

IRAY PHOTO LIGHTING CAPSULE

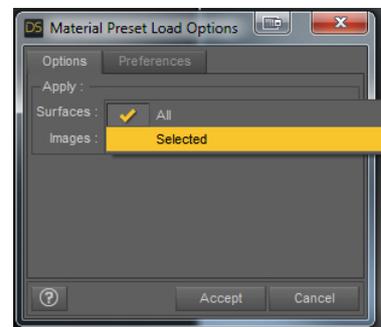
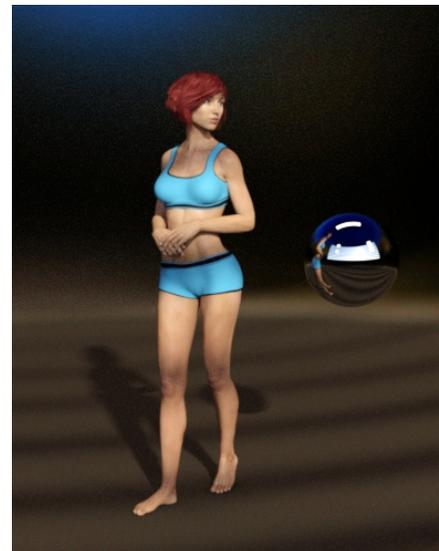
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This is a simple but highly effective lighting prop that is very versatile in getting some great soft lighting. Aimed at the portrait style of render for any figure this prop can generate many different styles of lighting and comes with many options to load a variety of backgrounds.

USING IPLC – EMISSIVES

The heart of using the IPLC is handling the emissive lights. The capsule has been split into various material zones so that each one can take an emissive light, which is a texture map that controls where the light shall emanate from.

1. First load the IPLC from the Lighting Presets/Predatron/Iray Photo Lighting Capsule or choose one of the Presets from the Preset Folder, these come with lights and camera already preloaded.
2. Next bring in your subject matter such as one of the Genesis figures.
3. There is a useful Sphere Helper that is a basic mirrored ball that will show the rough locations of where some of the emissives are situated. Load this from the root folder. You will need to delete or hide this once you are ready for your final render. If your computer can handle it the best and quickest way to see these emissives in action on the mirrored ball is to have either your main viewport or the secondary Aux Viewport with the draw style set to Iray.
4. In the Emissives folder you will see a collection of files to change emissive luminance (strength), tint (temperature), basic operations such as clear maps etc and finally the actual emissive maps. The key to using these is to select an emissive light such as Back 4 Dots Mid. This will apply 4 light emanating dots to the rear of your figure and will be locked to the Back material zone.
5. You may now want to increase the strength of that emissive light. So choose any of the Set Luminance options. Be aware that you will set the luminance strength to all of the surface material zones at once. So if you have loaded for instance the Back 4 Dots then these are set to just the back surface material zone, applying the luminance settings all of the remaining surface materials will get the same adjustment. So by highlighting the required surface material in the Surfaces Panel it's always best to press CTRL or CMD when selecting the luminance strength option, you will get a pop up where you need to set the Surfaces to Selected, you can leave images to replace. Using CTRL or CMD in this fashion to apply any of the surface materials is something that you should try to do to get the best out of this lighting rig.



6. One suggestion is to use Clear All Emissive to reset your lighting. This gives you a blank canvas to begin building your lighting. This option also work well when again applying CTRL/CMD click to any selected surface material to clear that individual map.
7. One of the other options in the Emissives folder is setting the emissive tint or temperature. Choosing any of these will apply a tint to all material zones. Be aware by default these settings only change the luminance temp and colour, no emissive lighting maps are applied here. So if you get a situation that everything looking blown/bleached out then some of the material zones will not have a emissive map applied or the colour is set to white. You can go through each Surface to find which needs to be set to black to stop the lighting blow out. Both Clear All Emissive and Set All Maps to Black will help here, again use CTRL/CMD click to change each affected material/surface.

USING IPLC – BACKGROUND TEXTURES

Included are several useful background textures that will give your renders some interesting styles.

1. Just select the IPLC and apply any of the background textures from the Lighting Presets/Predatron/Iray Photo Lighting Capsule/Background Textures
2. You can remove any applied texture with the Remove Background Texture setting.

USING IPLC – BACKGROUND TINTS

Here you can set tints to your backgrounds from the Presets/Predatron/Iray Photo Lighting Capsule/Background Tints folder. These work particularly well with the grey gradient backgrounds. Use these pretty much the same way as the previous section on background textures.

USING IPLC – CAMERAS

There are several cameras included to help get things started in setting up your scene. Included are 3 portrait styled cameras, a full length camera and one atmosphere camera that comes with a refracted box prop which will give your renders a smoky/foggy atmosphere.

1. The cameras are found in Presets/Predatron/Iray Photo Lighting Capsule/Cameras
2. When using the Atmosphere Camera be mindful that when loaded into your scene this will affect all your other cameras in the scene. So if you don't want to have any atmosphere on any of these other cameras either delete the Atmosphere Camera or hide the Atmosphere Cube.
3. Make sure you select the Atmosphere Cube when applying the fog strength materials



USING IPLC – GOBOS & REMOVEAVBLE PANELS

One of the other nice features is that the IPLC has been configured with a number panels that can be hidden so it's possible to use Iray's Environment Modes such as Sun- Sky Only or Dome and Scene in combination with the internal emissive lights.

1. The preset scenes come with the Sun-Sky Only setting all ready to go with a Camera called Sun attached to the SS Sun Node.
2. In the camera views drop down choose Sun and then rotate around to point the sun rays into the IPC where a panel has been hidden.
3. To further enhance this lighting effect using Sun-Sky Only it's possible to apply some simulated gobos so that you can create blinds, dots or a diamond pattern across your scene. These can be found in Presets/Predatron/Iray Photo Lighting Capsule/Gobos.

I hope you find this lighting utility of great benefit to you and your creative endeavours.

Predatron

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