

From Iterative to Final Rendering Tips

From Iterative to Final Rendering

It is about looks!

- Framing the view
- Rendering
- Post processing



From Iterative to Final Rendering

Framing the view

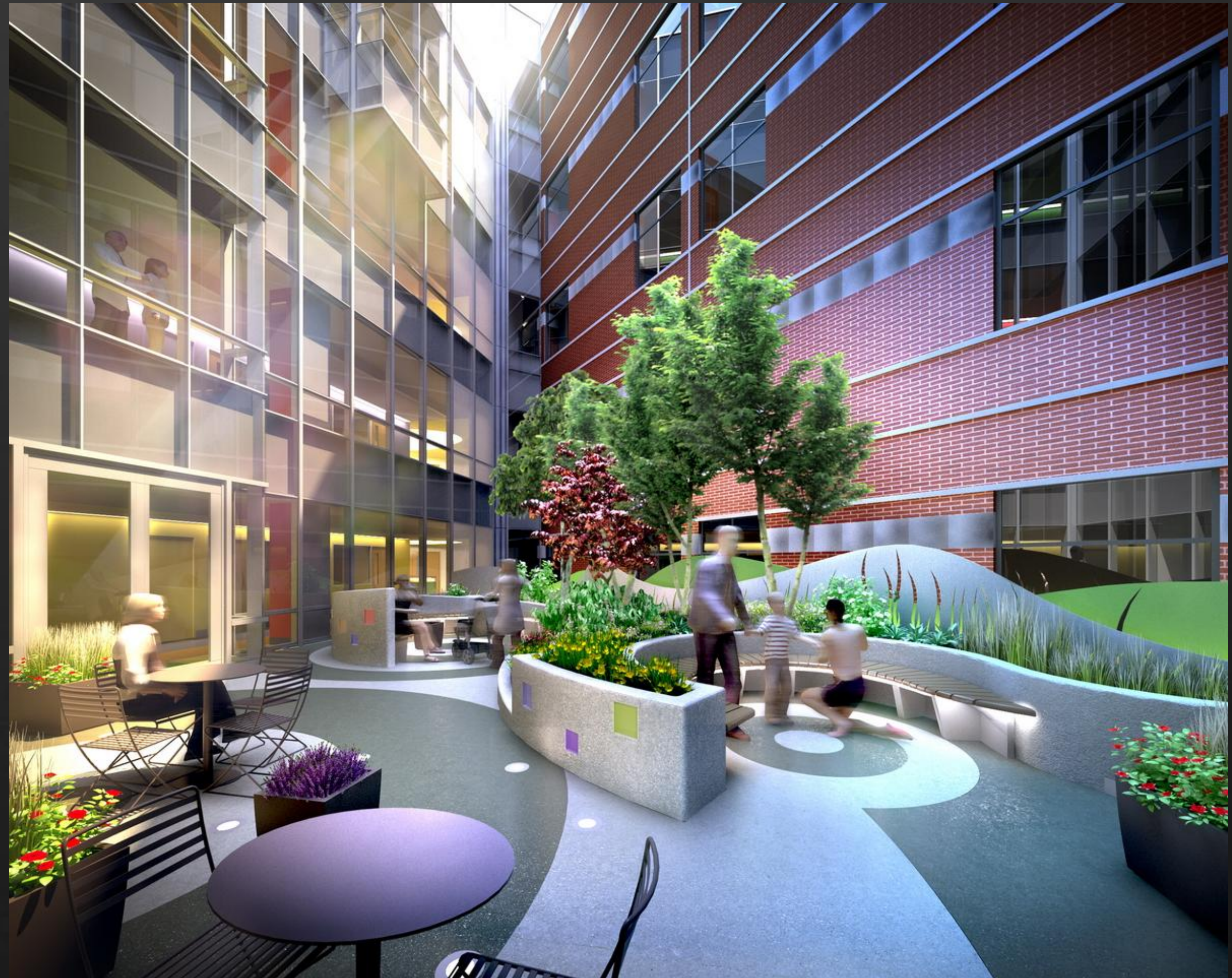
- Rule of Thirds



From Iterative to Final Rendering

Framing the view

- Rule of thirds
- Foreground, middle ground & background



From Iterative to Final Rendering

Framing the view

