breathing room). This will eliminate floor shadows and finished image is easier to crop/adjust to incorporate into other documents. See Figure 1
- Angle/perspective:
 - Recommended perspective shall be at eye level
 - In Advanced Photograph setup (photo lab column left) view and height can also be adjusted by using the “Camera” drop down section. A common Elevation setting is 72”AFF, however adjust as necessary to achieve best view for application. See Figure 2
- Outline Overlay:
 - In Advanced Photograph setup (photo lab column left), select ON when rendering white finishes such as Linen, Phantom Pearl, and Chalk. See Figure 3
 - Line weight can be adjusted after the image has been rendered using advanced Post Processing (photo lab column right) under the Outline Overlay drop down section. See Figure 4

Figure 1:



Figure 2:

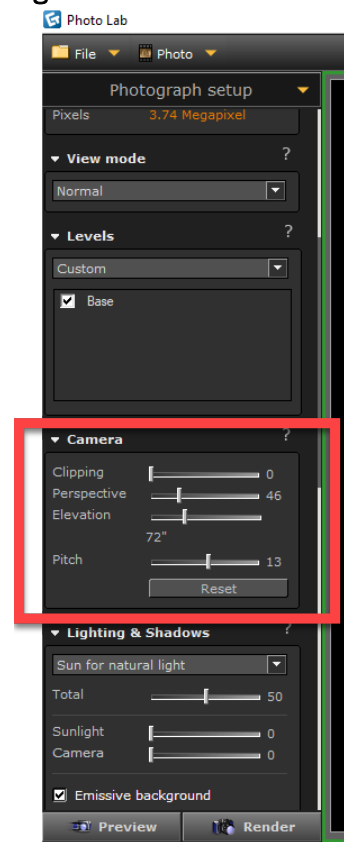


Figure 3:

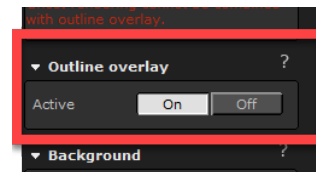
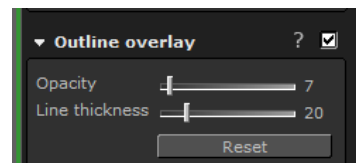


Figure 4:



Photograph setup (column left) cont'd

- Set this column before rendering
- Simple Setting: Product lighting
- Advanced Setting:
 - Render mode: Natural light
 - Render quality: 90 to 100
 - Image dimensions: Letter 200 DPI
 - View mode: normal
 - Lighting & Shadows
 - Sun for natural light
 - Total: 50
 - Sunlight: 0
 - Camera: 0
 - Emissive background: on (checked)
 - Outline overlay: Off (recommend On if rendering white finishes)
 - Background: White

Post processing setup (column right)

- Set this column before or after rendering
- Advanced Settings
- Color: on (checked)
 - Exposure: 2
 - Brightness: 30
 - Contrast: 20
 - Saturation: 20
 - Temperature: 0
 - Tint: 0
- Focus/blur: off
- Vignette: off
- Noise: on, amount @ 20
- Cartoon/Sketch: on
 - Pressure: 25
 - Color fill: 100
 - Sketchiness: 0

Rendering Examples

- Whitesweep rendering using CET/Canvas software
- Minimal to no propping

