

Snapping Asian Interior Construction Kit Walkthrough

Step 1: The Floor

Step 2: The Walls

Step 3: Décor

Step 4: Topping it Off

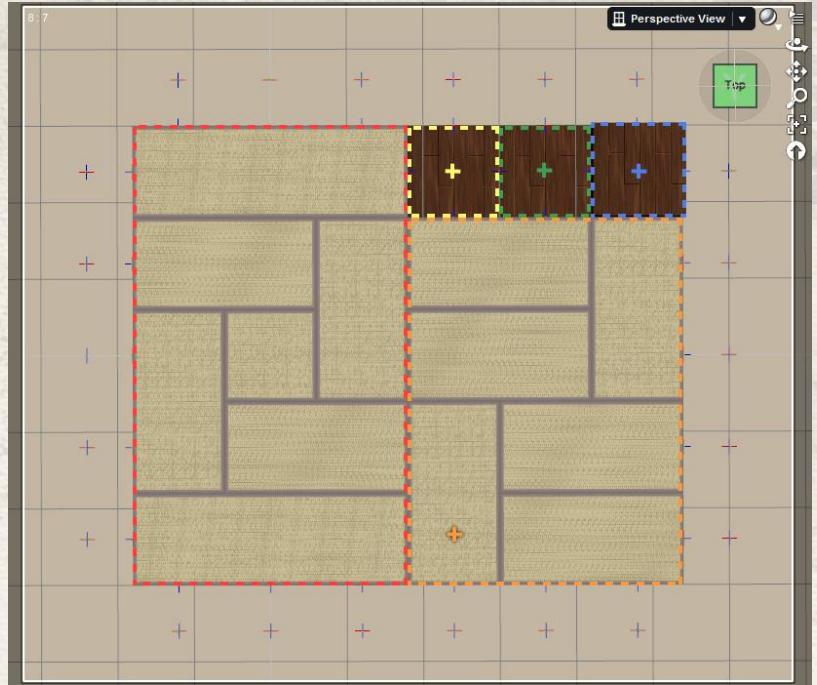
Extra Credit: Translucent Shadows



Step 1: The Floor

Watch your camera view! You want a "Top" view or a "Front" view, a "Back" view might get confusing.

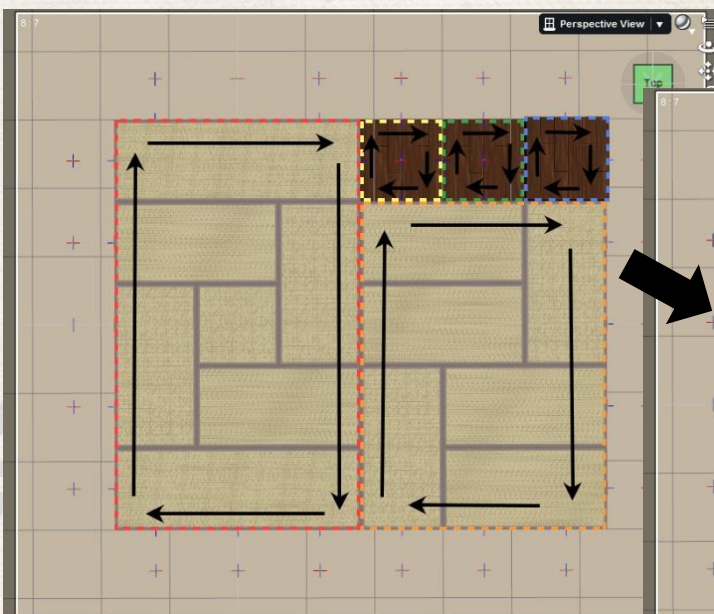
1. Under Snapping props, add a 3x5 Floor Tile, make sure nothing in your scene is selected, then it will just drop it in the middle of your scene.
2. Select the front - right Floor Target (marked orange) and add the 3x4 Floor Tile.
3. Select the target marked in yellow and add a 1x1 Floor Tile.
4. Select the target marked in green and add a 1x1 Floor Tile.
5. Select the target marked in blue and add a Raised Floor Tile.



