THE QUICKEST WAY TO MAKE 360 RENDERS IN 3DS MAX

+ HOW TO RENDER MULTIPLE VIEWS ON ONE MACHINE

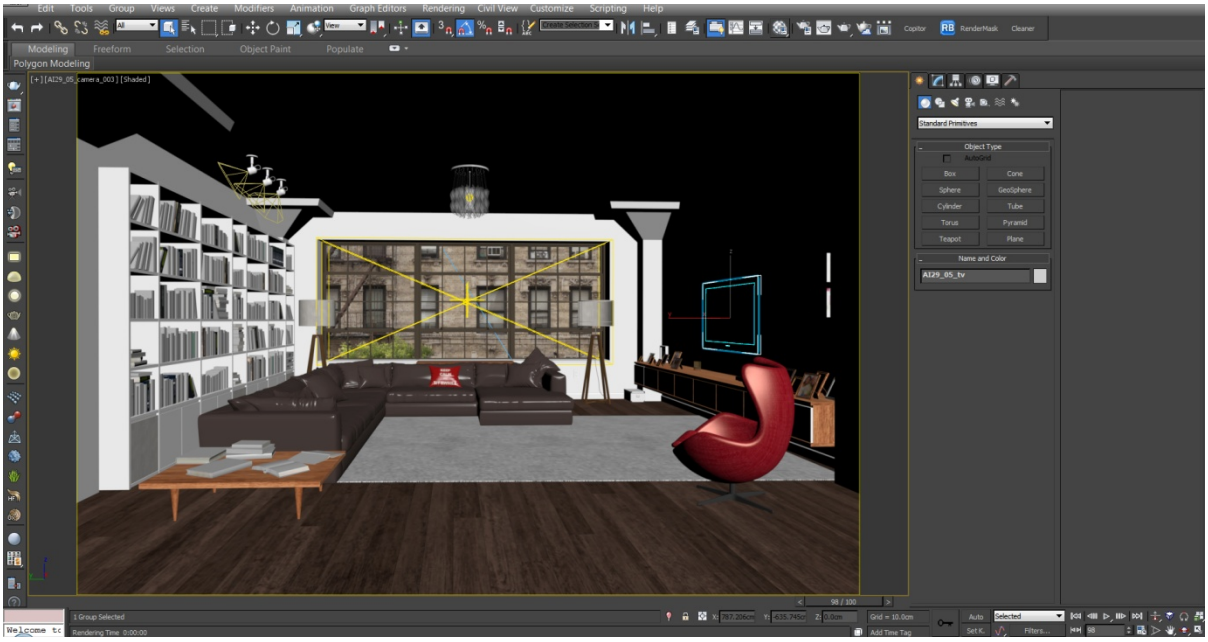
LUXURY VISUALS

Today I am going to show you how to create 360 renders. We can use these 360's on Websites, Apps, Facebook, Youtube, Octulus Rift and Google Cardboard. I will also show you how you can render multiple views locally on one machine. In a later lesson I will show you how to add hotspots, but first lets create some 360's.

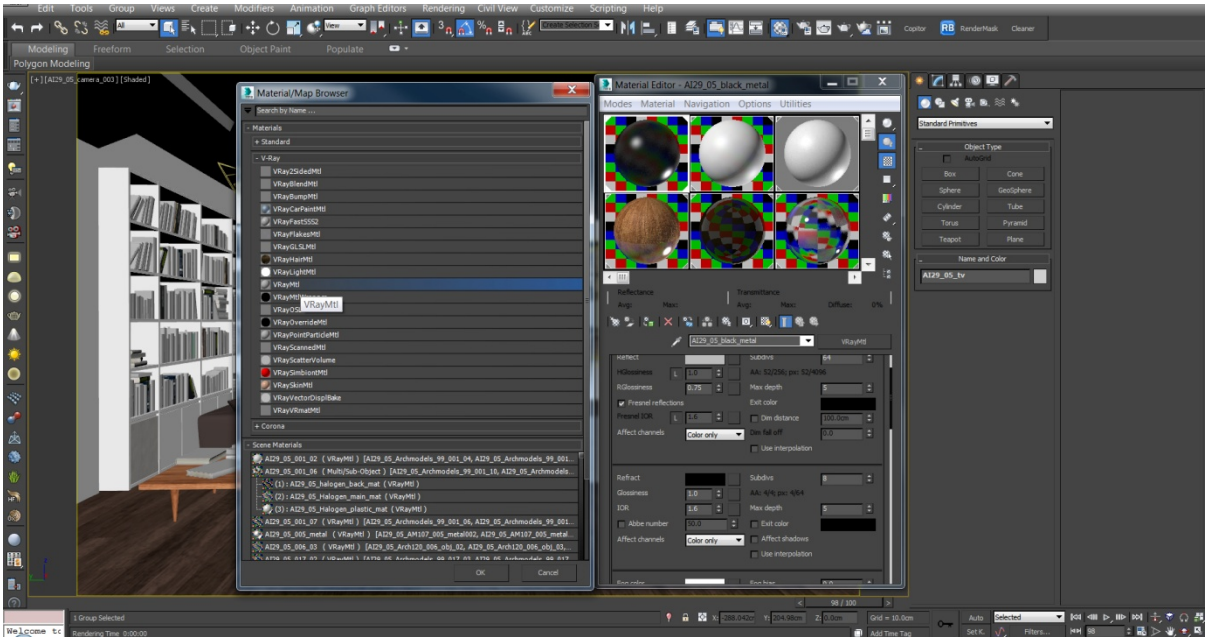
In this Quickest Way To Make we will cover.

1. Creating an override material.
2. Setting up 360 cameras.
3. How to make them usable in Virtual Reality.
4. Rendering multiple views locally on one machine.

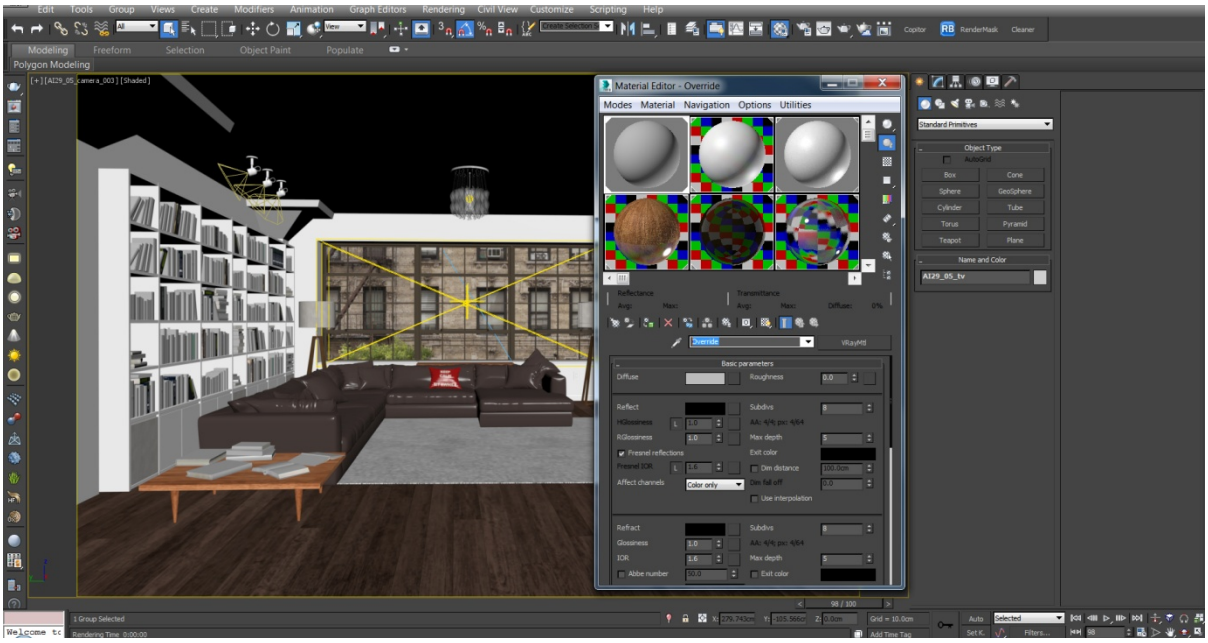
1. Firstly I am going to use a generic Evermotion scene to demonstrate the process. Let's start by opening up the scene.



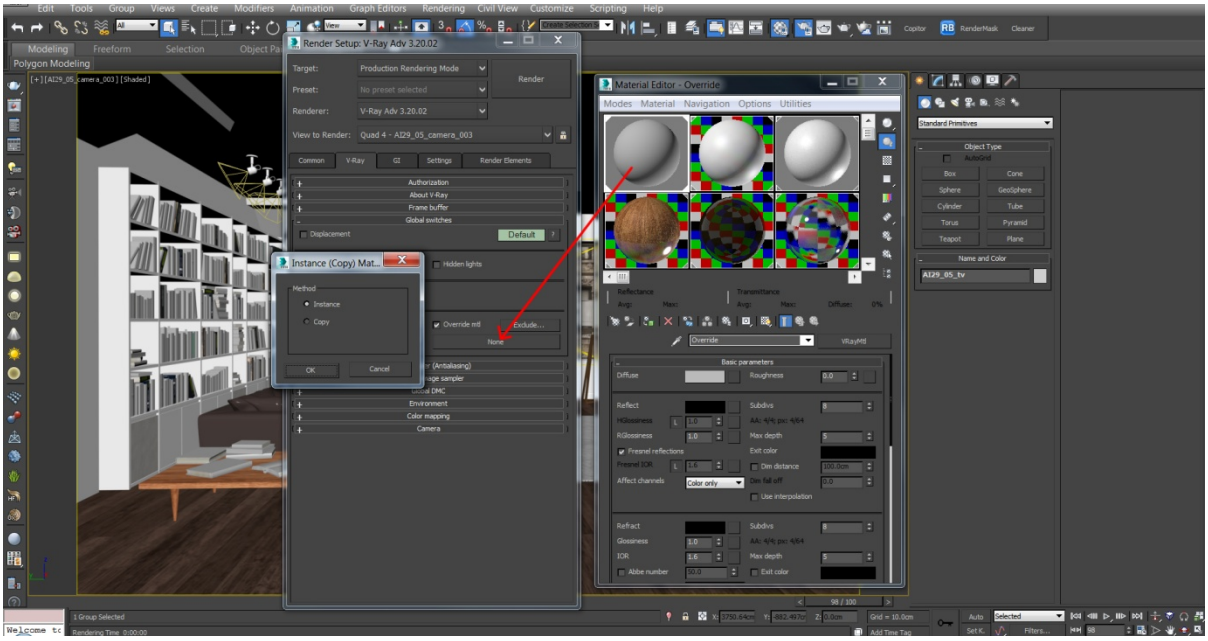
2. I am going to put a material override on to speed up the demonstration. And then exclude the windows to allow outside light in. Create a new basic VrayMat and change the diffuse to around 60.



