

Application Program Rendering Setting Standards – Quick Guide

Model Space – Setup Floor Base

- “Architectural” Tab 
 - Extend floor: enter 2000”
 - Show floor button: On (checked)
 - Color floor to “Intense White” in 3D tab
- “3D” Tab  
 - Select “Material Explorer” tab:
 - Search: “Intense White”
 - Select Intense White
 - Drag + Click on floor in plan view

Photo Lab – Rendering Settings

Set View in Model Space



- View:
 - In Photo Lab viewport, center layout and have a one inch of space around layout (breathing room). This will eliminate floor shadows and finished image is easier to crop/adjust to incorporate into other documents. See Figure 1
- Angle/perspective:
 - Recommended perspective shall be at eye level
 - In Advanced Photograph setup (photo lab column left) view and height can also be adjusted by using the “Camera” drop down section. A common Elevation setting is 72”AFF, however adjust as necessary to achieve best view for application. See Figure 2

Figure 1:

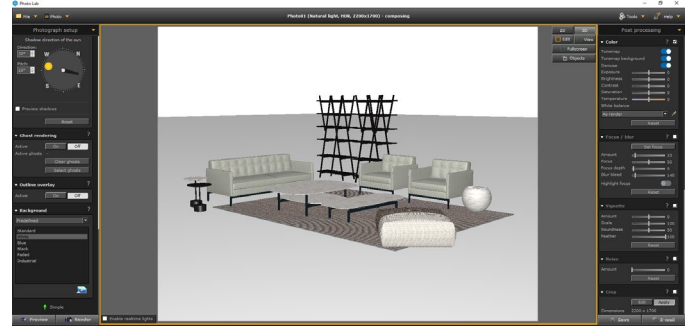
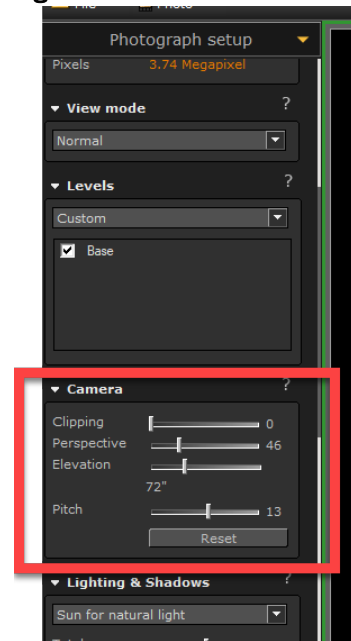


Figure 2:

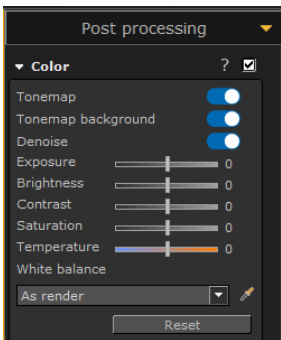


Photograph setup (Photo Lab column left)

- Set this column before rendering
- Simple Setting: Product lighting
- Advanced Setting:
 - Render mode: Natural light
 - Render quality: Max
 - Image dimensions: Letter 200 DPI
 - View mode: normal
 - Levels: Custom, Base On (checked)
 - Camera: this changes when you alter view, no need to set this
 - Lighting & Shadows
 - Sun for natural light
 - Total: 50
 - Sunlight: 0
 - Camera: 0
 - Emissive background: on (checked)
 - Ghost Rendering: off
 - Outline overlay: Off (recommend On if rendering in many white finishes)
 - Background: Predefined + highlight White

Post processing setup (Photo Lab column right)

- Recommend using CET standard settings before rendering and have all color settings set at 0.
- Use these settings below and adjust as needed for realistic color and intensity.



Tips + Tricks

- Outline Overlay
 - In Advanced Photograph setup (photo lab column left), select ON when rendering many items in white finishes such as Linen, Phantom Pearl, and Chalk. See Figure 3
 - Line weight can be adjusted after the image has been rendered using advanced Post Processing (photo lab column right) under the Outline Overlay drop down section. See Figure 4

Figure 3:

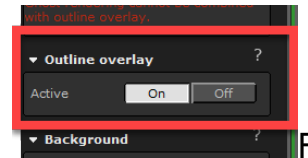
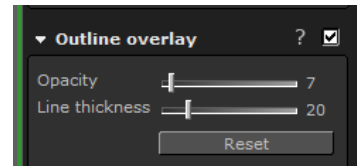


Figure 4:



Rendering Examples

- Whitesweep rendering using CET/Canvas software
- Minimal to no propping