- Rule of thirds
- Foreground, middle ground & background
- Directional elements



From Iterative to Final Rendering

Framing the view

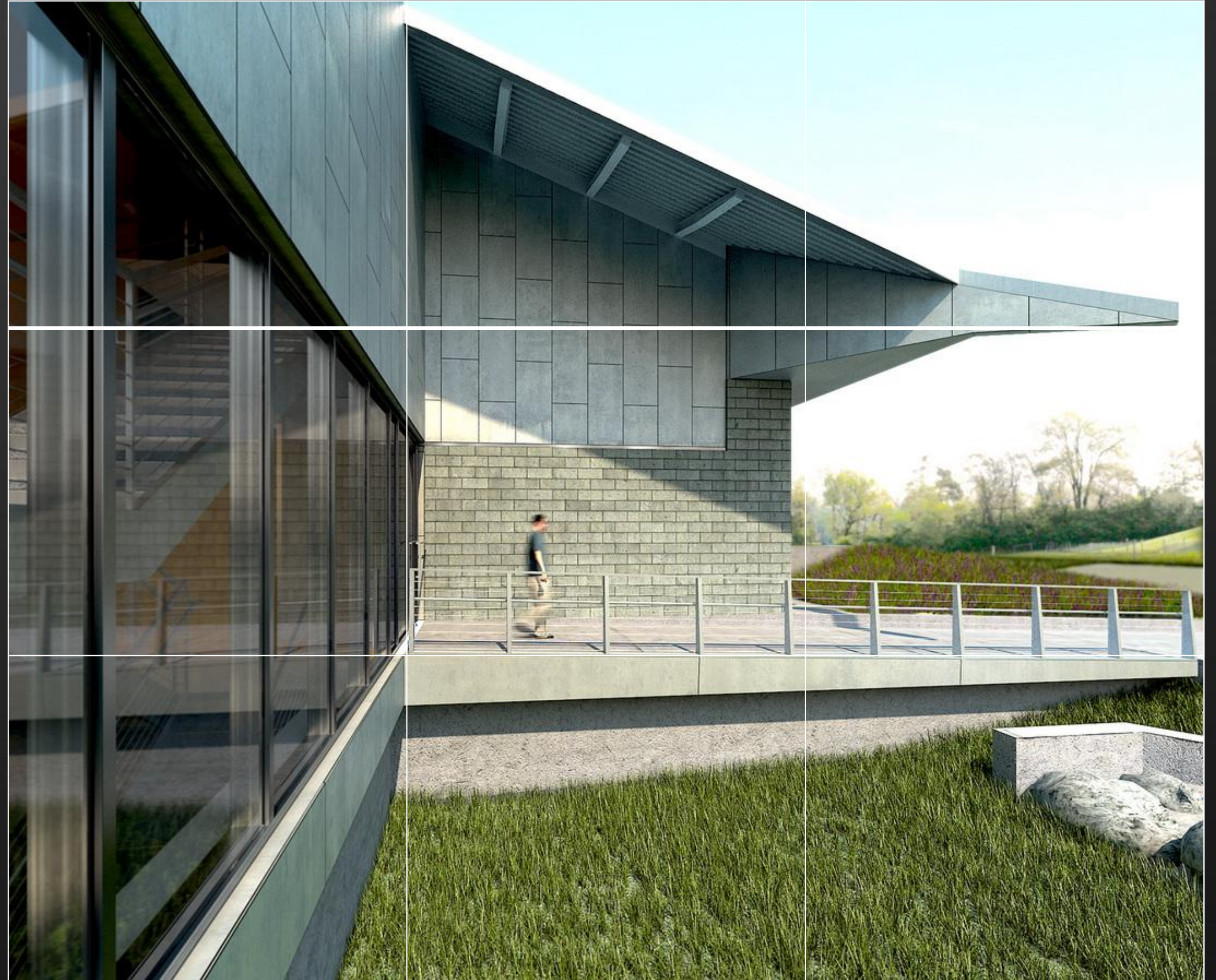
- Rule of thirds
- Foreground, middle background
- Directional elements



From Iterative to Final Rendering

Framing the view

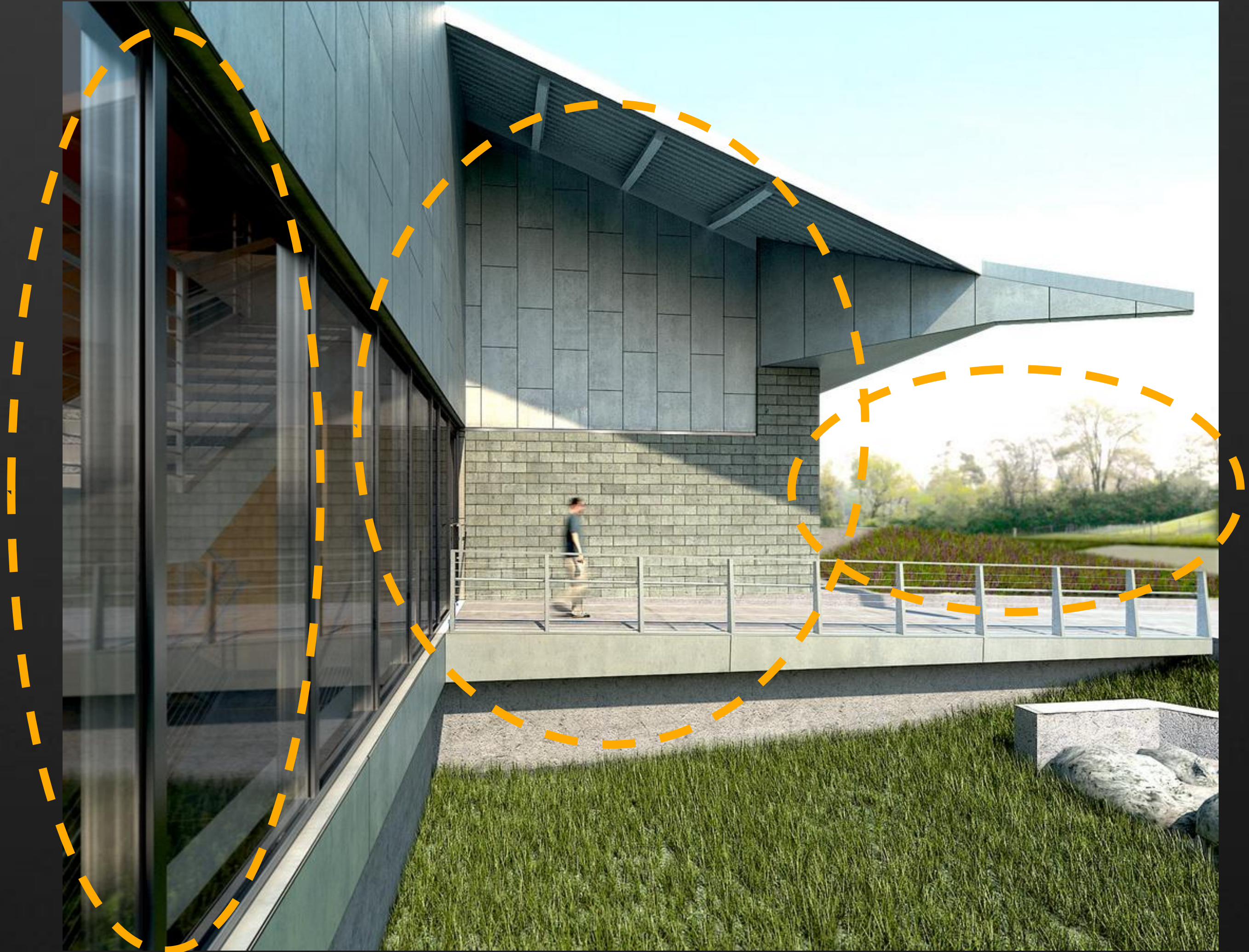
- Rule of thirds
- Foreground, middle ground & background
- Directional elements



