
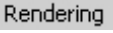










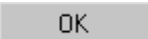

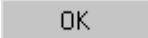
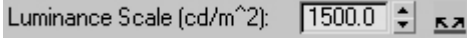


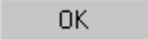

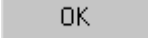
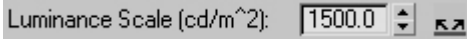



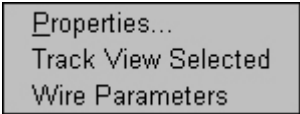



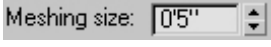
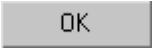


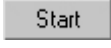



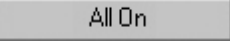

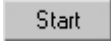



Radiosity Override

- Open the file **RadiosityOverride.max** downloaded with this tutorial.
- **Quick Render**  the scene. (Notice the neon structure of an elephant on the wall.)
- Under the **Rendering**  pulldown menu chose **Radiosity...** (This opens the Radiosity floater.)
- Set the **Initial Quality**  to **15**. (This refers to the amount of energy distributed not the quality of the solution.)
- Set the **Interactive Tools Filtering**  to **5**  (This reduces the noise between elements.)
- Press the **Start**  button to start the radiosity solution. (This now solves the energy from elephant onto the wall.)
- **Quick Render**  the scene. (Notice no difference in the rendered scene.)
- **Close**  the rendered virtual frame buffer.
- **Minimize**  the **Radiosity** dialog.
- Open the **Materials Editor** . (This opens the Materials Editor.)
- Select the first sample slot labeled **Neon-Blue**. (This makes the Neon-Blue material active.)
- Press the **Standard**  button. (This opens the Material/Map Browser which at this time can be used to replace the current material.)
- Select the **Radiosity Override**  type and press **OK** . (This will prompt you to either disregard the old material or keep it as a sub-material.)
- Verify that **Keep old material as sub-material?**  is active.
- Press **OK** . (This now puts you in the Radiosity Override level.)
- Set the **Luminance Scale:**  to **1500**. (This tells the material to emit energy, in this case it is emitting light equivalent to 1500 candelas.)
- Select the second sample slot labeled **Neon-White**. (This makes the Neon-White material active.)
- Press the **Standard**  button on the right. (This opens the Material/Map Browser which at this time can be used to replace the current material.)
- Select the **Radiosity Override**  type and press **OK** . (This will prompt you to either disregard the old material or keep it as a sub-material.)
- Verify that **Keep old material as sub-material?**  is active.
- Press **OK** . (This now puts you in the Radiosity Override level.)
- Set the **Luminance Scale:**  to **1500**. (This tells the material to emit energy, in this case it is emitting light equivalent to 1500 candelas.)

- **Close**  the **Materials Editor**.
- Press the **Select By Name**  tool. *(This opens a selection floater.)*
- Chose **Structure** and press **Select** . *(This makes the Structure active.)*
- **Right-Click** anywhere on the *Structure* and select **Properties**. 
- Under the **Radiosity Tab**  press **By Layer** . *(This allows you to make changes to the individual object in regards to the Geometric Object Properties.)*
- **Uncheck Use Global Subdivision Settings** . *(This allows you to define the subdivision of the mesh.)*
- Set the **Meshing Size:** to 5" . *(This will subdivide the mesh every 5".)*
- Press **OK** .
- **Maximize**  the **Radiosity** dialog.
- Press the **Reset All**  button. *(This resets the Radiosity solution and affecting geometry.)*
- Press the **Start**  button to start the radiosity solution. *(This now solves the energy from the elephant.)*
- Once the solution is finished, **Quick Render**  the scene. *(Notice how the elephant is now emitting light.)*
- **Close**  the rendered **Virtual Frame Buffer**.
- In the Command Panel, go to the **Display**  tab.
- Press the **All On**  button. *(This unhides a neon parrot.)*
- In the **Radiosity** dialog, press the **Reset All**  button. *(This resets the Radiosity.)*
- Press the **Start**  button to start the radiosity solution. *(This now solves the energy from the elephant and the parrot.)*
- Once the solution is finished, **Quick Render**  the scene. *(Notice how the elephant and parrot are now emitting light.)*