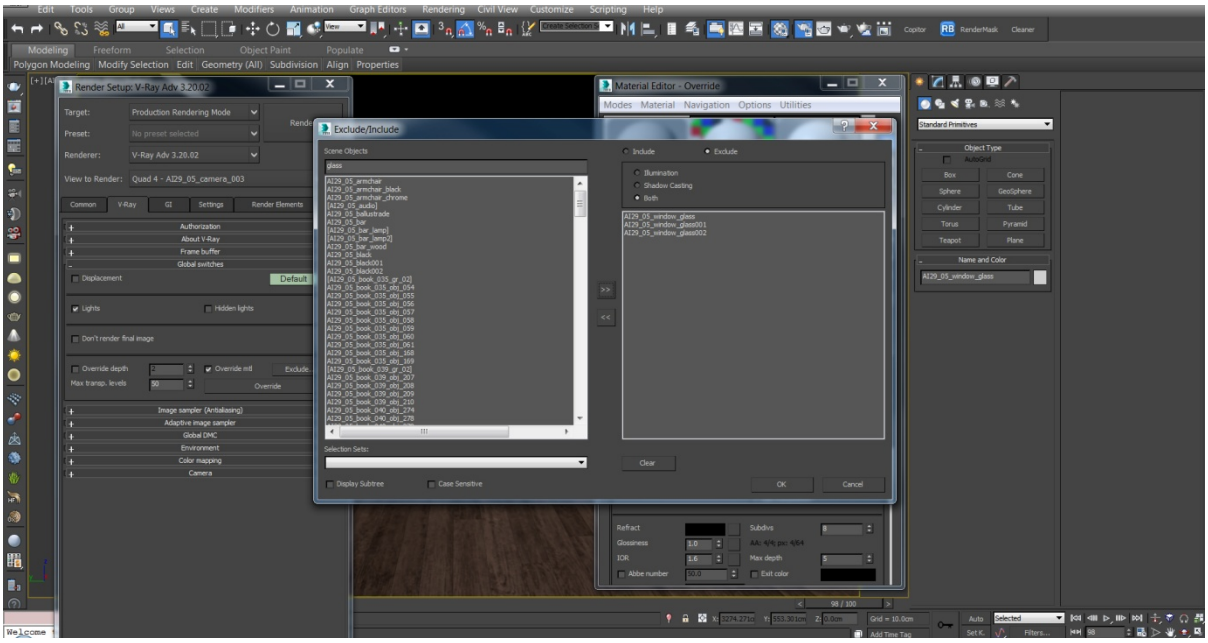
3. Rename the new Material 'Override'



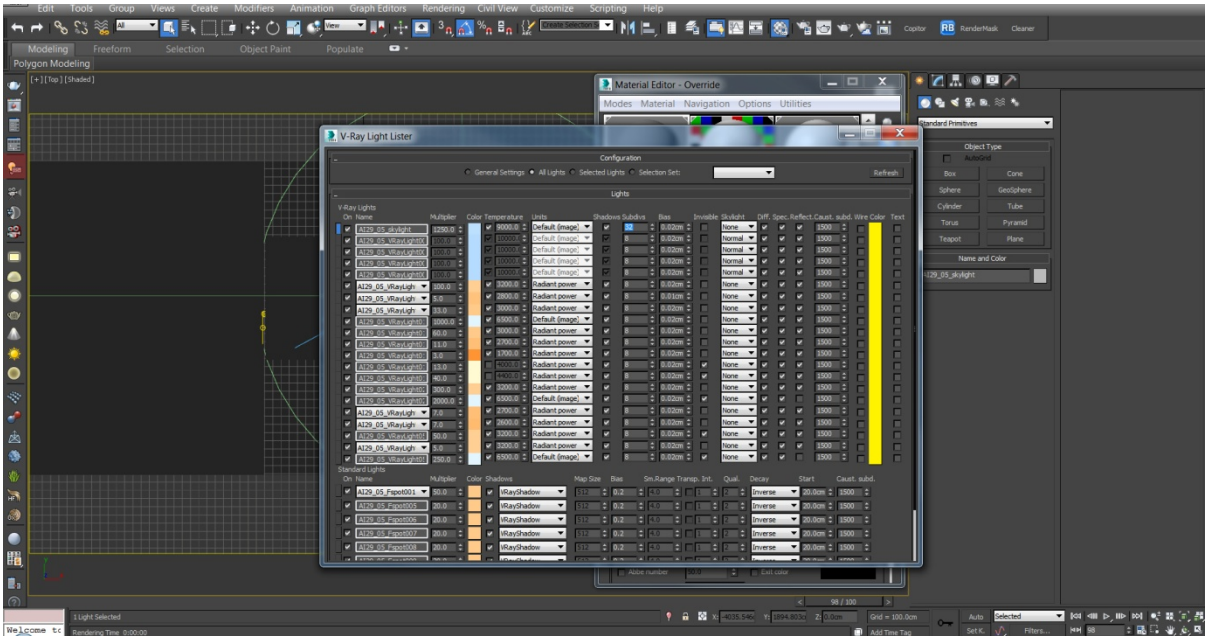
4. Open Render Settings (F10) And turn on Override mtl. Drag and drop the 'Override' material into the override slot and make sure you chose Instance.



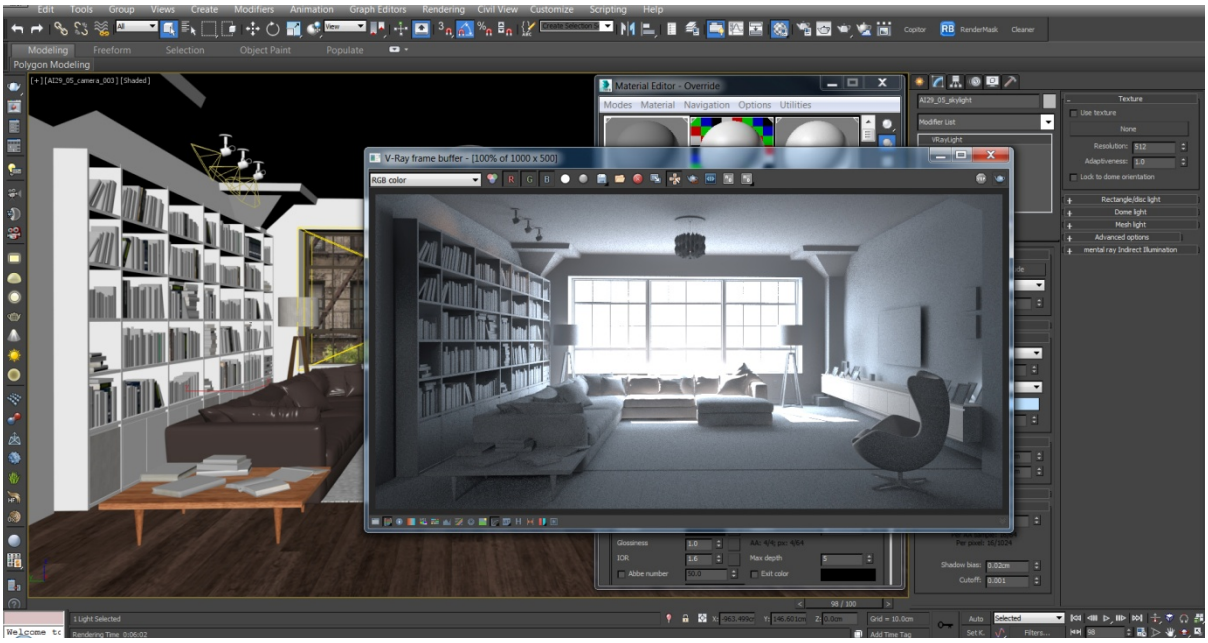
5. Click Exclude and move all the _glass objects over using the arrow. And hit OK.