From Iterative to Final Rendering

Framing the view

- Rule of thirds
- Foreground, middle ground & background
- Directional elements



From Iterative to Final Rendering

Framing the view

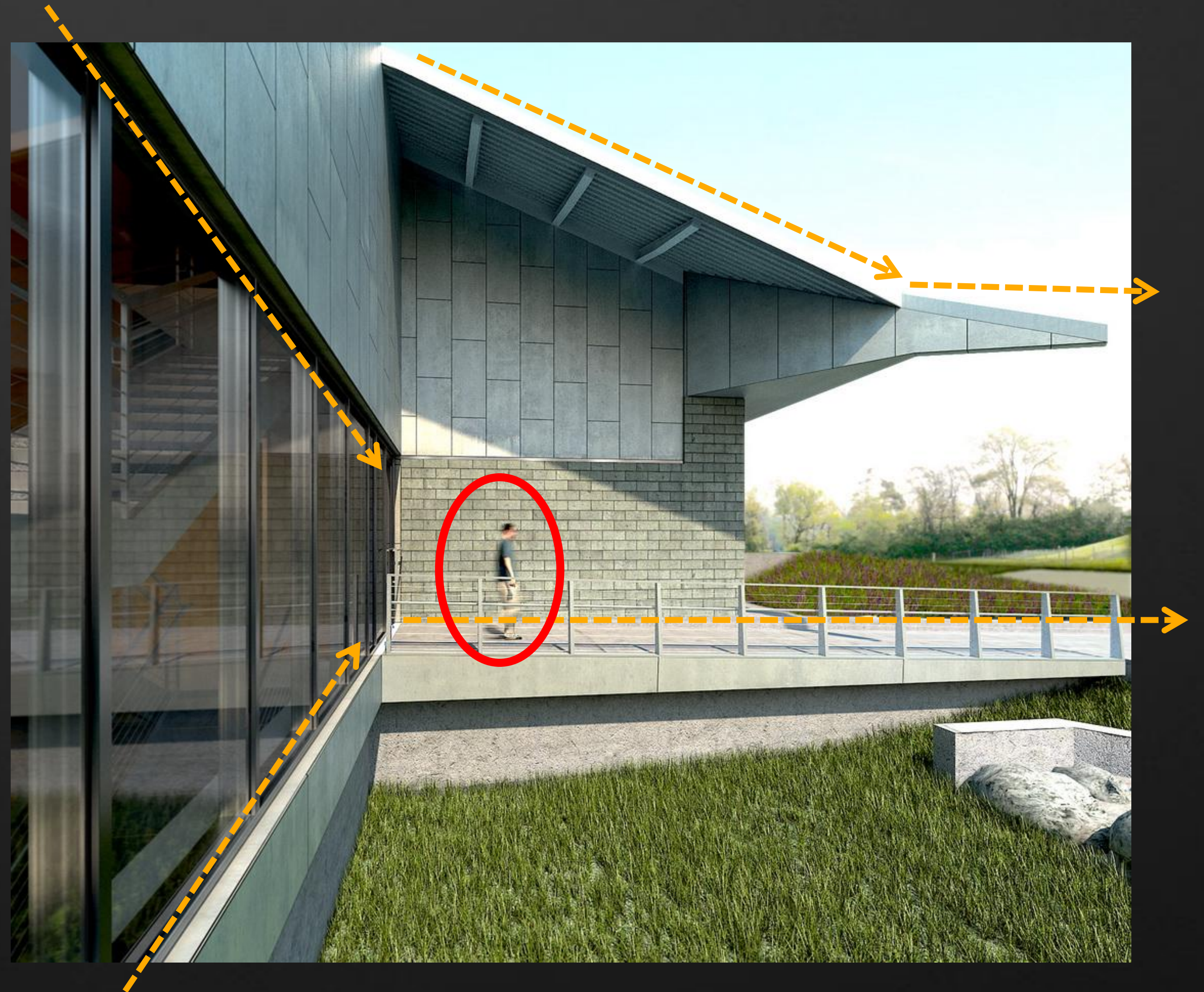
- Rule of thirds
- Foreground, middle ground & background
- Directional elements



From Iterative to Final Rendering

Framing the view

- Rule of thirds
- Foreground, middle ground & background
- Directional elements / Anchors



From Iterative to Final Rendering

Framing the view

- Rule of thirds
- Foreground, middle ground & background
- Directional elements
- Staging