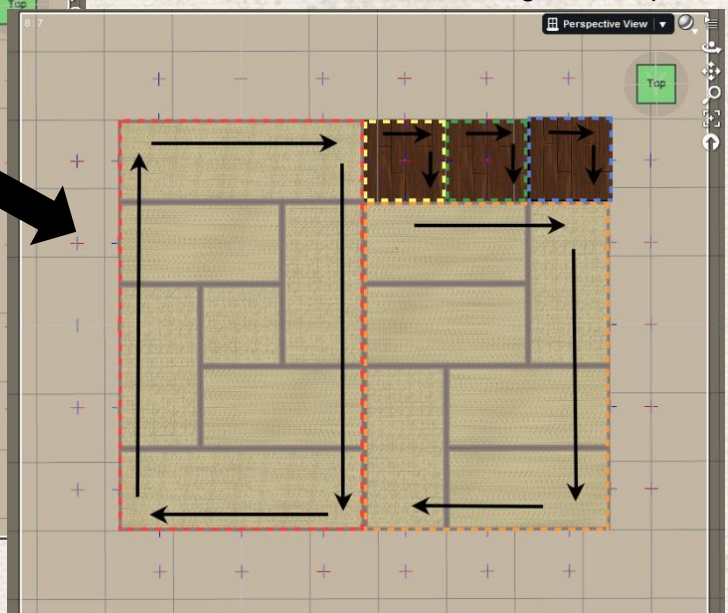
As these tiles are placed they'll be adding additional Wall and Floor Targets. Some of the Targets will overlap. This is annoying later, when we start adding walls.

Double-length walls and screens wrap around the center of the floor tile clockwise. Which means: our overlapping targets are conflicting in which direction the long walls come in.

Under the Utilities Folder find the "Remove Duplicate Targets" script, it can take a while to run.

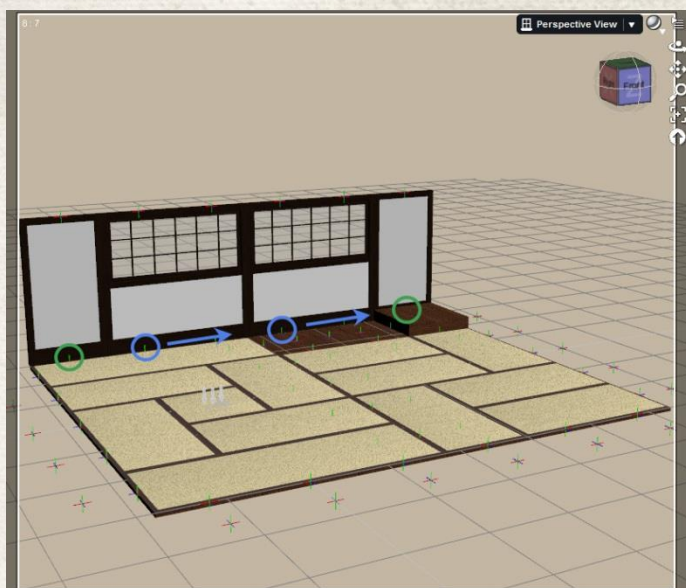


Now all the Targets at the same XYZ coordinates are removed starting at the top



going down, so, now all our double walls will snap in a predictable manner.

Step 2: The Walls

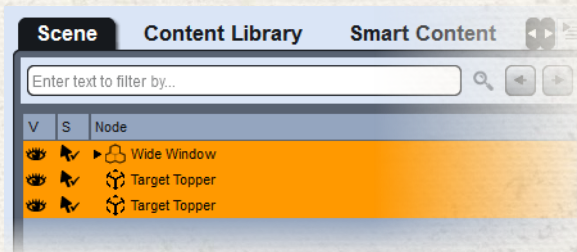


later.

* Tip, hide the raised floor to see the Targets behind it.

In the back add a couple of single walls on the ends (Wall Targets circled in Green) and the Wide Windows in the center (Wall Targets circled in blue). Notice how they start on the left Target and wrap to cover the next one on the right. If you put them in the wrong place don't hit undo, undo doesn't work with scripts.