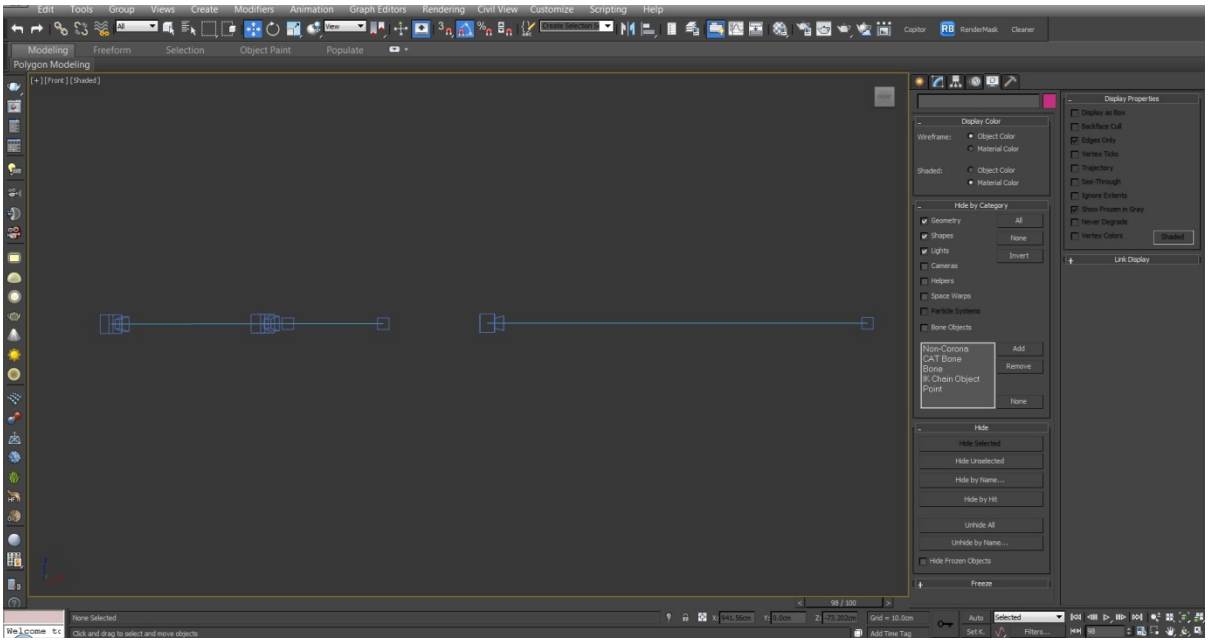
6. I will also bring all the light subdivs down to 8 to speed the preview renders. I would leave the main Dome light on 32. You can use Vray Light Lister to open this window, highlighted below)



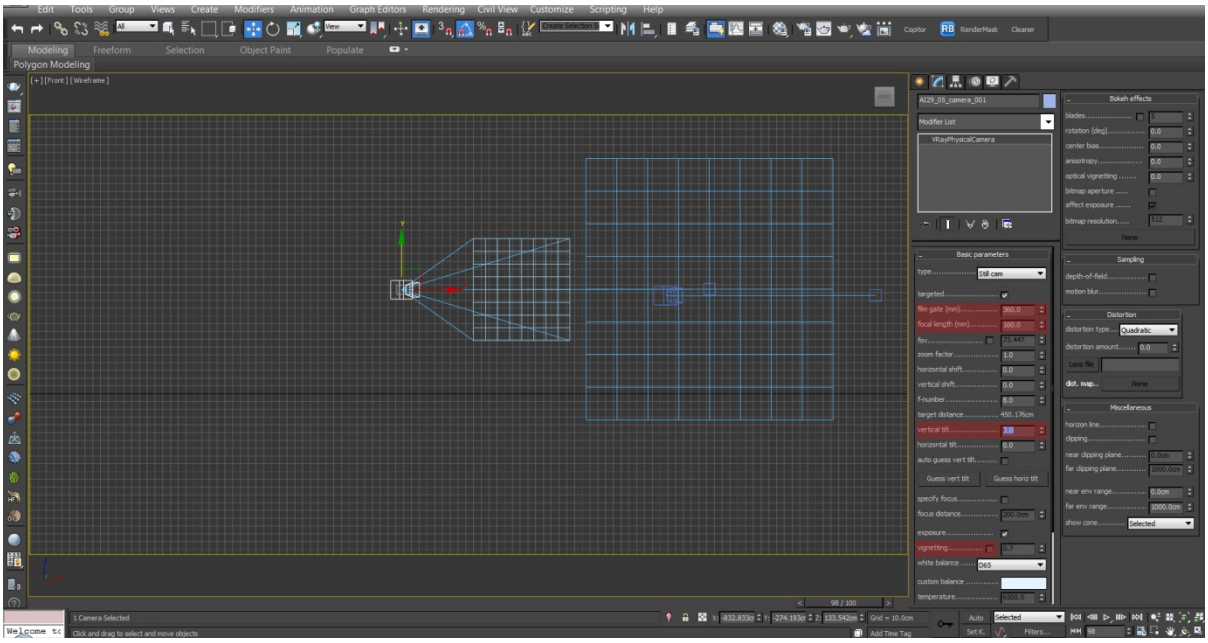
7. Hit render (F9) and you should end up with a render like this.



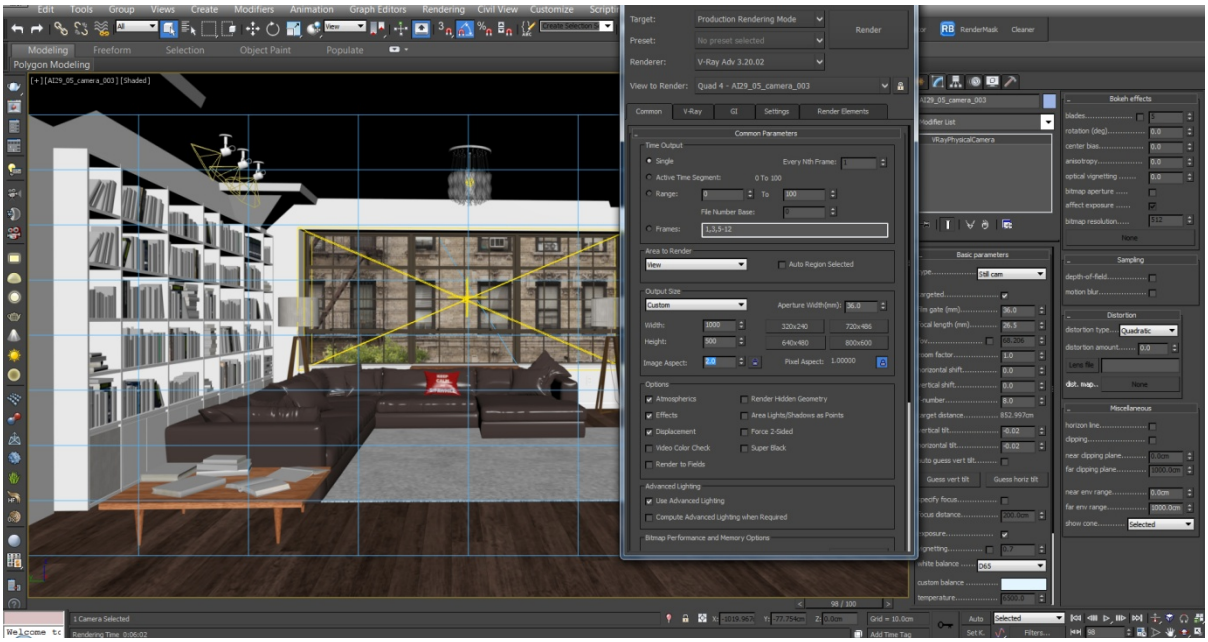
8. In this demo will use the cameras already in the scene.
When you are using your own I would recommend
    1. All cameras our around 1.6 metres off the ground.
    2. Not above any tables etc.
    3. All cameras targets should be straight forward. (see below)



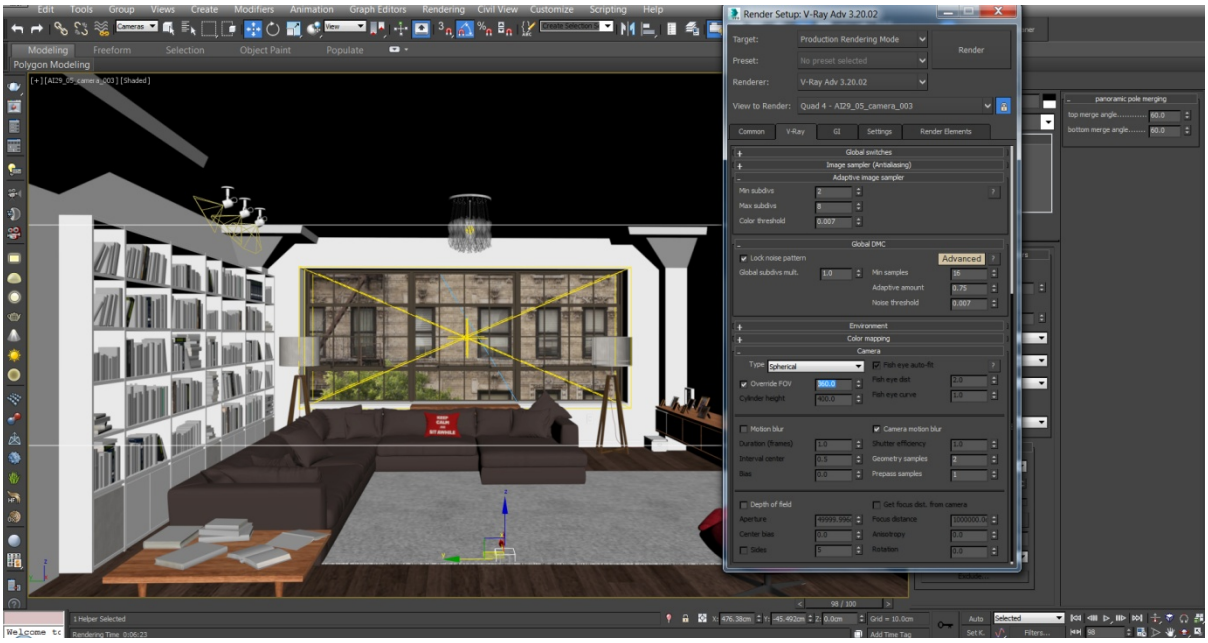
9. So let's render some 360s. In the Camera settings have vignette turned off and also make sure Vert Tilt is on 0. And the Film gate is on 360 and Focal Length 160.



