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

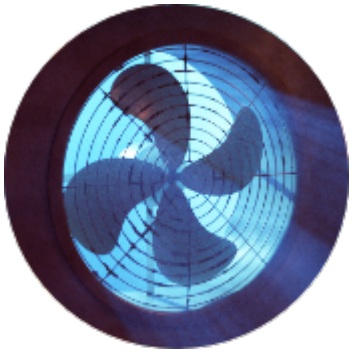
Cinema4D openvdb_A_doc_01.zip



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)

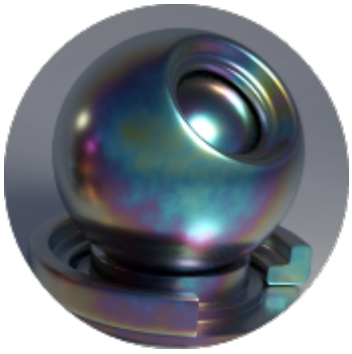
Maya openvdb_B_doc_02.zip



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

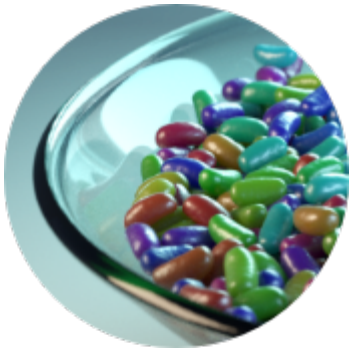
Cinema4D swatch_docs_01.zip

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

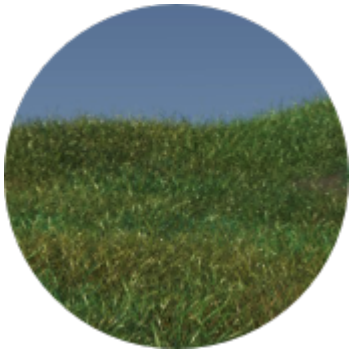


Parallels

This simple scene demonstrates the effect of *Directional Light*'s angular diamater.

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