

## MAKING A STUDIO RENDER IN VUE

A studio, or character render, there are various names for it, is when you have a character within a simple backdrop scene, well lit, purely to show off the model or character, for enjoyment, or to check for flaws, or whatever :)

Although this tutorial is mostly for Vue, the basic principles are the same in other apps.

This is a "Goblin Shaman" character made in Poser, imported into Vue, then a "Studio render" was made of it. As you can see it cleanly sets off the model and looks very nice :)



The principle is based of photographing real life models or miniatures. You take a backdrop that curves gently behind the subject and prefferably a light to mid blue or blue-grey in colour, so the subject is well set off and lit against it. If you use say, cubes or planes to make a

backdrop like a "room", you get straight harsh angles that detract from the character or model.

The backdrop in real life, would be a curtain or such, stretched out to the model or further, not just hanging straight down, to give a smooth curve. I make my own "backdrop curtains" in Rhino, using a simple extruded curve. In Vue, you can make such by booleaning, as follows:

1) You take a very large torus, duplicate it, move the duplicate slightly up and forward, then negatively boolean the duplicate out of the original, leaving a thin, hollowed-out torus.

2) Use a cube to intersect with the torus remains, so you're left with a curved area. You can then stretch this out to suit your needs, and apply a blue simple material, you don't want it to be shiny  
I start with the default Rock and set it to be a blue RGB 54/204/254

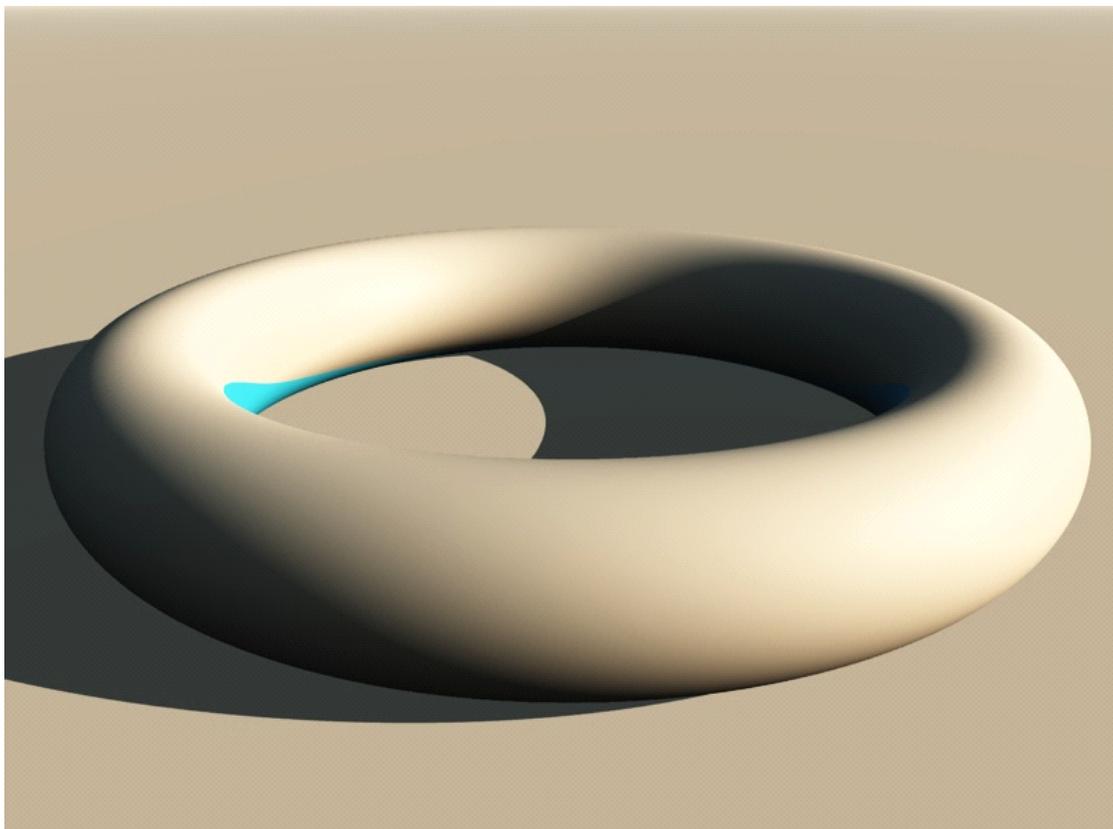
3) Now add a "plinth" for your model to stand on, this can be a cylinder, or whatever you wish. a nice way to do it is to use a cylinder, with a torus at top and bottom, and a sculpted rounded terrain on top, you can add ecosystem grass etc to make it pretty.

