

Rendering Tips

Rendering is a two-part process comprising radiosity calculations and raytracing. The result is a photo-realistic image of the current view.

Radiosity calculations involve determining the amount of light in a scene and how it bounces off of surfaces.

Raytracing adds light, reflection and shadows to a scene for a photo-realistic effect, creating the final rendered image. Special raytracing options include fog, smoke and antialiasing. You can save the rendered image to an external file and specify the finished image size.

Rendering Settings

There are a number of settings that you can adjust prior to and Advanced rendering that determine the finished result.

To access rendering settings,

1. select **View | Render 3D Real View.**
2. Click on the **Options** button.
3. Choose **Rendering**, the following options will appear

Quality Level. Choose from five levels of quality. Note that the higher the quality you choose, the more time needed to complete the rendering.

Change display every. Choose how often you want to display the progress of your 3DTrueView rendering. Choosing a smaller number will allow you to see more steps, but will increase the rendering time.

Image Brightness. Make your 3DTrueView lighter or darker. The scale is roughly equivalent to f-stops in photography. Click the up or down arrow to increase or decrease the brightness by a quarter f-stop.

Antialiasing. Smooths out the jagged edges in your view, giving you a very clean image. Increasing the value will make the rendering take a bit longer.

Enable Daylight. If enabled, virtual sunlight is included in the lighting calculations. If disabled, only light coming from light fixtures will be used.

Render to File. Check this option before rendering if you want the rendered image to be saved to a file. The image will be saved to a BMP or JPG file that you can open in most graphic editing applications.

Rendering Tips

Reduce Surfaces

Radiosity calculations can take a considerable amount of time if you have many surfaces in your model. You may find it beneficial to make copies of your model and delete everything in the model except for the elements in the room or exterior view that you are rendering. This eliminates surfaces and therefore reduces the time needed for the radiosity calculations.

Time It Right

If you select the Highest quality level for your rendering, the process can take a long time. Try leaving rendering to the last task of the day and let TurboFLOORPLAN work on the rendering while you are away from the computer. Having other software applications open at the same time can also slow down the computer processing time.

Edit Texture Properties

Each texture used in a model can have surface properties. For example, to apply a “glossy” look to a hardwood floor, increase the Specular value to 15%. Do not adjust the Emissive value of a texture, as this makes materials glow and can overpower a rendering if not used correctly.

To change the properties of a texture:

1. Select **File | Catalogs | Catalog Manager**.
2. In the **Catalog Manager** dialog, select **Libraries | Materials**.

Note: If the texture is already inserted in your model, it will have to be changed in the model. Select the element the texture is applied to, then right-click and select **Properties**. On the Appearance property page, click the **Select** button in the *Material* area (or click the Texture swatch) to access the **Materials** dialog.

3. In the **Materials** dialog, select the group the material belongs to, then select the particular material you want to edit. In the case of a hardwood floor, for example, you might select the *Hardwood Flooring-Generic* group and then the *Wood Floor 1* material.
4. Right-click on the material and select **Edit Material**. Surface properties can be found at the bottom of the **Edit Materials** dialog.

5. To change the appearance of the material from the default *Dull* to a glossy look, select *Gloss-low* from the **Default Settings** drop box.

6. Click **OK** in the **Edit Materials** dialog, then click **OK** in the **Materials** dialog.

7. Click **OK** in the remaining dialog to return to your drawing.