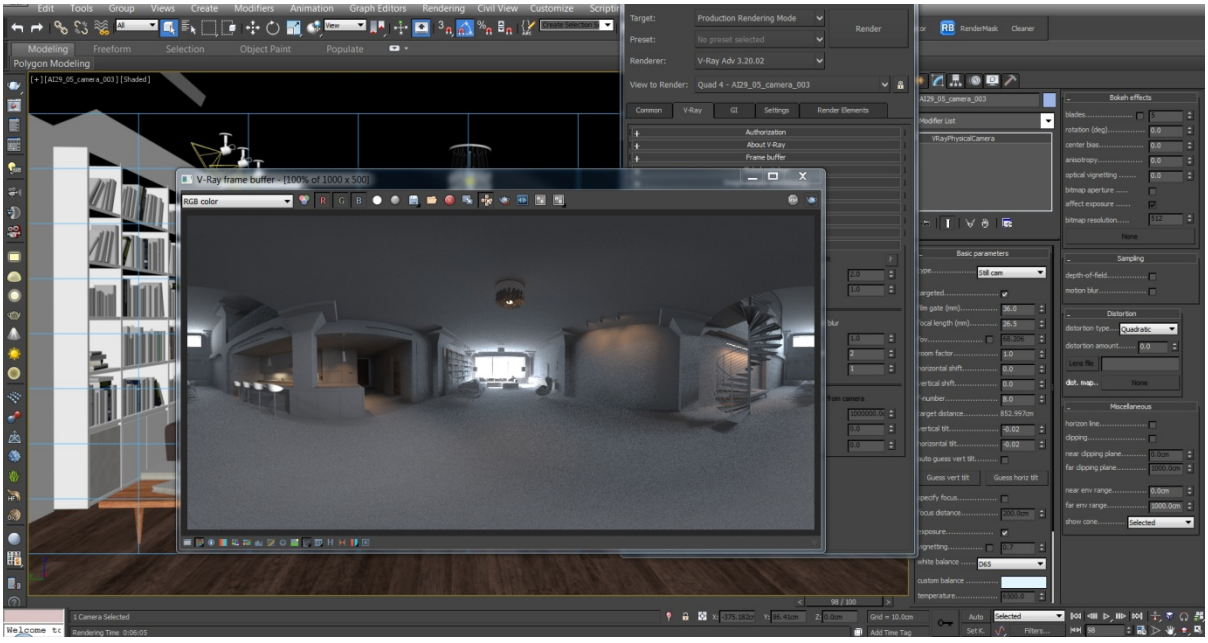
10. In Render Settings(F10) Common > Output Size Image Ratio should be 2.0.



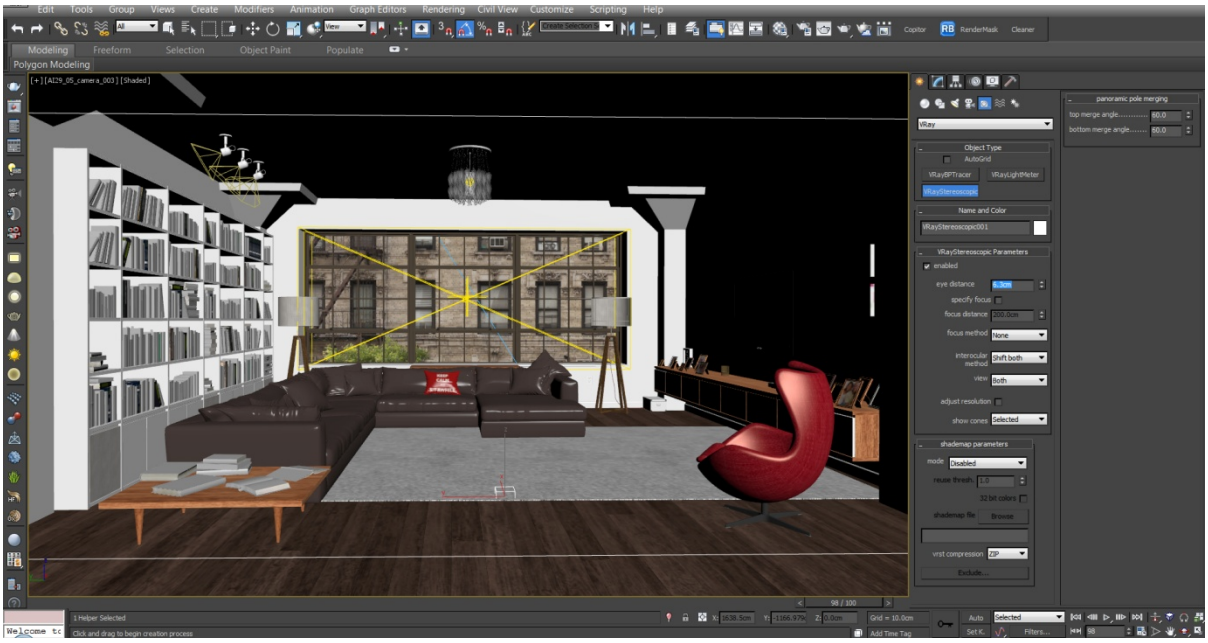
11. In render settings (F10) go to Vray > Camera and choose Spherical and make sure it is on 360.



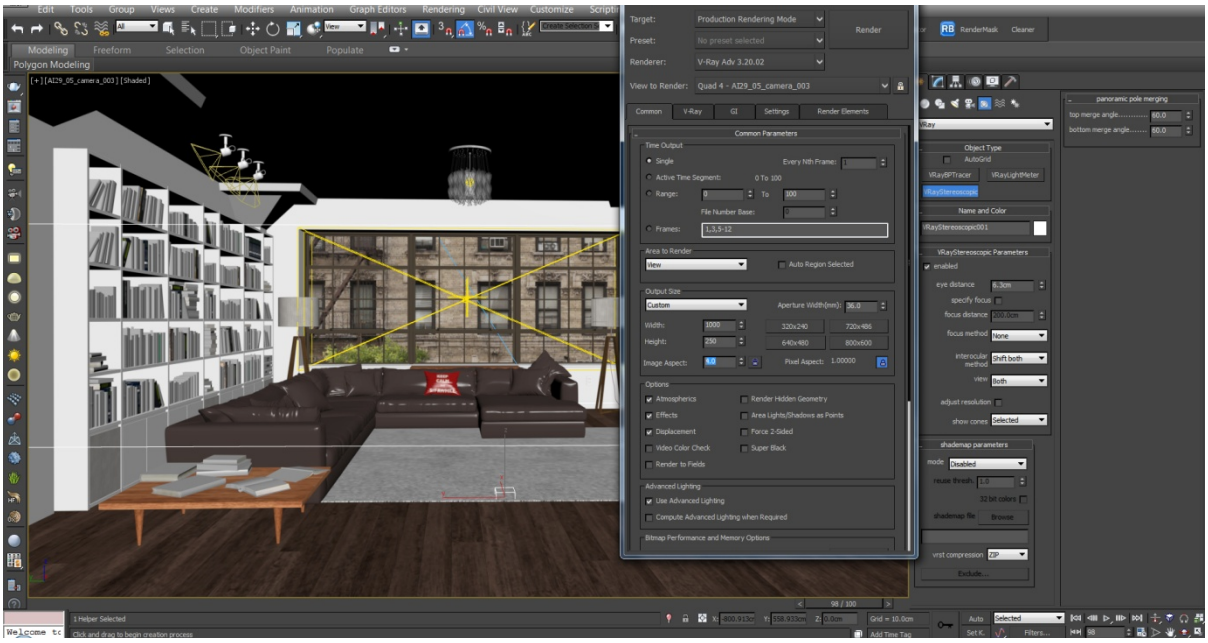
12. Hit render and you will end up with something like this.



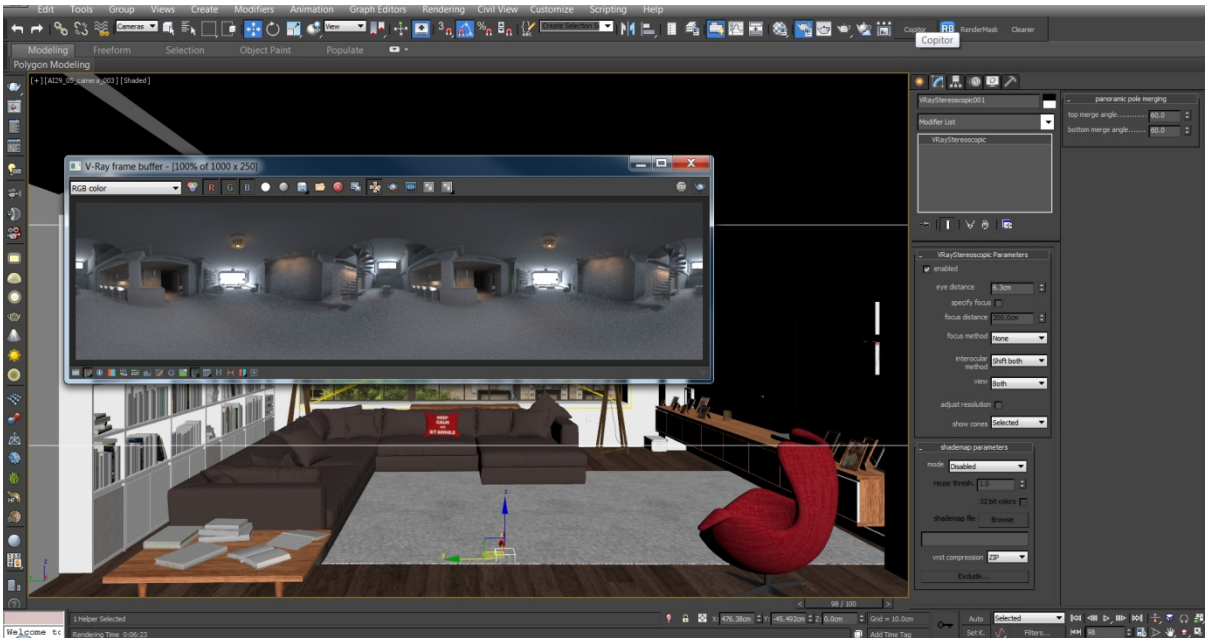
13. Ok that's great. Now let's see how we can make them usable on a VR headset like the Oculus Rift or Google Cardboard. All we need to do for this is add a VrayStereoscopic helper from Helpers > Vray and place that anywhere in the scene. Also change the eye distance to 6.3 cm



