octanerender
MOI3D Tutorial
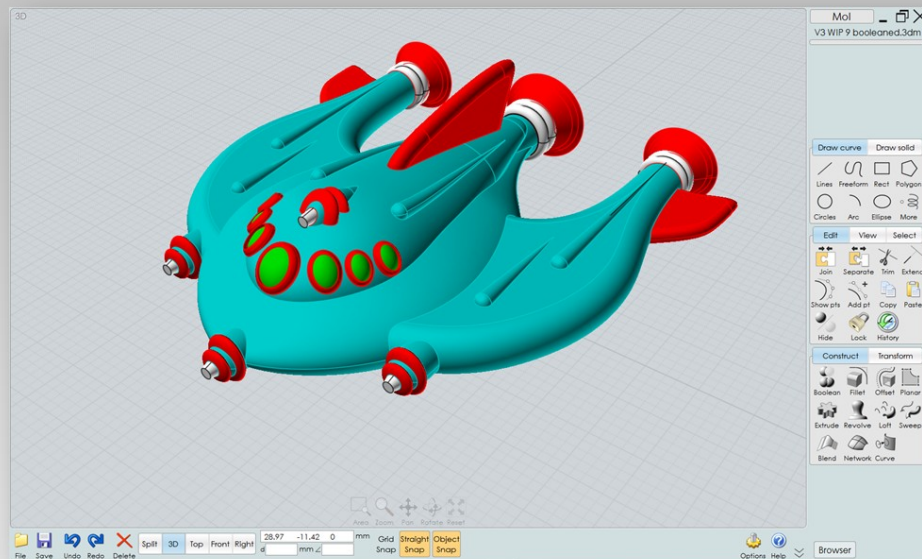
Version 1.0 Beta 2

April 12, 2010

IN MOI3D

Prepare your object(s) and assign various styles. Each style will then be able to adjusted in **Octane Render**.

In this example, we'll use a spaceship that I modeled for **War Rocket**, a table-top minia-ture ,space combat game by *Hydra Miniatures*.
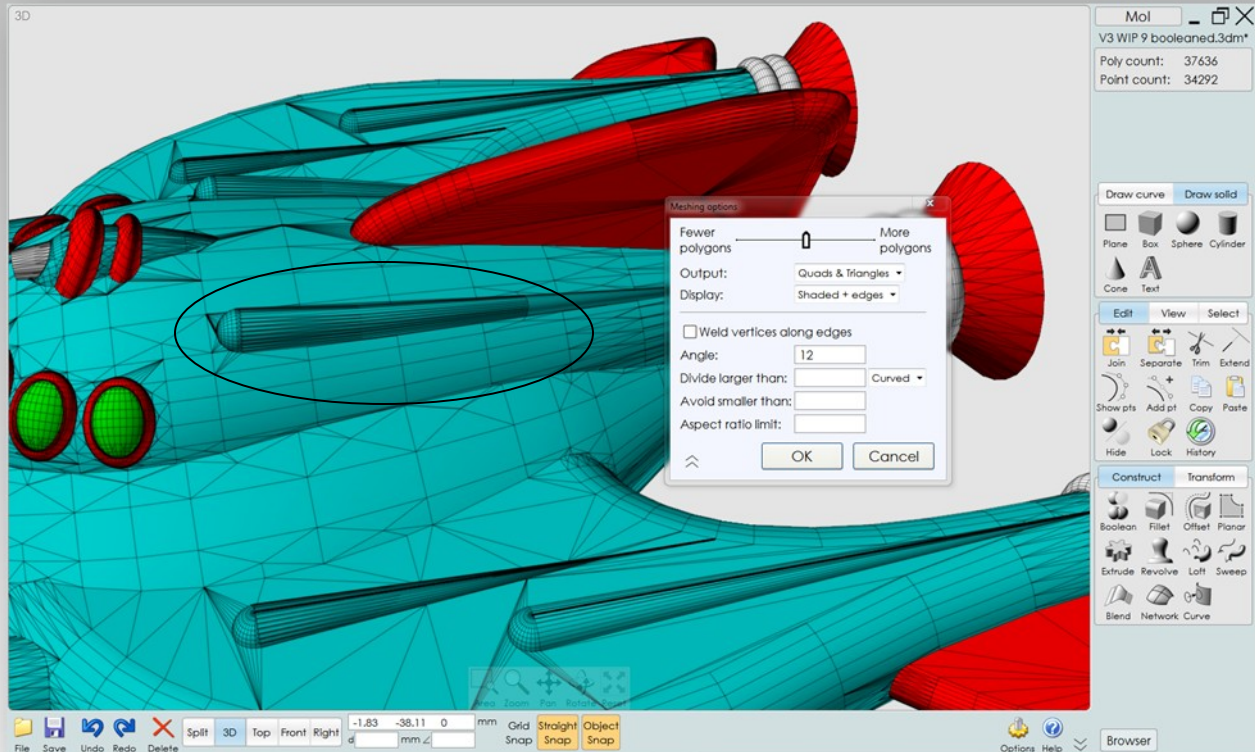