4) now you have the scene, you can put your model on top of the plinth.  
Set lighting to radiosity as you wish for a fine work, and sun or light set to have 5 degree softness or more, and tweak lighting to suit, I set light balance to 90% or so from "Sunlight" and "From Sky"  
And light Intensity down a bit as it will be quite bright if using a Sun light.

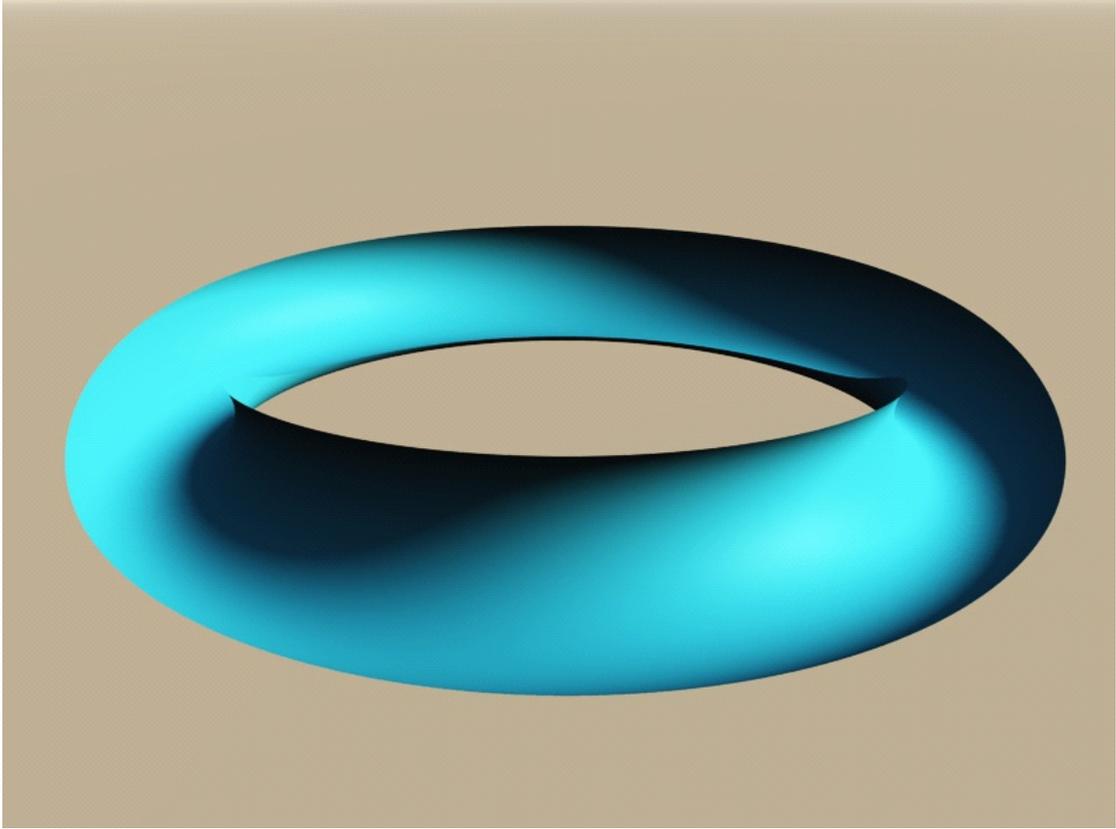
Alternative light rigs can of course, use quadratic or spot lights, or area lights (my faves), or an HDR light set up.