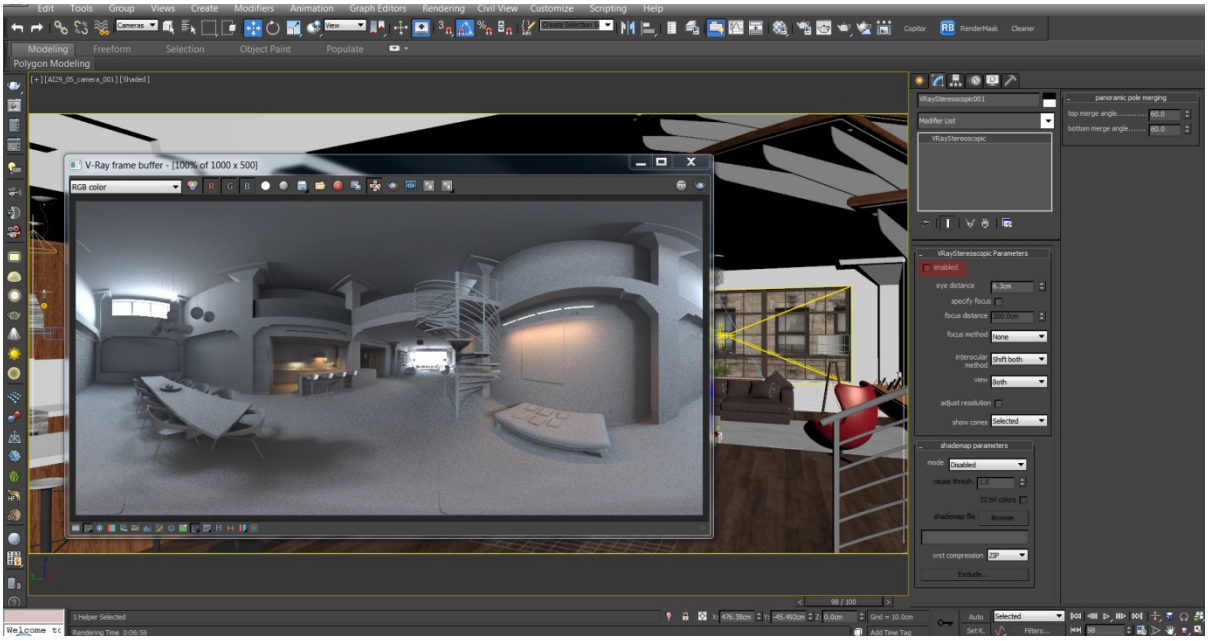
14. Change the Output to 4.0.



15. If you hit render you will end up with something like this.

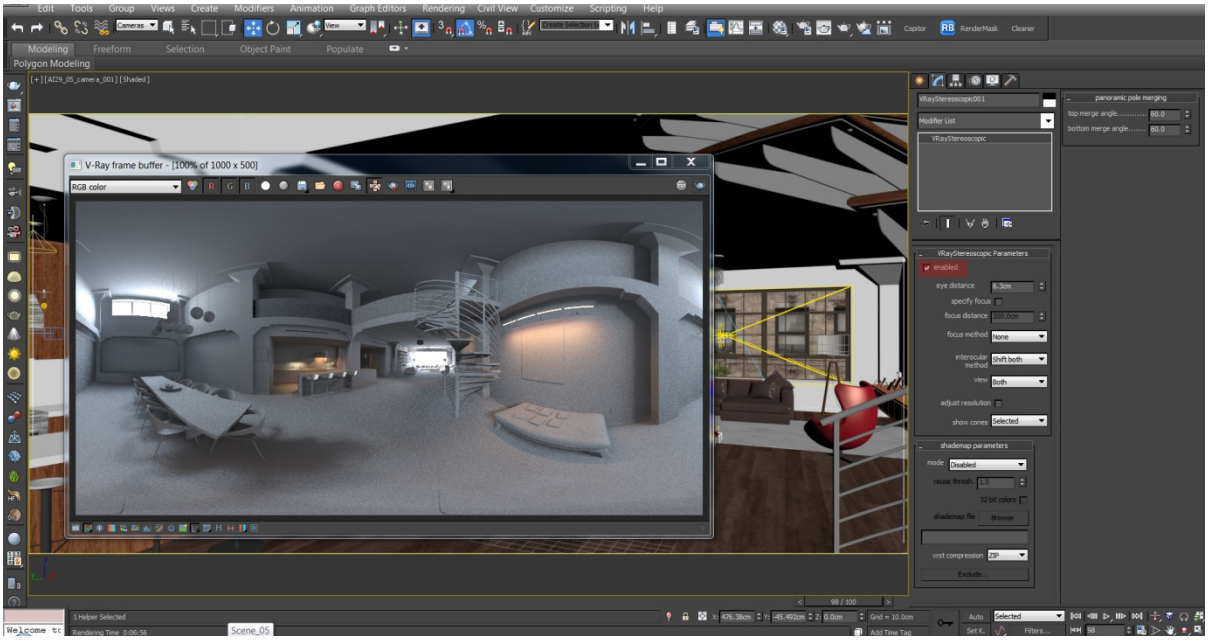


16. Now let's check the other camera views. Disable VrayStereoscopic.

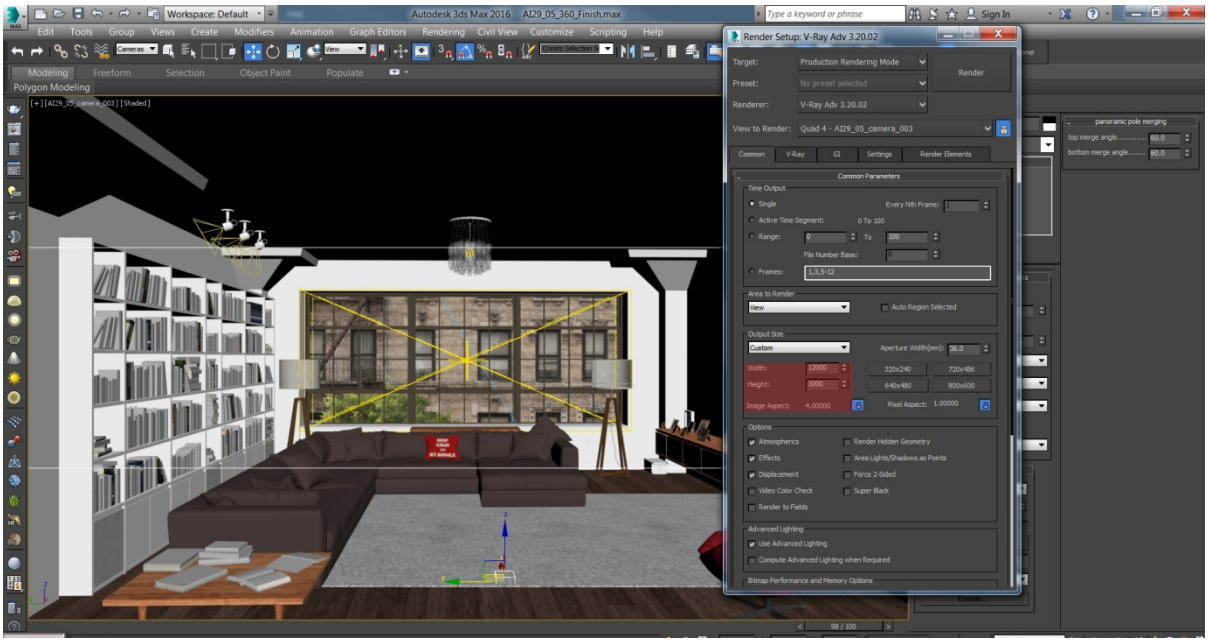


17. Go to the other views using (C) and hit render.

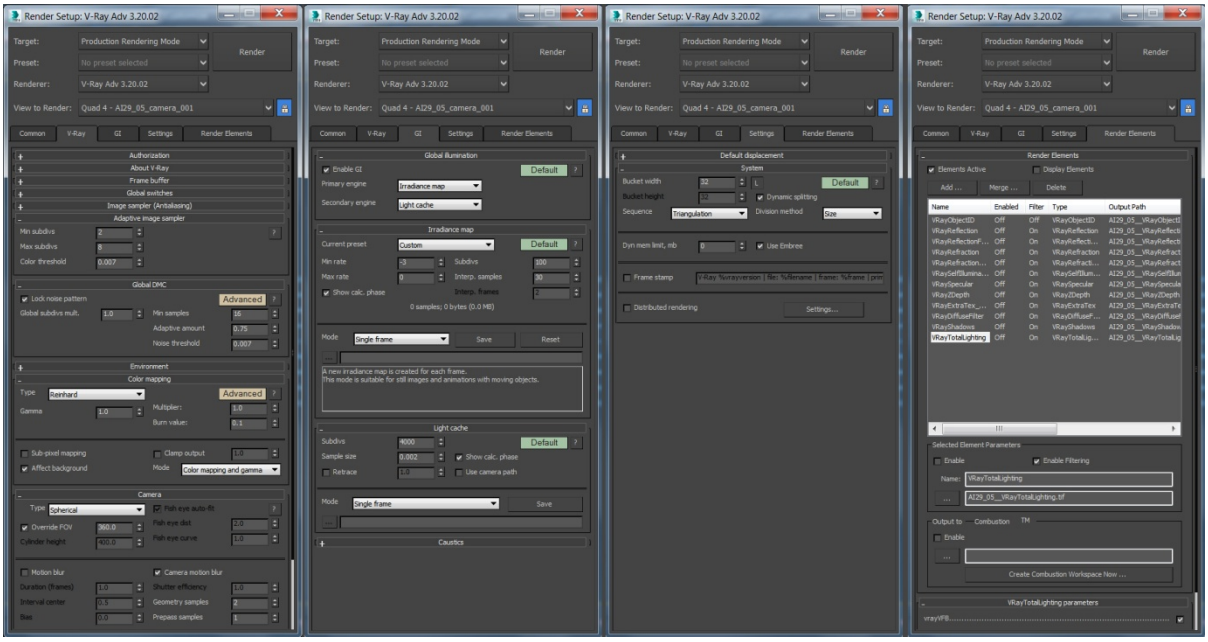
18. Cool, they look good. So let's turn Stereoscopic back on.