From Iterative to Final Rendering

Framing the view

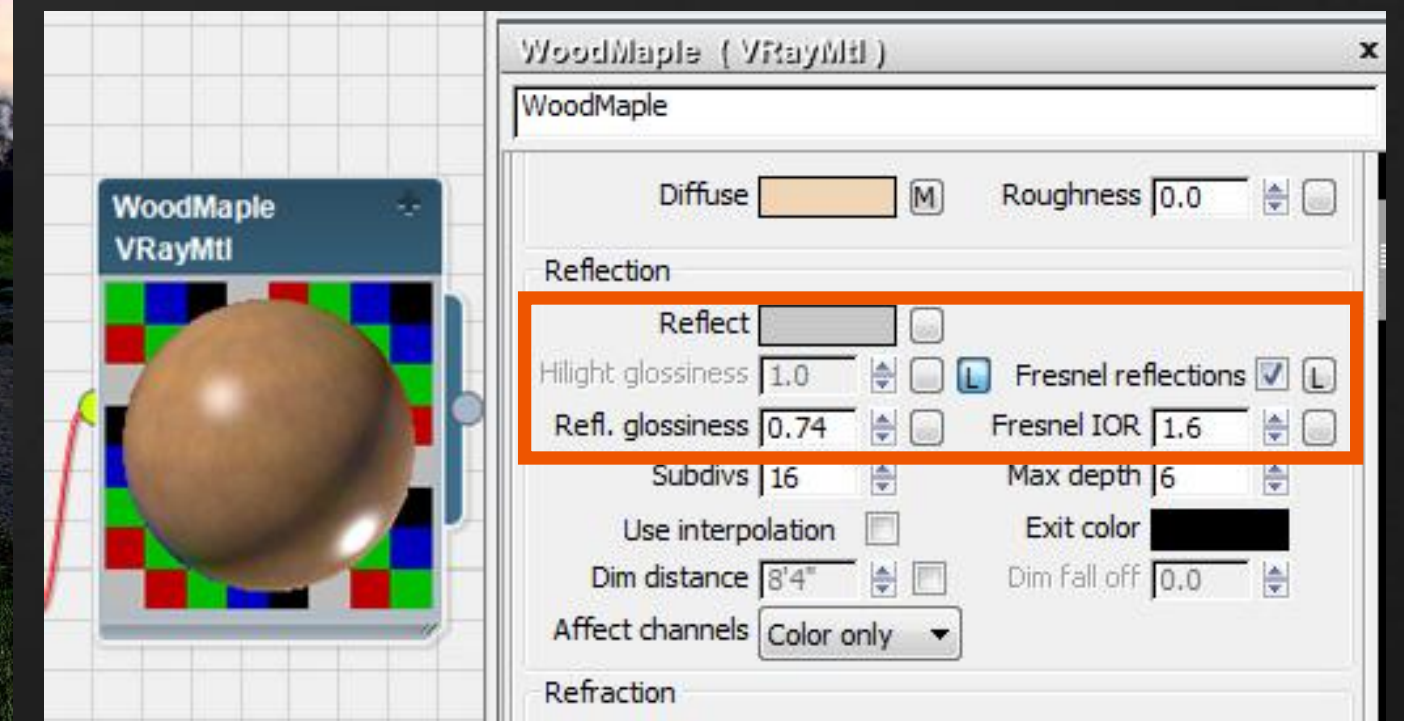
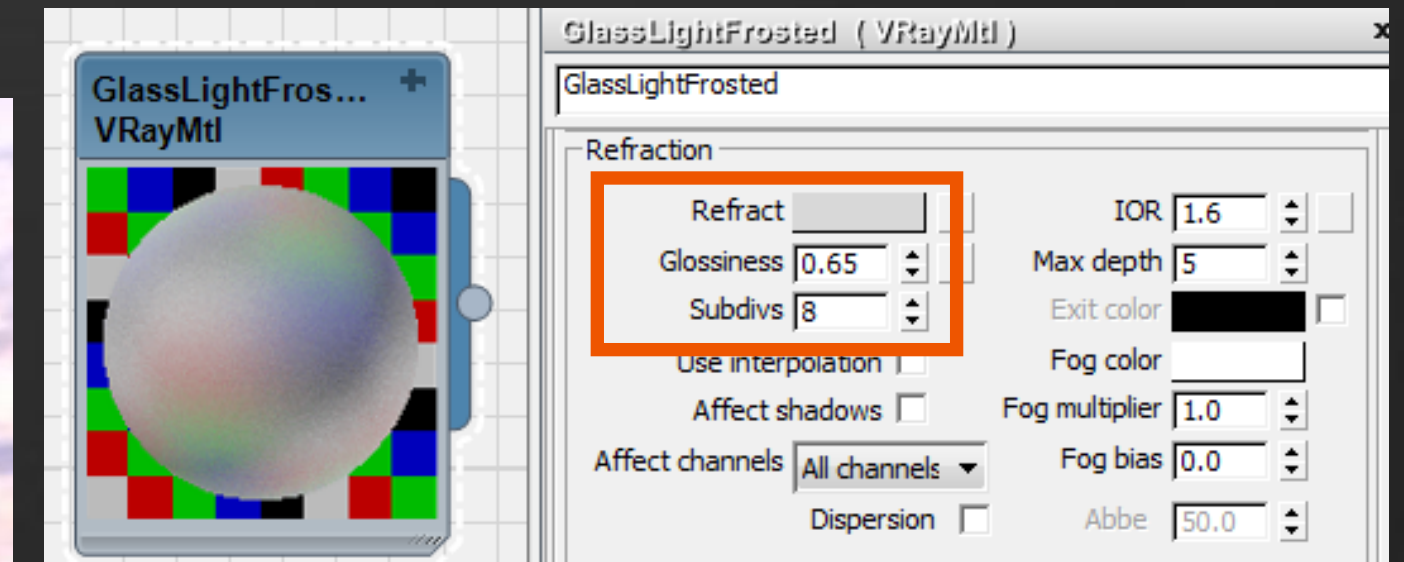