Of course you can experiment with volumetric spot lights etc for mood.

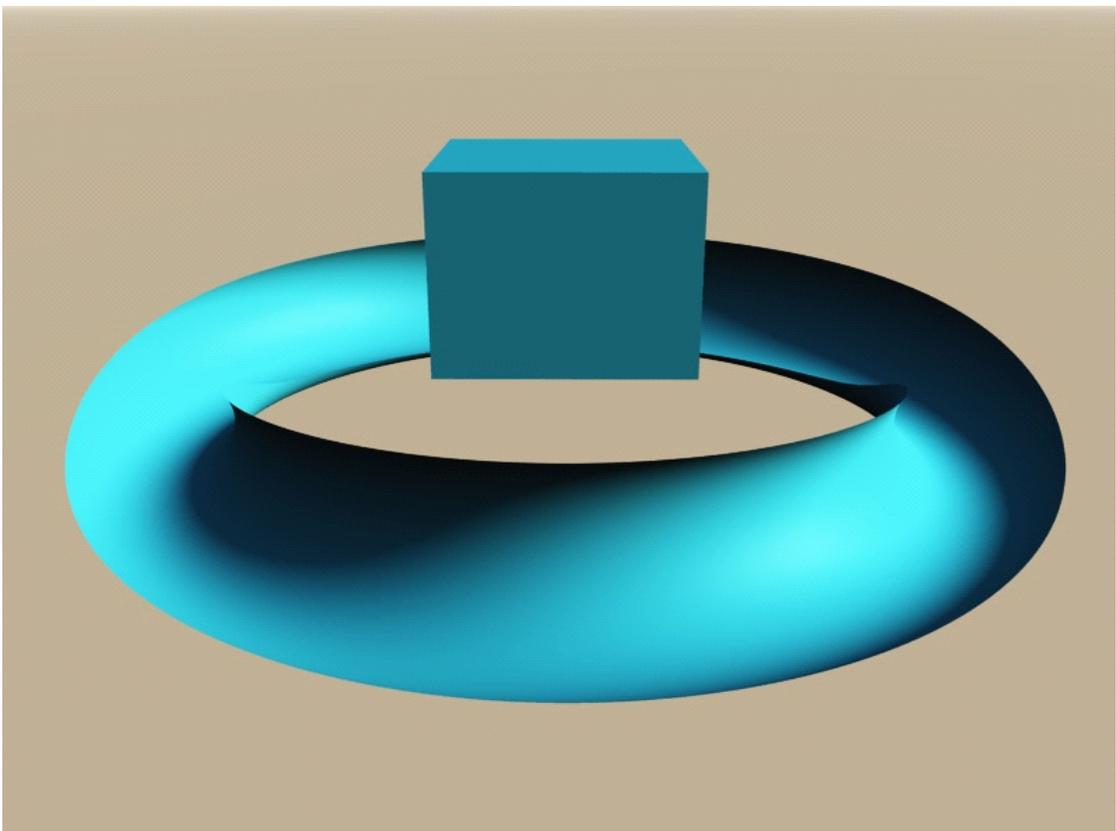
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This image = start of the booleaning process to make the "background curtain", you can see there are 2 torii, blue one is original, slightly lower and behind



