

# Demo Scenes



## Camino del Sol

A scene featuring Atmosphere, Instancing, Incandescence Light and a Multi-Light setup. Requires the explosion sample file from: [explosion.vdb-1.0.0.zip](#).

Maya [Camino\\_del\\_Sol\\_docs\\_02.zip](#)

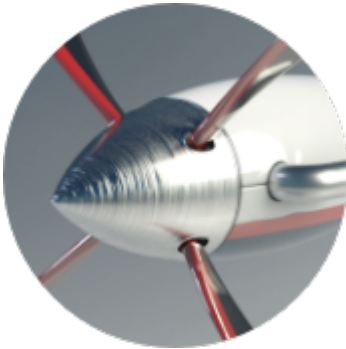
Houdini [Camino\\_del\\_Sol\\_docs\\_15.zip](#)

NSI [Camino\\_del\\_Sol\\_NSI.zip](#)



## Sunset on the Grid

Maya [Sunset\\_on\\_the\\_Grid\\_docs\\_01.zip](#)



## Propeller

Scene designed to test motion blur. Specifically, it demonstrates how to use the *Additional Samples* extension attribute on a *Maya* transform to locally increase motion blur quality in a memory efficient manner (only transforms are repeated for each motion samples).

Maya [propeller\\_docs\\_05.zip](#)

Cinema 4D [propeller\\_docs\\_01.zip](#)



## Multi-Light

A simple scene demonstrating the usage of Multi-Light with Area Lights, Environment Light and Incandescent Light.

Maya [multi\\_light\\_primitives\\_docs\\_04.zip](#)

Cinema4D [multi\\_light\\_primitives\\_docs\\_01.zip](#)

## Open VDB Smoke

A scene using OpenVDB Volumes with their matching shader. Notice that all the Volumes are instanced. In order to update the path that points to the vdb file only a single edit is needed. Requires the Smoke2 sample file from <https://www.openvdb.org/download/> (smoke2.vdb)



Maya [openvdb\\_A\\_doc\\_03.zip](#)

Cinema4D [openvdb\\_A\\_doc\\_01.zip](#)



## Open VDB Explosion

A scene using OpenVDB Volumes with their matching shader. Notice that all the Volumes are instanced. In order to update the path that points to the vdb file only a single edit is needed. Requires the explosion sample file from <https://www.openvdb.org/download/> (explosion.vdb)

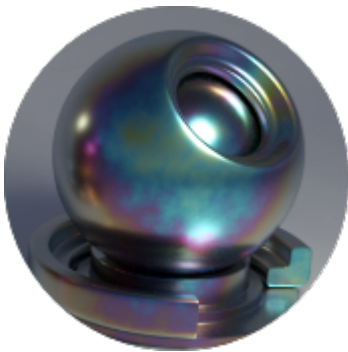
Maya [openvdb\\_B\\_doc\\_02.zip](#)



## Alley Fan

A scene making use of 3Delight Atmosphere.

Maya [fan\\_docs\\_02.zip](#)



## Shader Swatches - Tempered Metal

A simple swatch scene with "studio lighting" to test the *Thin Film* of the *Metal*. The artist used a procedural on film thickness to achieve interesting effects.

Maya [shader\\_swatches\\_docs\\_03.zip](#)

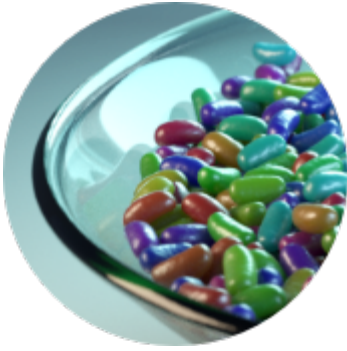
Cinema4D [swatch\\_docs\\_01.zip](#)

## Candy Bowl

A simple candy shader demonstrates the use of the *Color Variation* node to have a different color on each candy piece. Also features the use of an *NSI Set* to assign the *Render Mesh* as a *Subdivision Surface* attribute to a large number of objects at once.

Maya [candy\\_bowl\\_docs\\_03.zip](#)

Cinema4D [candy\\_bowl\\_docs\\_01.zip](#)



## Plant pot

Demonstrates the effect of [Point Light](#)'s radius parameter.

Maya [plant\\_pot\\_docs\\_02.zip](#)

Cinema4D [plant\\_pot\\_docs\\_01.zip](#)



## Parallels

This simple scene demonstrates the effect of [Directional Light](#)'s angular diameter.

Maya [parallels\\_docs\\_03.zip](#)

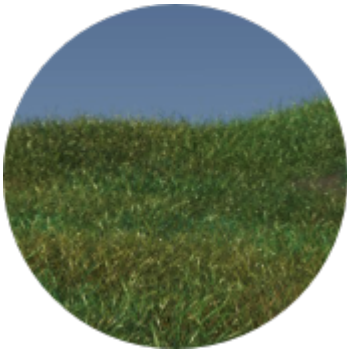
Cinema 4D [parallels\\_docs\\_01.zip](#)



## Grass Field

This scene uses a Particle Instancer and a single grass clump geometry to create a small grass field. The grass shader demonstrates the use of the [Color Variation](#) node to create different green colors for each clump. This scene has been designed to assess the difference between the "Natural" and the "Uniform" colour variations.

Maya [grass\\_field\\_docs\\_02.zip](#)



## Glasses

This scene is used to explore the effect of [Maximum Refraction Depth](#) with multiple overlapping glass objects. The glass has a very small amount of absorption for greater realism.

Maya [glasses\\_docs\\_04.zip](#)

Cinema4D [glasses\\_docs\\_01.zip](#)



## Area Light Shapes

A simple scene to demonstrate the different area light shapes possible using the [Area Light](#).

Maya [area\\_light\\_shapes\\_docs\\_02.zip](#)

Cinema4D [area\\_light\\_shapes\\_docs\\_01.zip](#)



## RGB Cubes

A demo scene initially used for colour management and provided here for reference.

Maya [rgb\\_cubes\\_docs\\_05.zip](#)

Cinema4D [rgb\\_cubes\\_docs\\_01.zip](#)

[Brick\\_Pile\\_3Delight.zip](#)