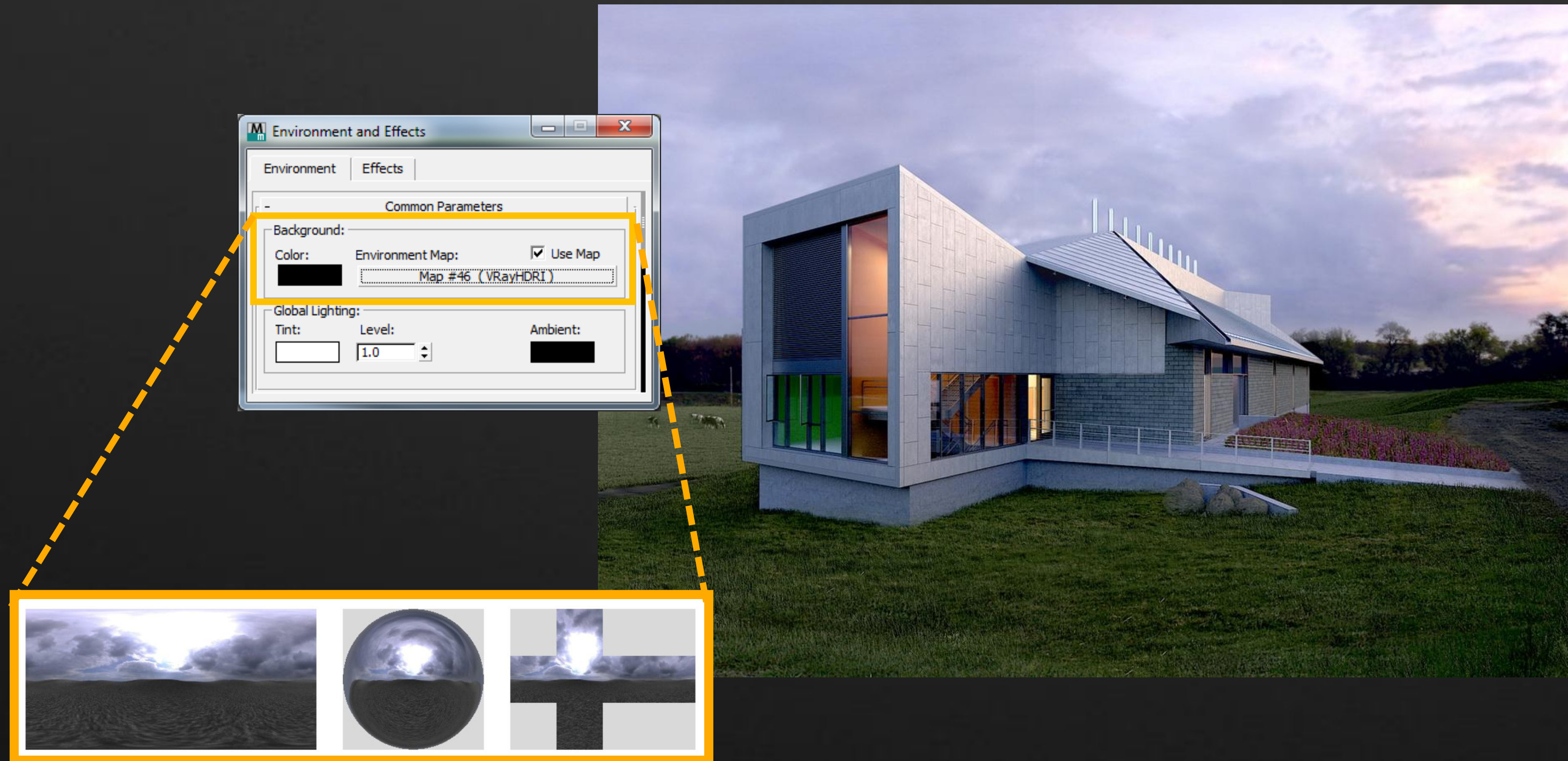
- Rule of thirds
- Foreground, middle ground & background
- Directional elements
- Staging



