

## Attachments

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The attached, StudyModel-baseline.zip, contains the following files:

**seed-atfplan\_and\_model\_2way-baseline\_RenderingSetup.dgn** - MicroStation seed file

**seed-atfplan\_and\_model\_2way-baseline\_RenderingSetup.mat** - Starting Material Table for Study/Chalk Model Rendering.

**seed-atfplan\_and\_model\_2way-baseline\_RenderingSetup.rsf** - Rendering setup file which can be imported into existing models by going to Settings > Rendering > Setup, and then selecting File > Import Setup File.... See note below for specific instructions on how to use.

**seed-atfplan\_and\_model\_2way-baseline\_RenderingSetup.xls** - Excel Spreadsheet showing various settings in the .rsf file based on the Settings > Rendering > Setup dbox layout.

**3DArch101.dgn** - Contains the Models used in figures 5-10. Feel free to use, but please credit me where appropriate. Note: For best viewing the model "PseudoBuilding" should have Adapt to Brightness set to 1000, 1400 is a little on the dark side for it.

**3DArch101.mat** - Material table for above file.

**StudyModel.pal** - Starting Material Palette used by above .mat tables.

### Notes:

- Like with advanced lighting in 3ds max, best results are achieved without a roof/ceiling.
- The rendering settings are primarily optimized for Ray Tracing, however, they should also provide an OK starting point for Radiosity and Particle Trace.
- With these setting you should be able to use them on your models and with the exception of sometimes having to tweak the Real World Lighting (RWL) settings you should be able to get fairly good and consistent results.
- You can significantly speed up your rendering times by disabling Sky Shadows Under Global Lighting, however, you will lose some of the softness and will more than likely need to fiddle with the RWL settings.
- **To use the attached .rsf on an existing file do the following:**
  1. Open your existing file
  2. From the menu bar select Settings > Rendering > Setup
  3. From the Rendering Setup dbox the current Setup Name should be "<Initial Setup>", click "Save As..." and save your current setup as orig (original).
  4. Also as another backup and to pull in View Attribute and Level info, select File > Export Setup File... and save this setup to a file and location as desired.
  5. Using a text editor or some other method\* and copy all the lines under View Levels from the file you saved in Step 4 and replace those lines in my .rsf file.

\* I personally use Beyond Compare by Scooter Software, which allows viewing two files/images, etc. side-by-side and copy lines back-and-forth.

6. If desired do the same as done in Step 5 with the lines under "View Attributes".
7. Select File > Import Setup File... and navigate to my file, when prompted name this setup baseline.
8. Save and Exit your DGN. If prompted "xxx", click cancel. The reason for this is what ever you current settings are set to will become the new "<Initial Setup>" settings. The benefit is you now have three settings that can be compared as you begin experimenting. The "orig" and "baseline" remain unchanged and you can begin tweaking things under the "<Initial Setup>". If you totally foul up the settings you can easily recall either of the other two without having to re-import. Of course if you do recall, again exit the file to reset the "<Initial Setup>". I have tried "Save As..." and calling it "<Initial Setup>", however, it unfortunately doesn't overwrite the existing one but just creates a new one. Obviously, the original "<Initial Setup>" is special and can only be written to by the application directly. May be worth a CR.