

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](#)

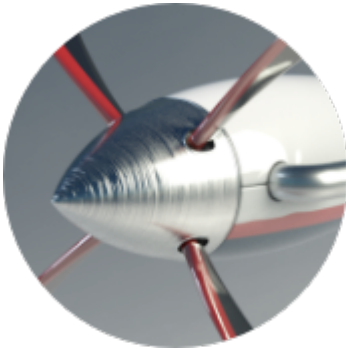
Houdini [Camino_del_Sol_docs_15.zip](#)

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)

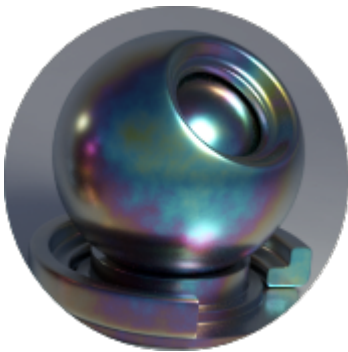
Maya [openvdb_B_doc_02.zip](#)



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](#)

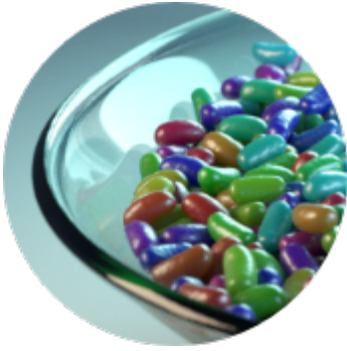
Cinema4D [swatch_docs_01.zip](#)

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](#)

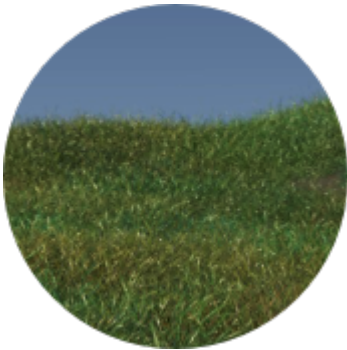
Cinema 4D [parallels_docs_01.zip](#)



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](#)