here the torii are booleand out of each other

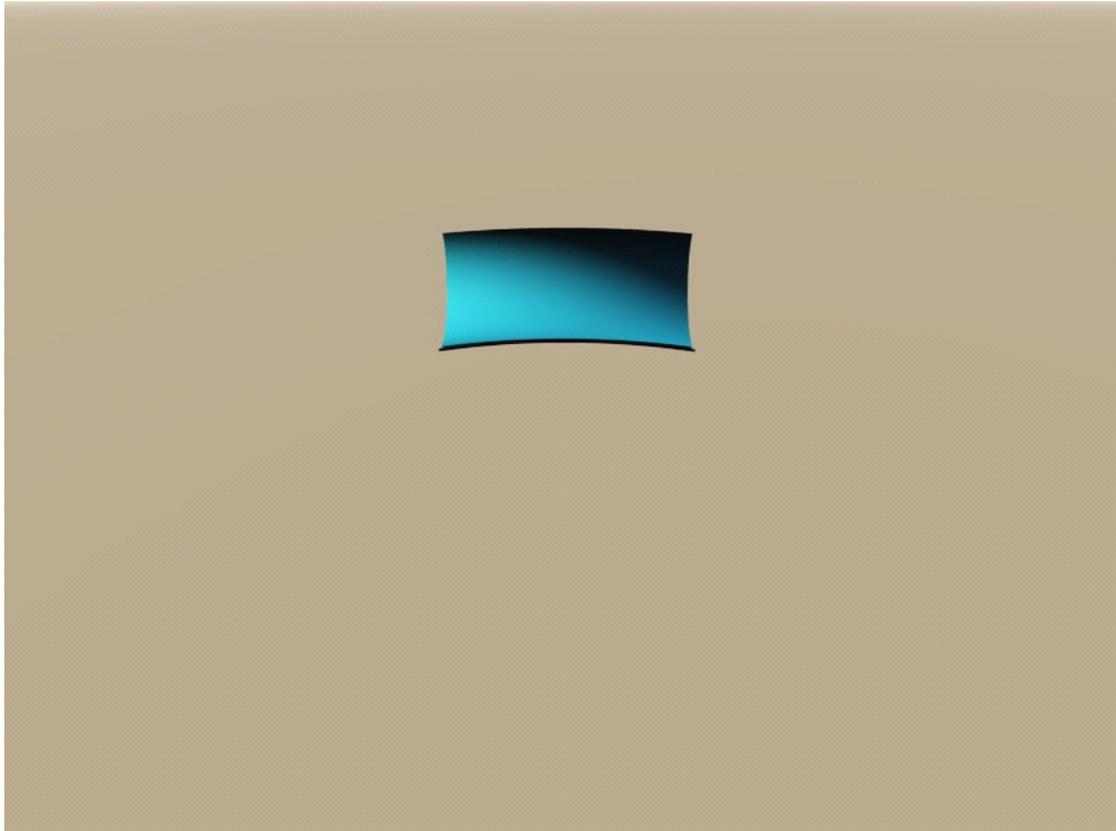


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here a cube is placed where it will "intersect" as a boolean with the torii remains



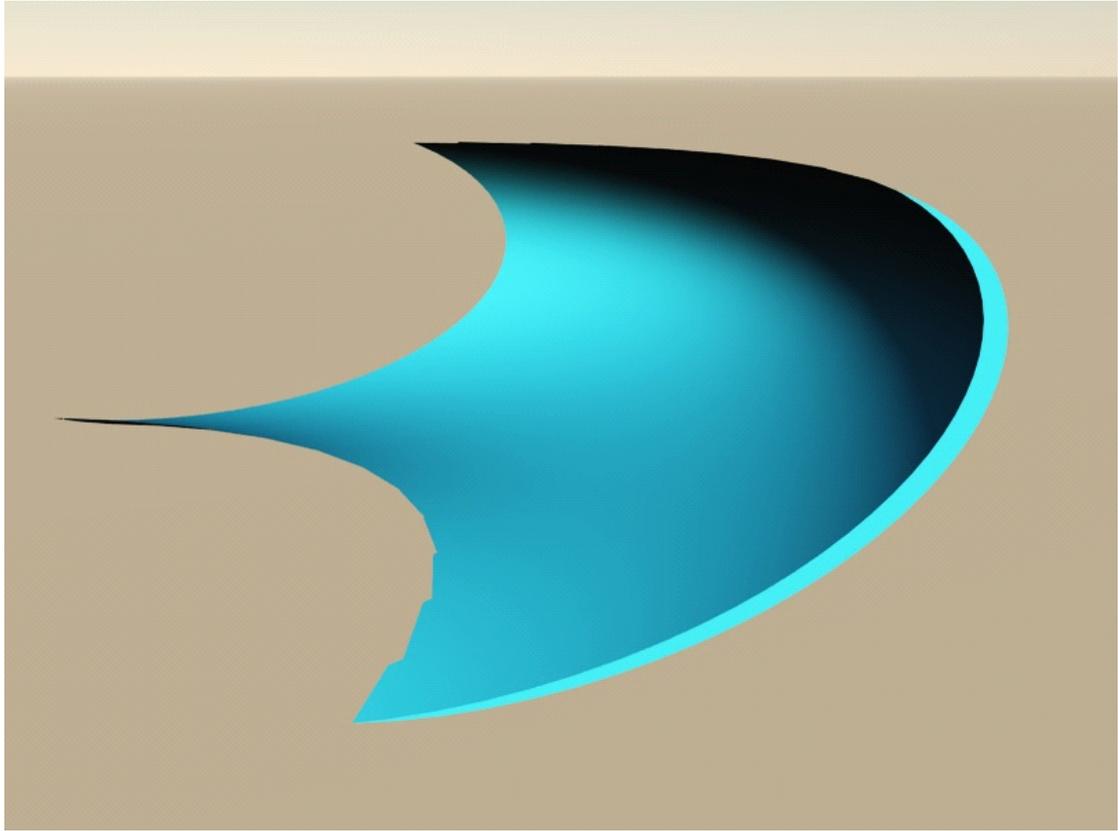
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cube boolean intersectioned out