For a good studio shot, place a plane under your object. Alternatively, you could create a rounded backdrop.
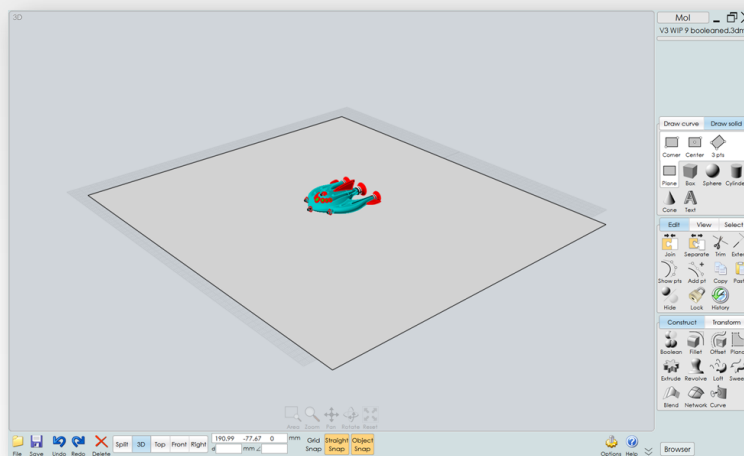
From the File Menu, Select "Export" and select "Wavefront Obj" as the format.

The mesher then opens with the file export dialog box. The settings in this box are crucial in getting a clean mesh to import into **Octane Render**. The object isn't a dense mesh, but a clean one.

1) Export as "Quads and Triangles"

2) Uncheck "Weld Vertices Along Edges"

3) Adjust the Angle as necessary (the default value should work fine)

4) Look for areas that might be an issue when rendering in Octane. These areas are long narrow faces (like the ones that are circled in the picture.)

5) To solve this, we need to adjust the "Divide Larger Than" parameter.
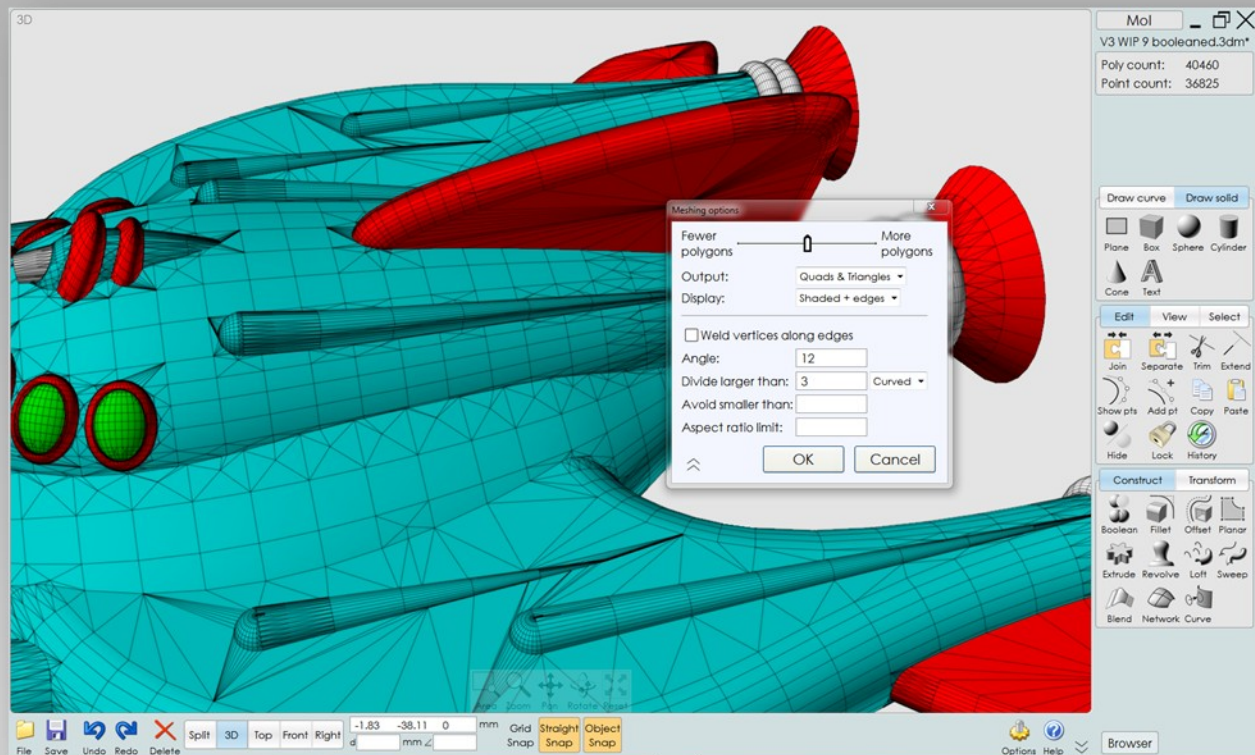
By adjusting the "Divide Larger Than" value, we can break up the long faces into smaller ones that will work better in **Octane Render**.