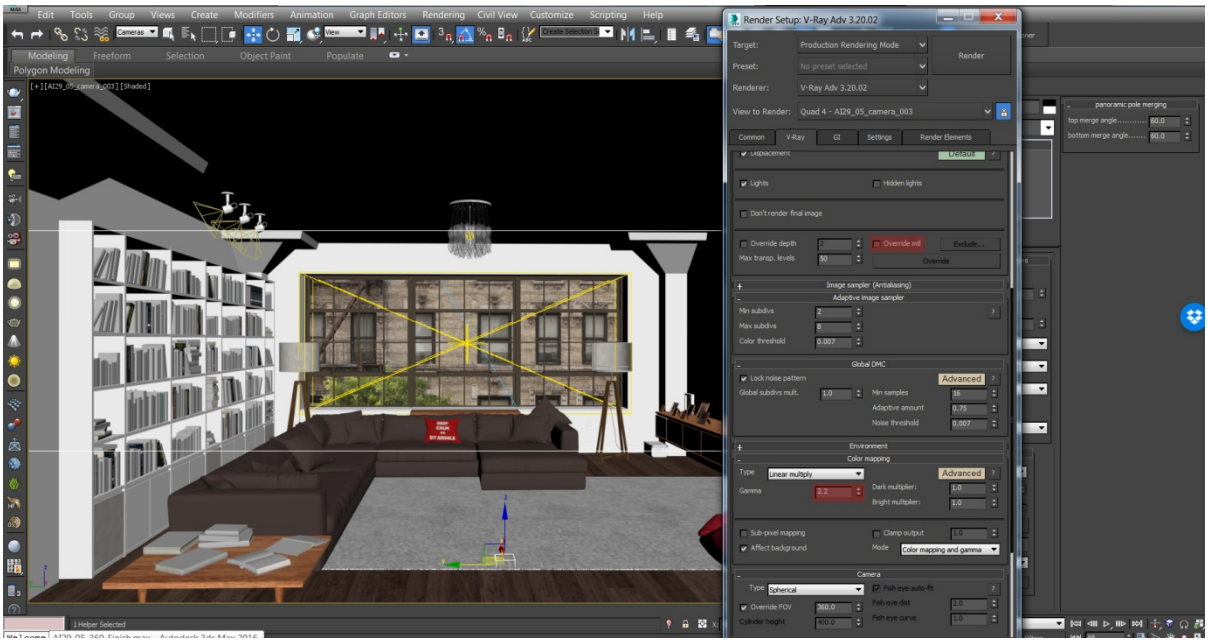
19. Change the Image Aspect back to 4.0 and I am going to put them up to 12000, which is huge but they'll look great.



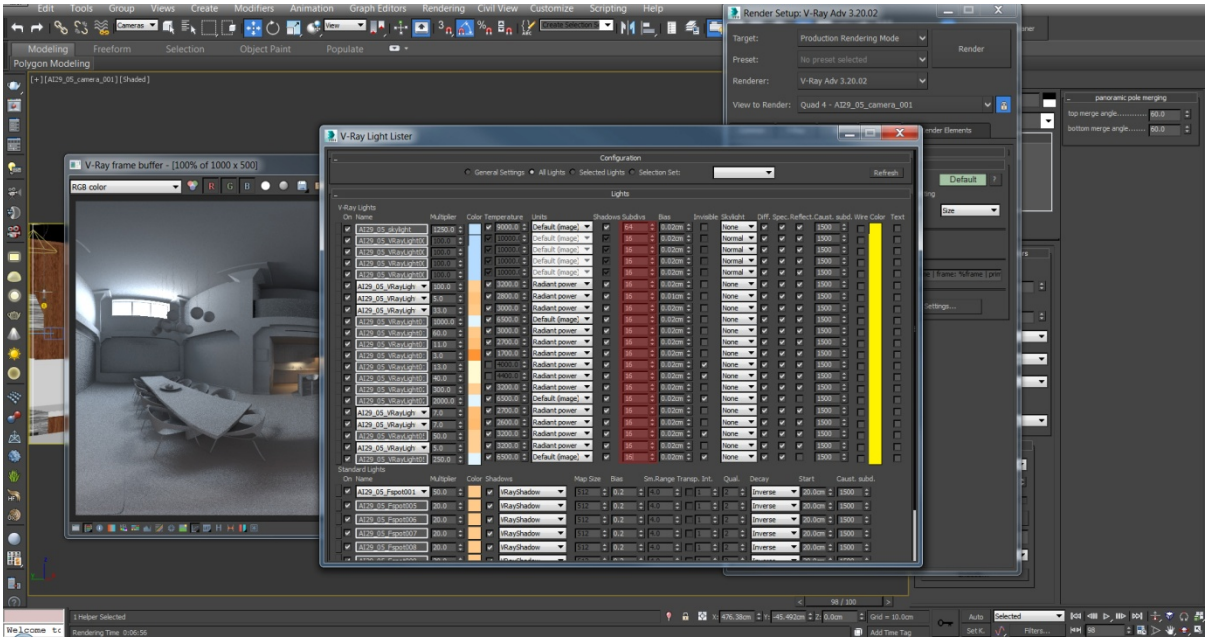
20. So let's put the settings up as shown.



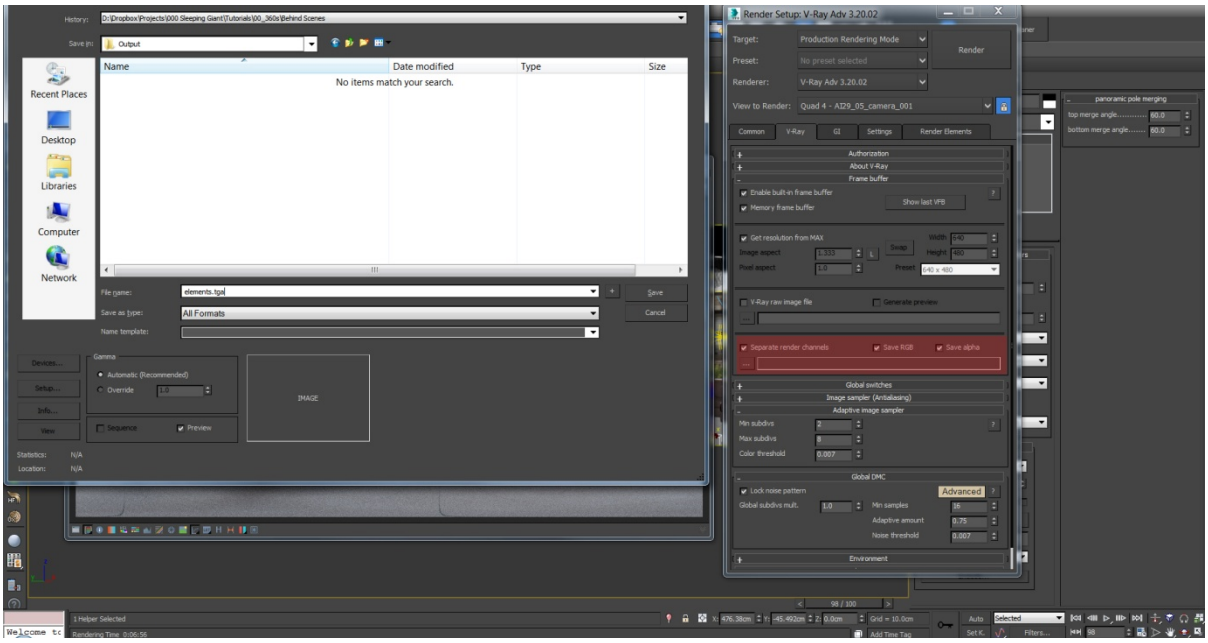
21. Make sure to turn off material override and that Gamma is set to 2.2.



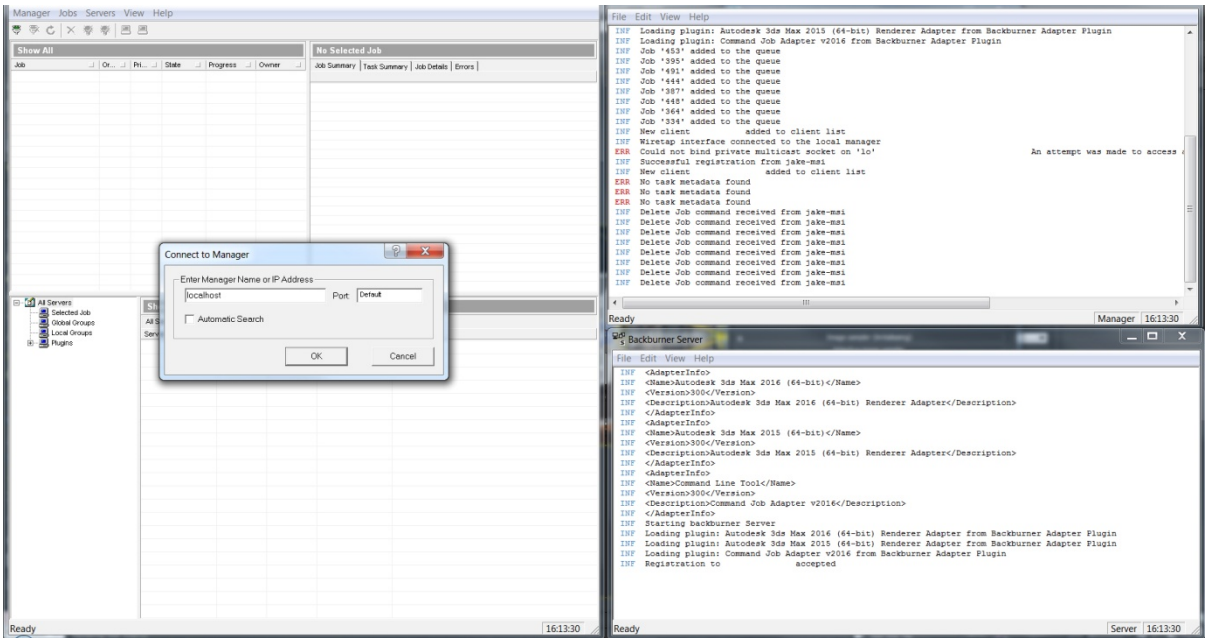
22. Put the light subdivs up to 64 and 16.