From Iterative to Final Rendering

Rendering

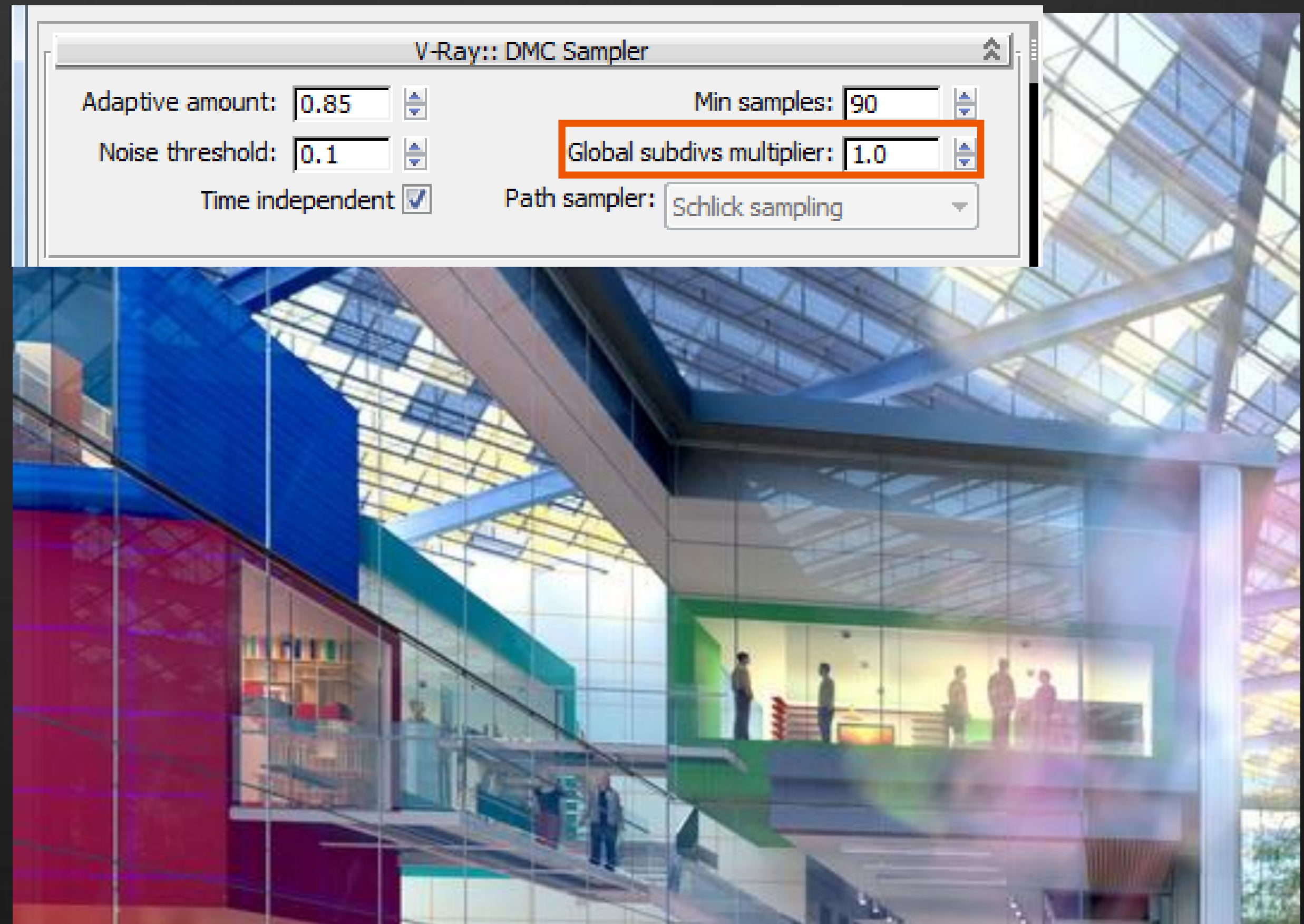
- Lighting and material settings



From Iterative to Final Rendering

Rendering

- Lighting and material settings
- Image sampling



