



Glass Tutorial

CSCI 140

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Goal of Tutorial

- ◆ To create a rendering of glass effectively, simply, timely.



Step 1

- ◆ First thing to do is fire up Layout.



Step 2

- ◆ Select File → Load → Load Object →
Select the object you want to render out as glass.
- ◆ For the purpose of this tutorial I will be using a lantern that I had previously modeled.



Step 3

- ◆ Once your object is loaded into layout, position the camera where you want it for your scene.

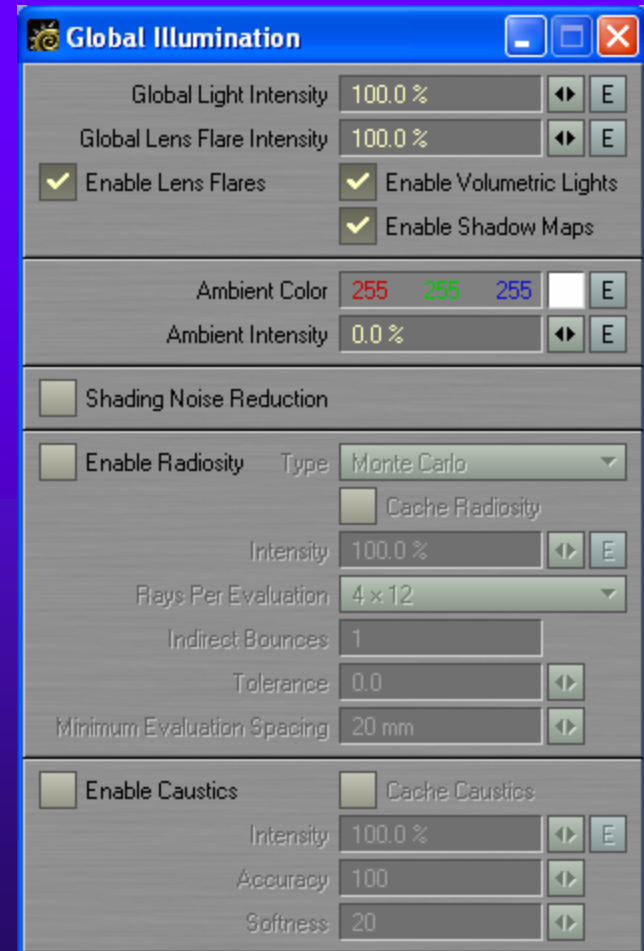
Step 4

- ◆ Once that is situated press the “return” key, which will bring up a menu to select motion key frame. In the for space select all items, then click ok. Now when you save your work all the objects and camera will be in the right position.



Step 5

- ◆ Next select the lights tab at the top of the screen. Then under Global select Global Illumination. Turn the Ambient intensity down to zero, this will turn off any light not coming from the lights placed by you in the scene.



Step 6

- ◆ You should now set up the lighting for your scene. This will differ for every scene, traditionally a three point lighting system is recommended. Using a key, fill and backlight will give you the best results. For the purpose of my scene I will put a point light in the lantern, to represent the flame. I will also put in a distant light that will represent the moon.



Step 7

- ◆ Once you got your lights setup we are ready to get down to some texturing. Select the "Surface Editor" button near the top of the menu. It should open up a panel like the one seen below. You should have at least two surfaces listed the glass outside and the glass inside. Here my outside glass is labeled glass and my inside glass is labeled glass solid.



Step 8

- ◆ Once you have your two glass surfaces, let start with texturing the glass outside.
- ◆ Color: 190 200 210
Luminosity: 0
Diffuse: 40
Specularity: 50
Glossiness: 40
Reflection: 25
Transparency: 80
Reflection Index: 1.5
Translucency: 0
Smoothing: On
Smooth Threshold: 89.53



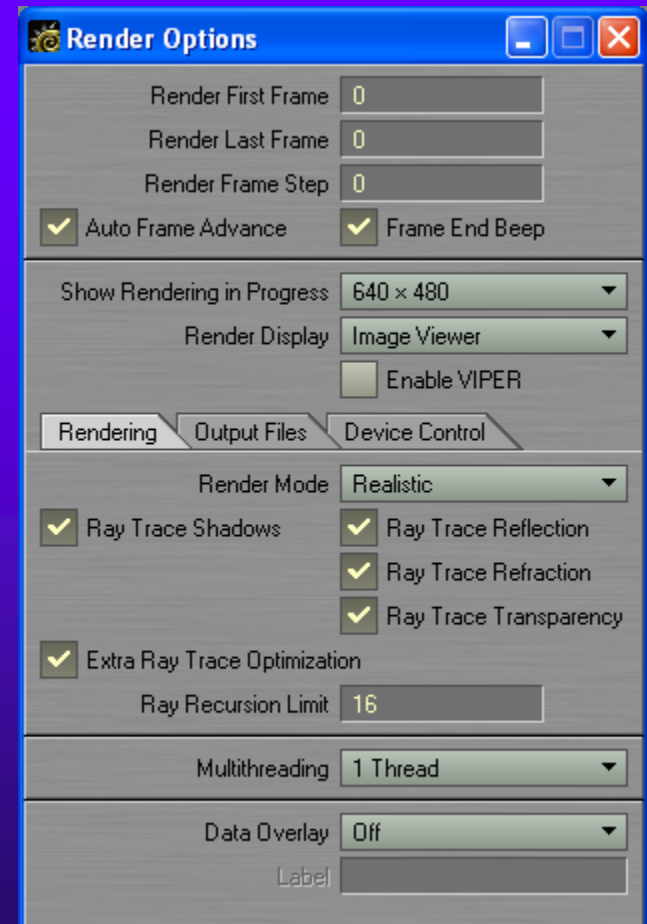


Step 9

- ◆ Next select your inside glass, and select the following settings.
- ◆ Color: 190 200 210
Luminosity: 0
Diffuse: 40
Specularity: 0
Glossiness: 0
Reflection: 0
Transparency: 80
Reflection Index: 1.0
Translucency: 0
Smoothing: On
Smooth Threshold: 89.53

Step 10

- ◆ Now select the Rendering tab on the upper left menu → Render Options. Select the following options.



Step 11

- ◆ Press the “return” key twice to save your settings.
- ◆ Save your scene and all your objects.
- ◆ Then render your scene by hitting F9.

