

EPIC

NEXT-GENERATION
VOLUMETRIC LIGHTS

PROMO IMAGE MATERIAL OPTIONS
PROP TYPE = DIRECTIONAL MEDIUM
BASE STYLE = CLEAR-B, LIGHT RESPONSIVE
COLOR BAND REFRACTION = 2
COMPLEXITY = 2, DENSITY = 2
DUST = 2, LIGHT FX = 1

EPIC PROPS: GODRAYS &
VOLUMETRIC LIGHTS FOR IRAY



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USER GUIDE



YOUTUBE VIDEO TUTORIAL:

<https://youtu.be/Ob3PnchiKQk>

(alternatively, you can find all my videos by searching for the channel "The Philosopher")

USING THE PROPS

STEP 1: OPENING THE PROP

The props are located in the "props" folder in the Content Library. Navigate to the subfolder named "Step 1 – Choose Prop Type" and double click on the prop of your choice. A "blank" prop will then be placed into your scene (it will have no textures applied yet).

STEP2: APPLYING SHADER PRESETS (Base)

In the Scene tab, select/highlight the child node (i.e., the prop object, not the light source). With the child node highlighted, navigate to the "Step 2" folder (Content Library) and double click on the material option of your choice. This will apply textures to the prop.

STEP 3&4: APPLYING SHADER PRESETS (Dust, FX)

Simply repeat the same process as done in step 2 for the Dust and FX texture. Once steps 2,3, and 4 are completed, then all the textures will be applied and the prop will appear correctly in the scene.

*Note, for the most vivid results, be sure to set your environment to "Scene Only," and disable all other lights in your scene.
Note, Step2 changes the material properties of the Light Style Panels in the surfaces tab, whereas Step3 changes the material properties of the "FX Panels," and Step4 changes the "Dust Panels." You may change each at any time, and mix/match any combination of styles and effects.*

POSITIONING & SCALING

To position and resize the props to fit your scene, you must use the light source itself (the parent node), not the light prop (child node), and you may only use the proportional scale slider. I have locked and hidden controls that should not

be used, including the single-axis scaling. Do not scale the props in the X,Y, or Z direction, as this will distort the textures, and thus you will lose crispness (especially with the dust particles). To scale properly;

1. Select the light source parent node (not the child object)
2. Adjust the scale slider as needed. *(Be sure your prop amply fills the window or light path in your scene. It is better that the prop be too large, than not large enough. Extra overlap is fine, even helpful sometimes.)*

LIGHT-RESPONSIVE VS. SELF-ILLUMINATED

Light Responsive props are 100% light dependent, meaning they will light up only in the presence of a light source (i.e., the emissive channel is 0). The benefit to using Light-Responsive props is that they represent more real-world conditions, since they only light up in the path of light (If there is no light, they will be black). For example, if there are obstructions to the light path--such as frames in a window--they will produce a nice effect of broken light, just as you would see in the real world. The downside to these props, however, is that they generally require a more powerful light source, and they are not as "full" or even as self-illuminated props.

Self-Illuminated props rely less on a light source, since the emissive channel is being used to augment their light. Use these props when you need that extra punch in intensity of your props, such as in brighter/daytime scenes (you may need to play with the luminosity slider to adjust to the brightness of your scene). The downside however, is that they may not look as realistic in some situations, since they will glow even without a light source present.

WHAT EACH "xSETTING" DOES

xComplexity: changes the image map of the emissive and cutout channels.

xCBR: changes the image map of the base color and luminosity channels.

xDensity: adjusts the cutout opacity slider (.05, .1, .2)

xIllumination: adjusts the luminosity slider of the emissive channel (10, 25, 50)

If you have any questions about this product,
feel free to contact me personally at ThePhilosopher.PA@gmail.com

Enjoy!



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