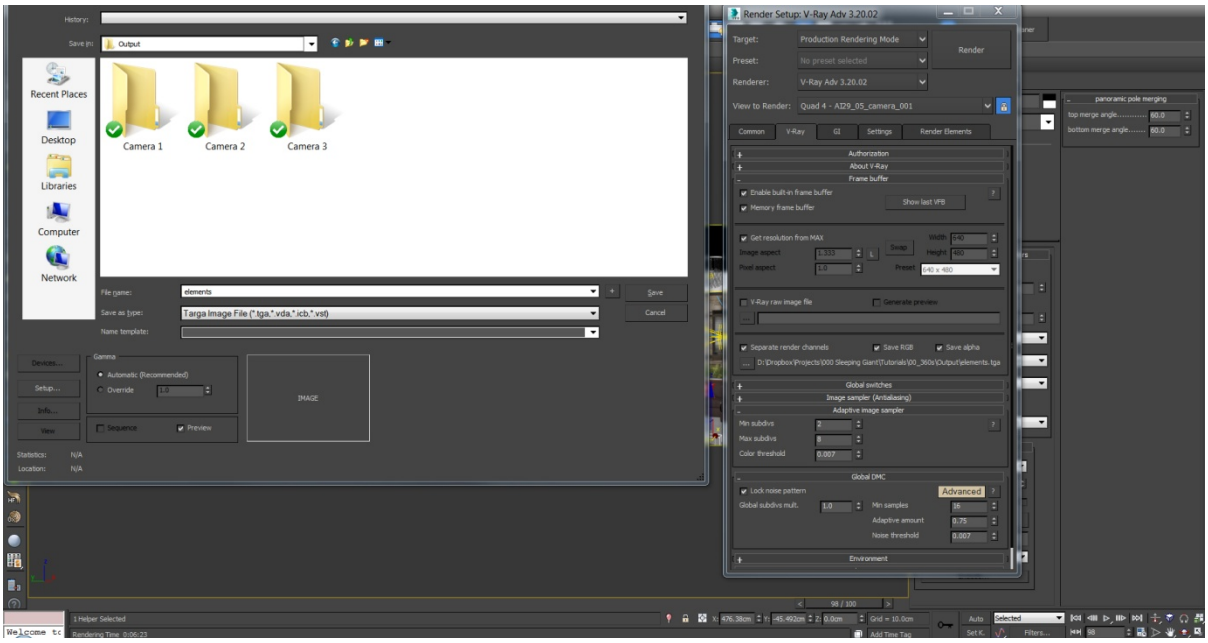
23. Back in the Max render settings make sure you are saving the renders out.



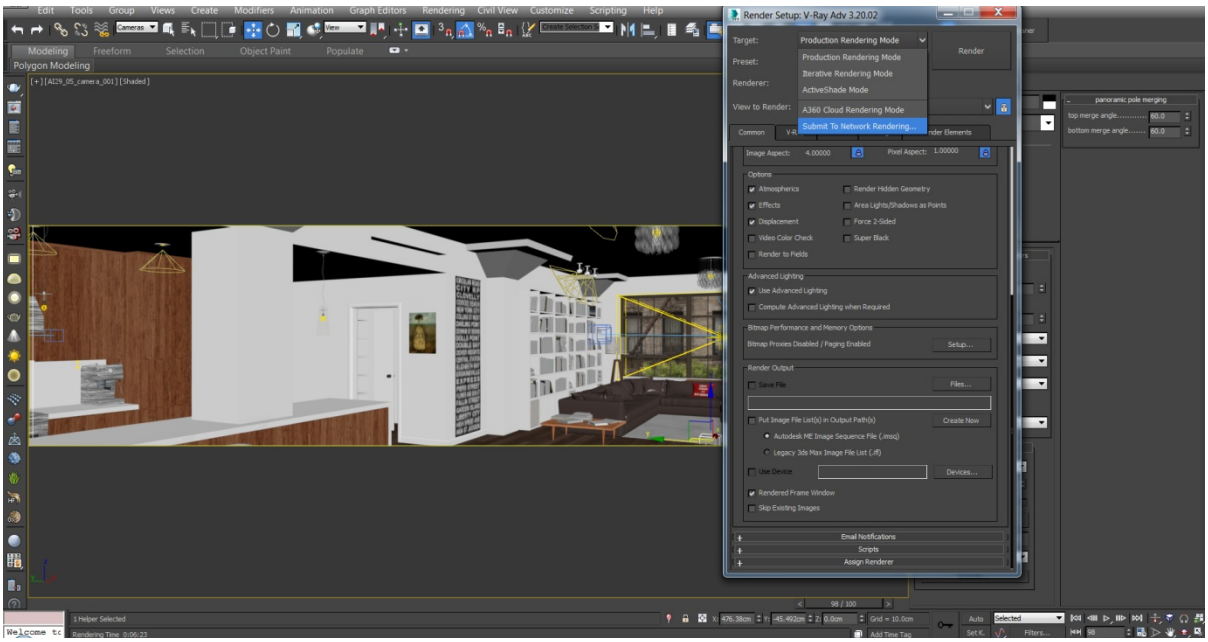
24. Normally I would send these all off to an external render farm, but you can also use backburner to queue them up and render them over night. To do this open up backburner Server, Manager and Monitor and connect.



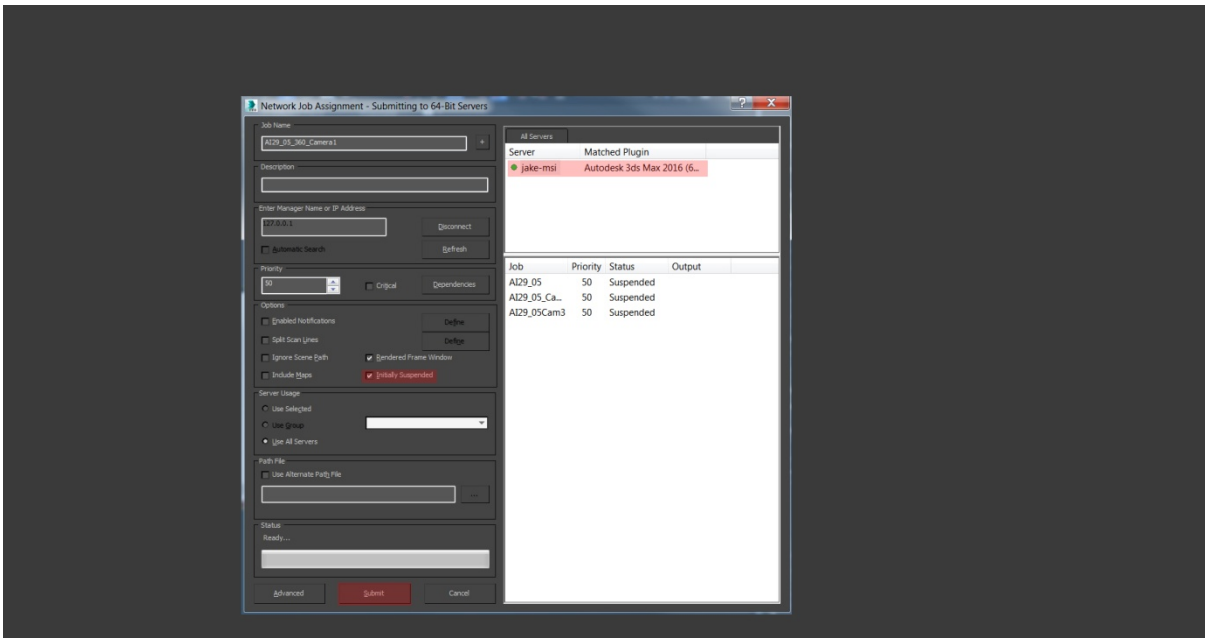
25. Back in 3ds Max lets save the right Camera to the right folder, we have 3 so make three folders.