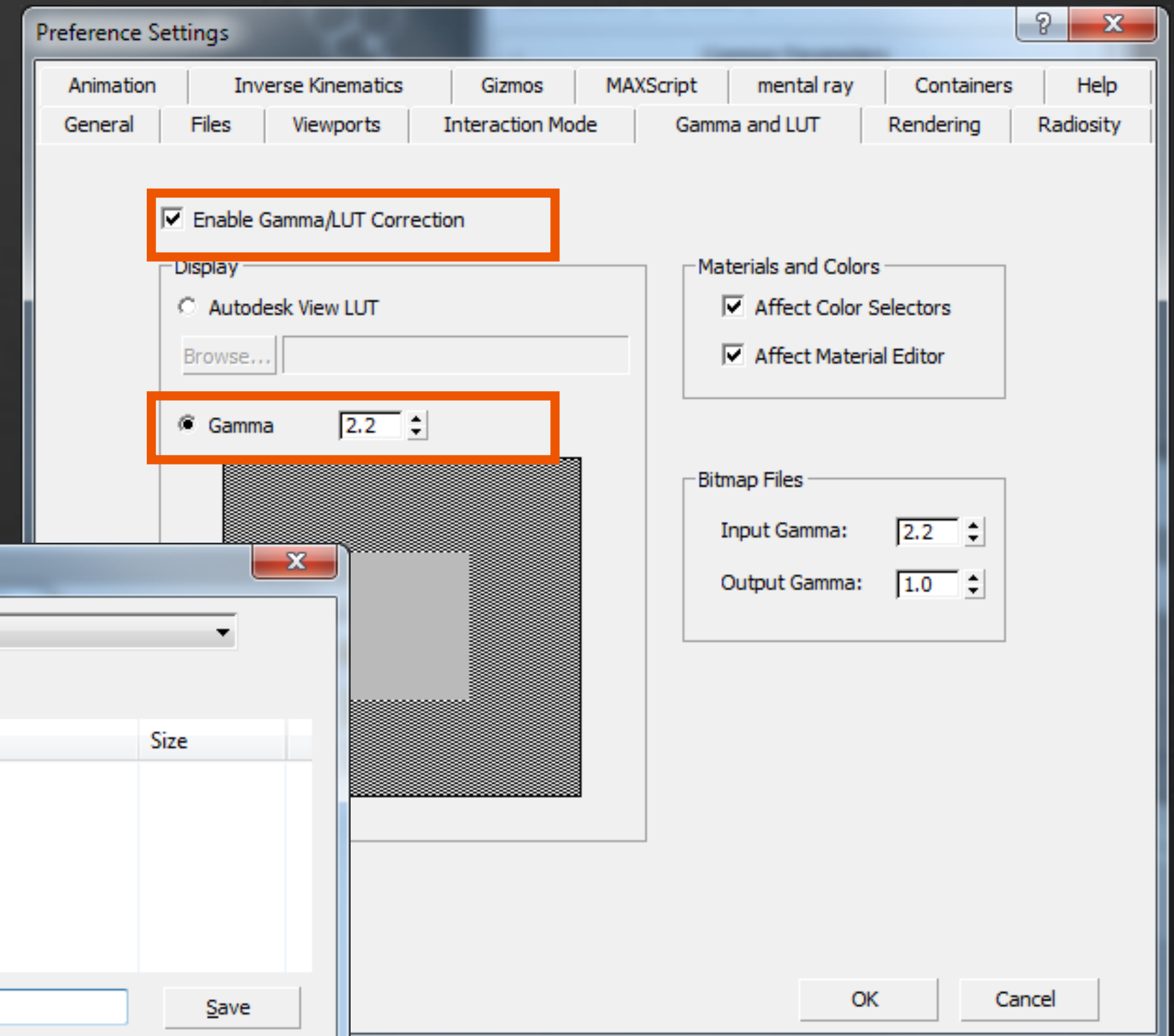
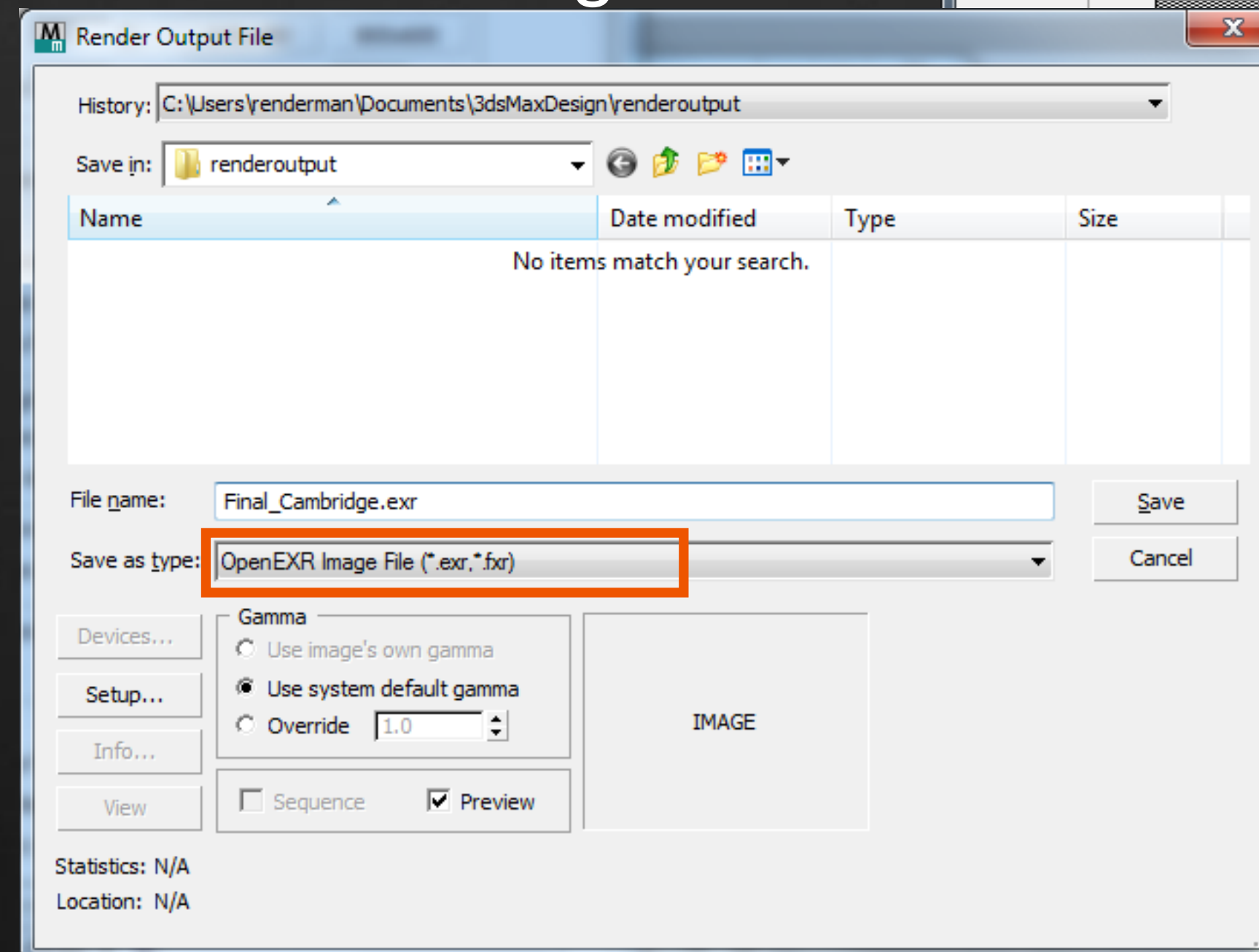
From Iterative to Final Rendering

Rendering

- Lighting and materials
- Image sampling
- Output format

Gamma 2.2 (linear workflow)