Octane Render

Launch **Octane Render** and review the *OBJ Mesh Import Preferences.* Click on "File" and then "Obj Mesh Import Preferences."

There are a few values that are important to ensure a good render.

1) Scale

2) Object Smoothing

Scale

> Scale is important to ensure that the light calculations (and DOF) are correct for the model. **Octane Render** assumes that 1 unit in the model is 1 meter. The optimum solution is to properly scale the model prior to export. If that is not possible, use the "Scale" settings to adjust the scale of the imported model.

Object Smoothing

> Check the "Import per material smooth value" and "use OBJ vertex normals if supplied". This will allow Octane Render to use the high quality vertex normals.
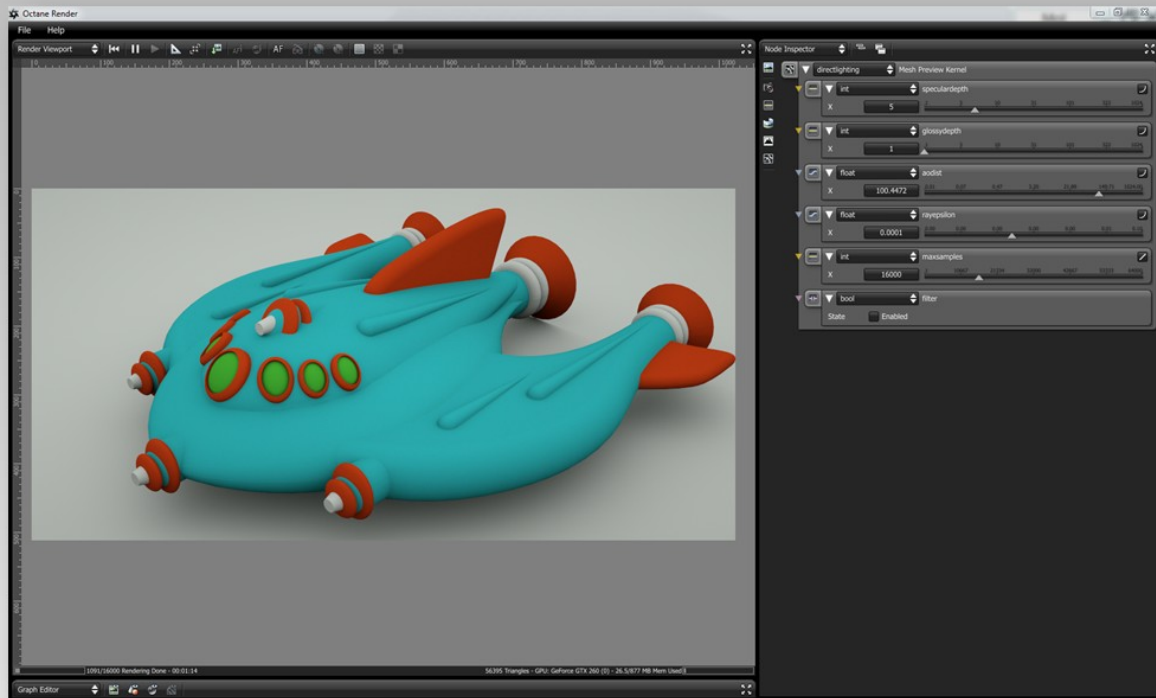
Import the MOI3D exported file. For an overview of the workflow in Octane Render, review the videos here:

Alpha Preview

http://www.youtube.com/watch?v=2bg_IxQFGMg

1.0 Beta 1 Overview

http://vimeo.com/10155587

As can be seen from the screenshot, all of the subtle curves are properly displayed.

After a few tweaks of the materials, the following image was then produced with a 37 second render time on a GTX 260 video card.