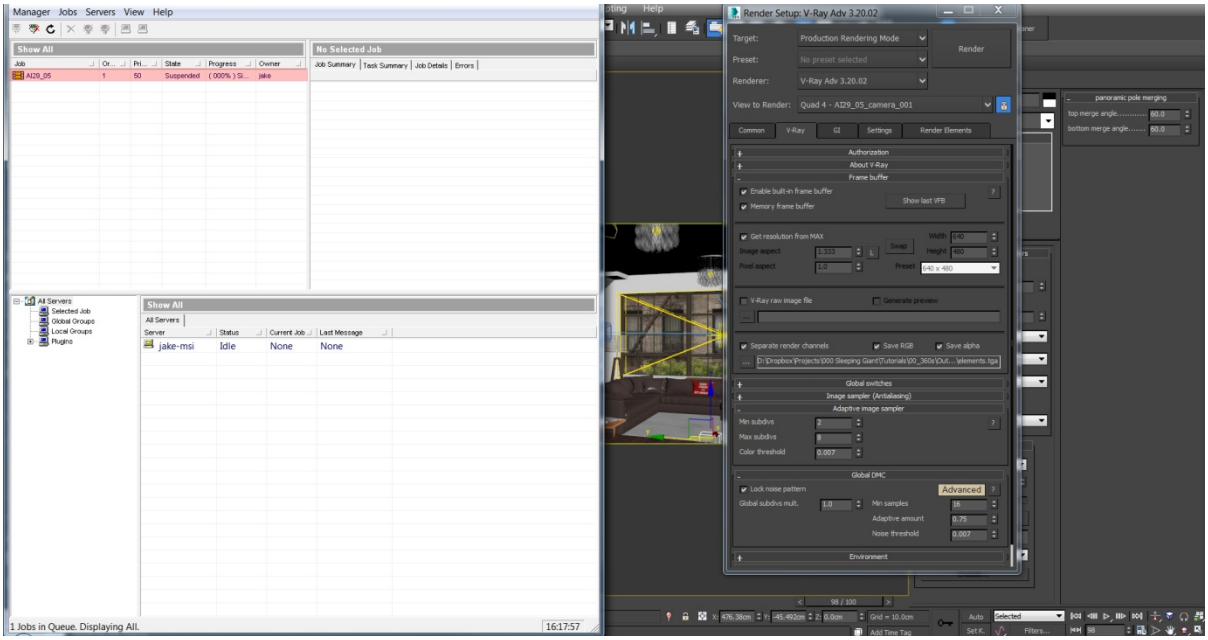
26. Lets save Camera 1 to the Camera 1 folder and then Select Submit for Network Rendering.



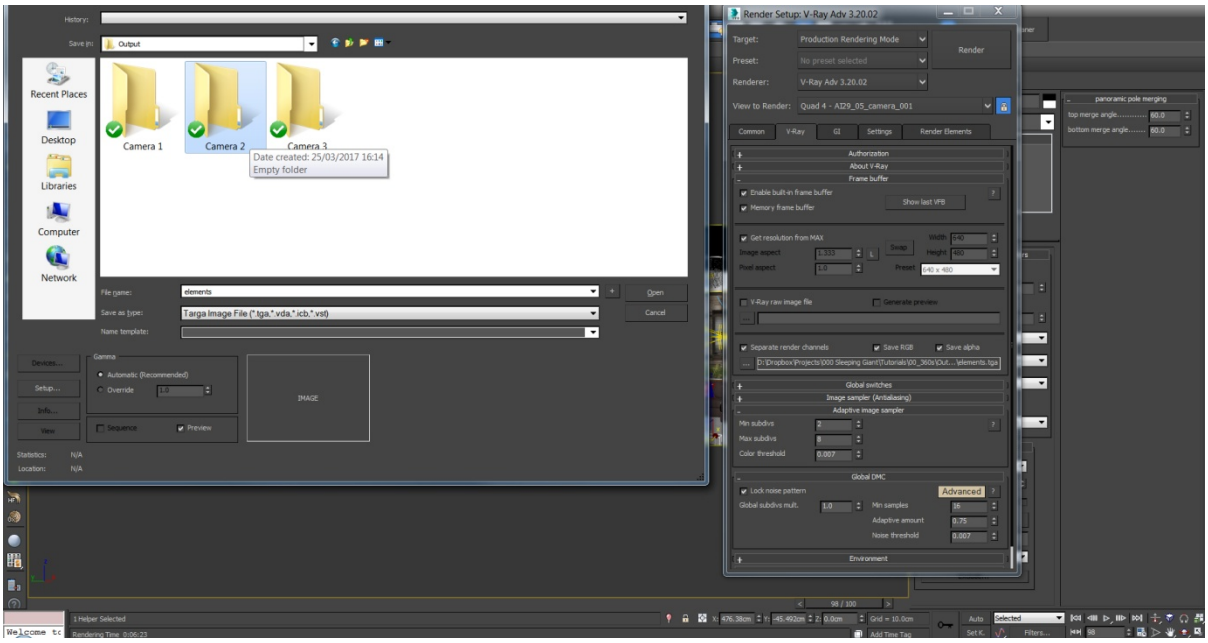
27. Hit Connect, select your computer and turn on initially suspended. And hit Submit.



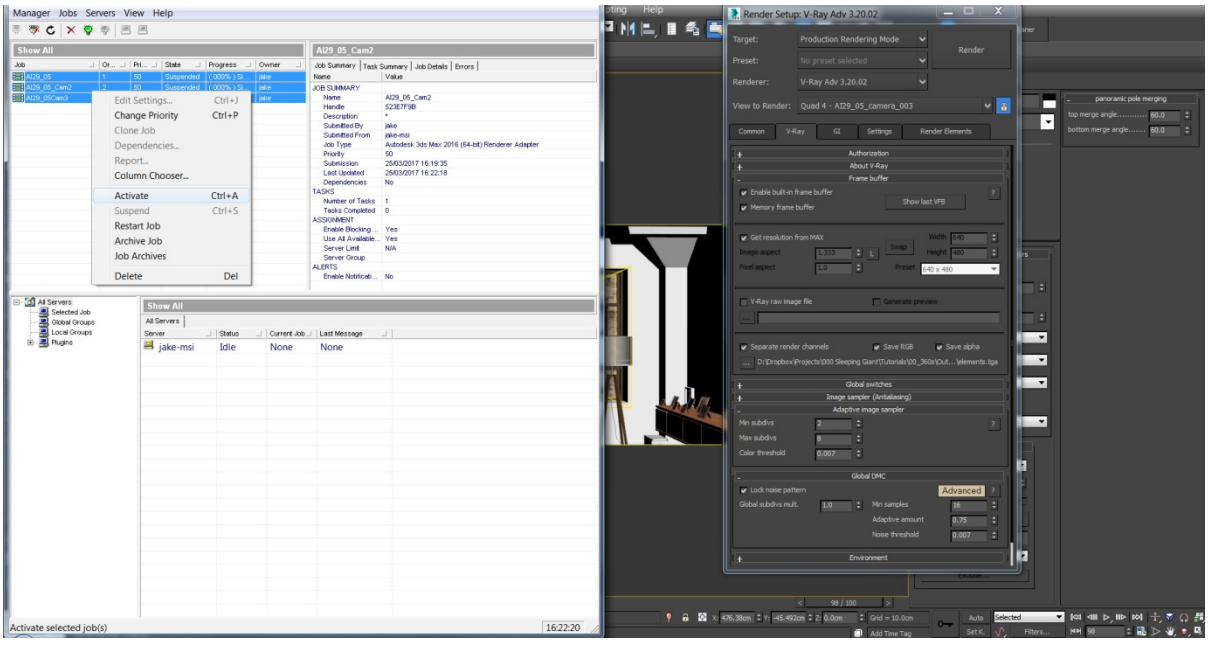
28. You will then see it in the render queue.



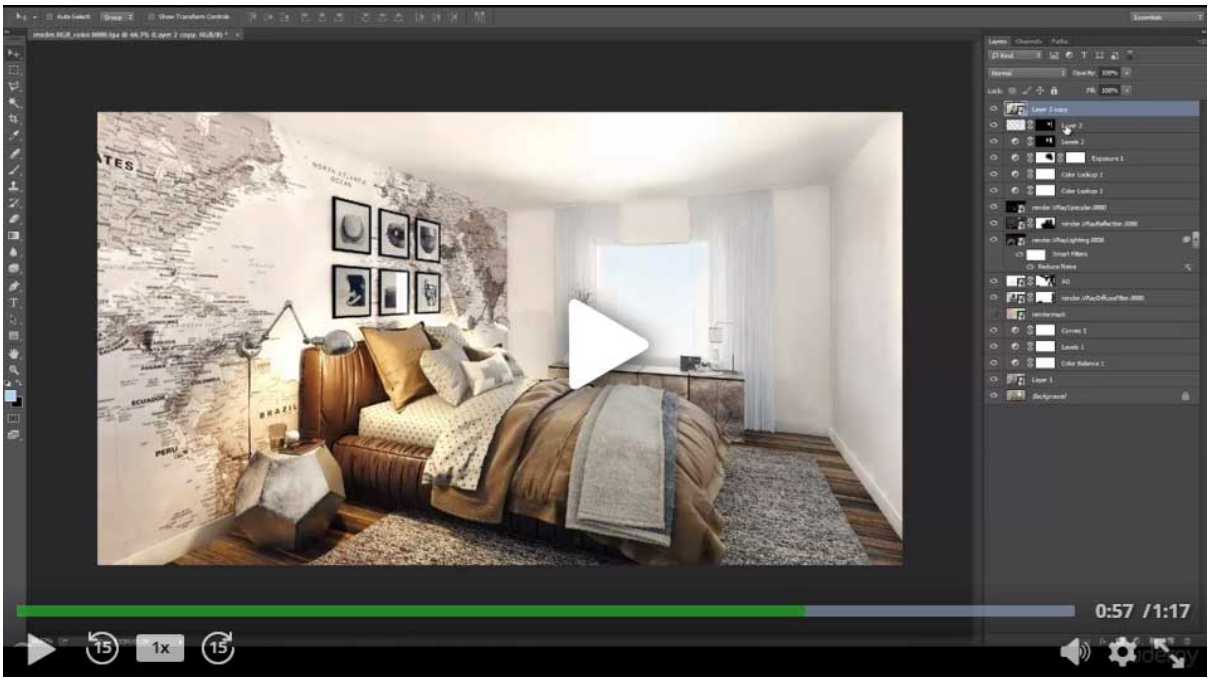
29. Repeat this for each camera. Change the Camera and then Changing the output path. In Backburner you will also need to change the name before you submit it.



30. You will then see them all in the Backburner Queue. When you got to bed you can select them all, right click and hit activate. They will then render overnight and you will find the renders in your output folders.



You can then follow the Free Post Production Tutorial here www.udemy.com/learn-max/



You can also keep up to date via these channels

I hope you enjoyed the process and I would love to see what you come up with....
www.luxuryvisuals.com