Go to your Scene Tab and delete the window and the Targets. It'll save time



Add in the side walls. That is a bit of weird place to put some stairs, but I wanted to show you, you snap the stairs to a Wall Target, not a Floor Target, so it comes in facing the right way.

Next, divide the room with screens. Two Sliding Screens with a single screen in the middle. The Targets to snap to are circled. The screen could line up better, select the farthest back screen and apply the Front-Rear Switch Morph all the way.

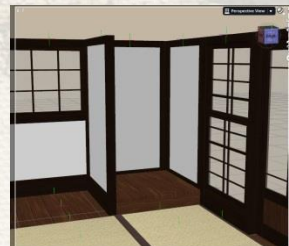


Step 3: Décor

Tokonoma, in Japanese means Alcove. Adding a small alcove is a quick, easy way to add authenticity to your scene.



First, add a wall to the side of the Floor Tile. You'll notice it cuts into the edge, that's because of the way it's wrapped. Go into the General properties and flip it 180° from -90 to 90 degrees. All fixed.



Select the Raised Floor Tile to snap the Ikebana (flower arrangement) to it. Reselect the Raised Floor Tile and add the incense burner.



Select the back wall to snap the scroll to it.



Add a splash of color to the screens.

Step 4: Topping it off

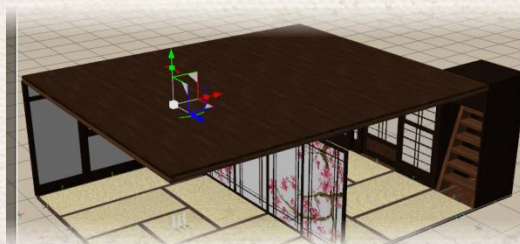
Along the top of the walls and screen are targets. Walls generate in Topper Targets and screens generate Screen Targets. The Wall Topper All script, under Snapping Props>Ceiling, will snap toppers to all the Topper Targets in the scene. Use Wall Topper 1 All to increase the height of the room.



Use the Screen Topper 2 All script to add toppers above the screens. (Don't forget the wall we rotated, the topper will need to be rotated too.)

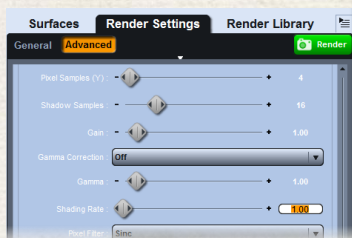
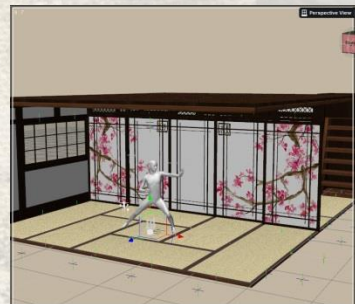
Select one of the Ceiling Targets in your scene and use the Ceiling 1 script. That will place ceiling tiles everywhere there is a floor, at the height of your selection. –Watch what you have selected!

And finally, when everything is where you want it to be, use the Remove Targets script in Utilities to clean up your scene!



Extra Credit: Translucent Shadows

The shadows of people on one side of screens can be seen through the other if the lighting is right. First, apply the “Translucent Shadows ON” preset to all screens you want affected. Place a character in the side room and pose it. Here’s Genesis 1 with the Basic Male Pose: Male Karate 01 rotated to -90° on the Y axis, to give us a good shadow.



Next go to your render settings, we need to do some test renders and we want them to be quick so change your Shading Rate to 1 and set your render size to 400x350.



Now we need a light to cast shadows, infinite lights are the easiest to work with. Add an infinite light and set the Y rotate to -90, under Shadows set it to Raytraced with a Shadow Softness 5% -real paper screens blur the edges of shadows significantly. Then do a test render. You want to make sure the shadows look good from this side before messing with backlighting on the other side.



Another quick test render from the other side shows the shadow nicely.

Ambient Strength controls how brightly the light shines through, I upped it to 30% on this render to show it better.

All we need now are a couple extra lights. See the included scene for an example set up. The sample scene has the figure replaced with a primitive.

Don't forget to drop your Shader Rate back down for your final render.