32-bit EXR image format

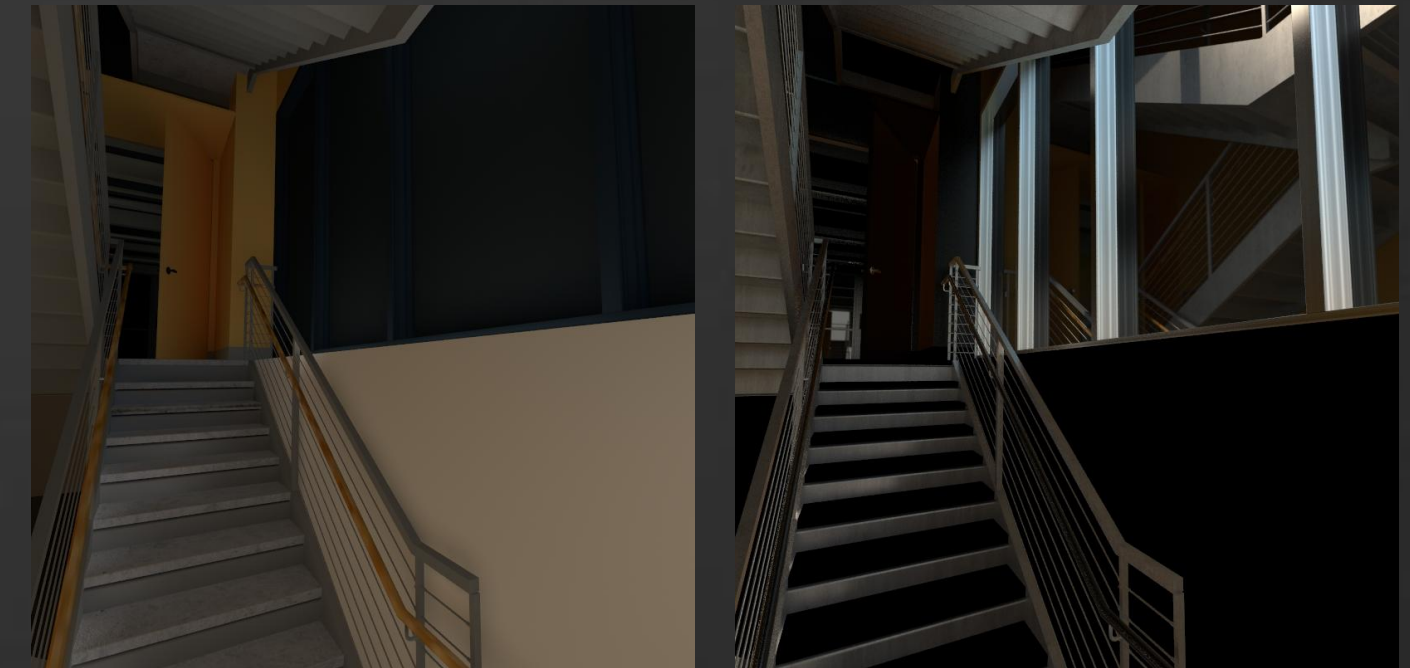


From Iterative to Final Rendering

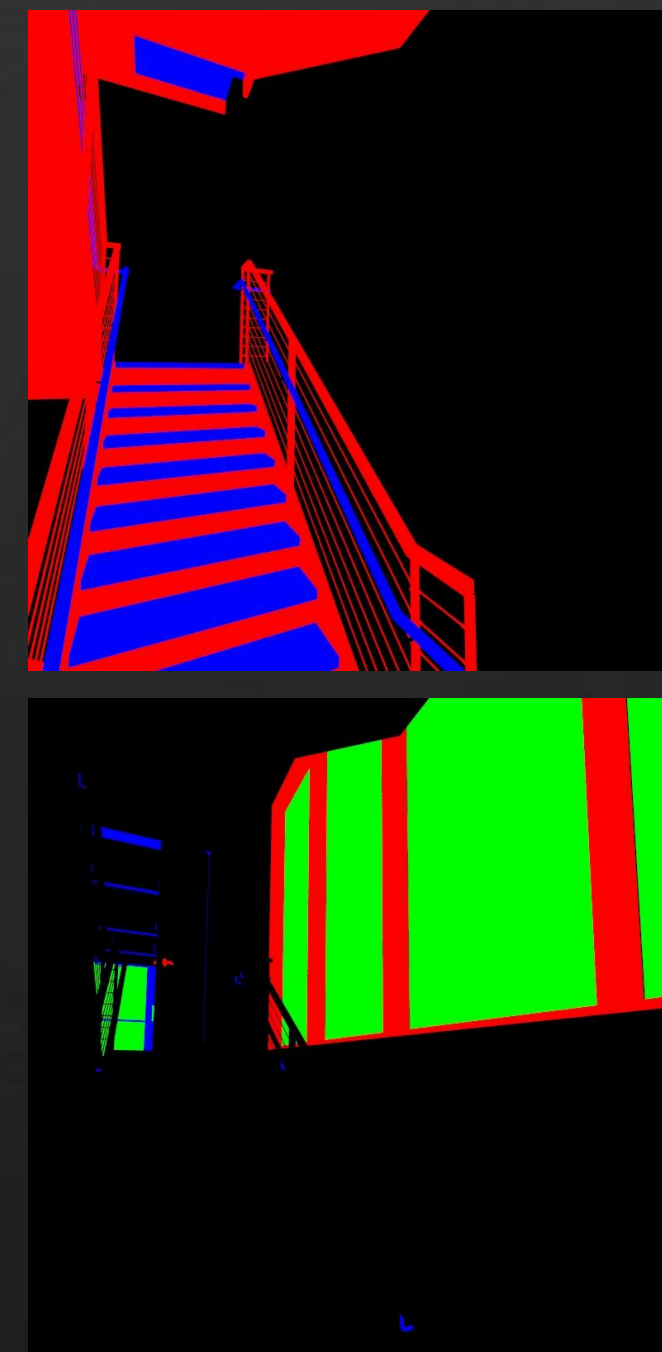
Rendering | Render Settings

- Lighting and materials
- Rendering settings
- Output 32-bit (linear exr format)
- Render passes and masks

Passes



Masks



From Iterative to Final Rendering

Post-Processing

- Final



From Iterative to Final Rendering

Post-Processing

- Post Processed



From Iterative to Final Rendering

Post-Processing

- Final



From Iterative to Final Rendering

Post-Processing

- Post Processed



From Iterative to Final Rendering

Post-Processing

- Final



From Iterative to Final Rendering

Post-Processing

- Post processed