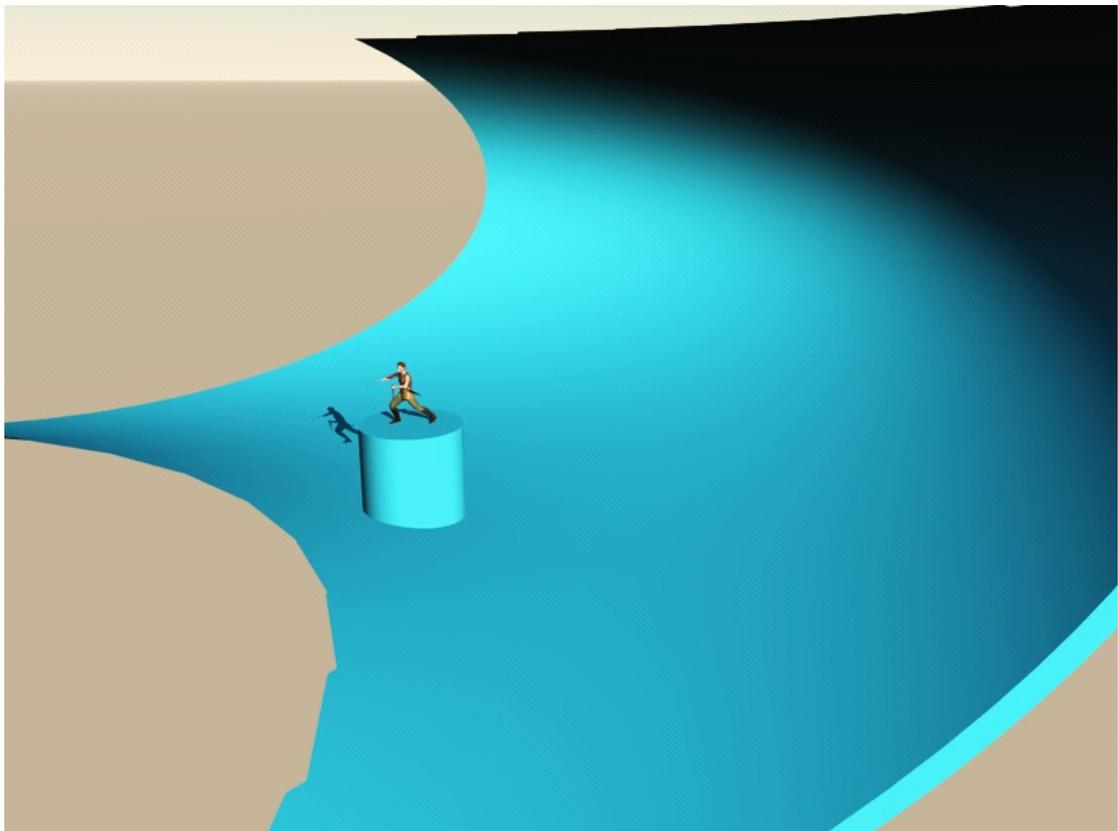


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Remaining section now forms a perfect backdrop, when stretched out a bit, and given a blue colour :)

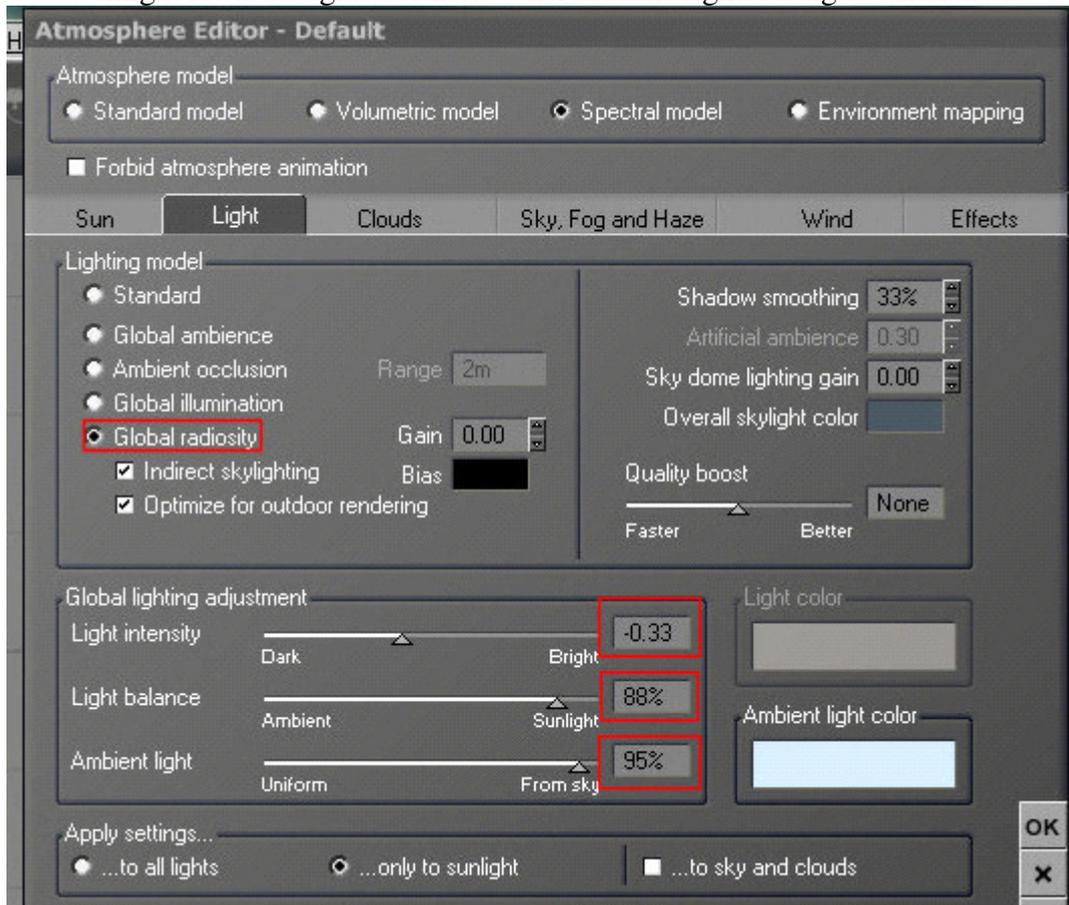


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now we add a plinth, and model



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move camera to suit your needs.

Sunlight set to 5 degree softness & here are the light setting details I used



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Resulting Render



by Steven "Silverblade the Enchanter" James, 2010

[www.silverblades-suitcase.com](http://www.silverblades-suitcase.com)