





Raw Render

-- Read Before Use --

1. For 3ds max 2011 or higher version only!(3ds max 2013-2014 recommended)
2. All models are created in Octane 1.18 . Any version lower than 1.18 may/may not cause issue.
3. Extremely materials optimized for Octane render(GPU) with lower texture count(1 or 2 image map per model) and lower Vram.(Octane can only read 144 diffuse texture)
4. For Architecture Viz/Animation only (High poly exterior ready for close look) ! Poor detail for the interior (Low poly , without texture , simple material setup)
5. Ready for Daytime and Night time situation. (By default they are all OFF for day light)

Contains 3 different lights(black-body) setup :

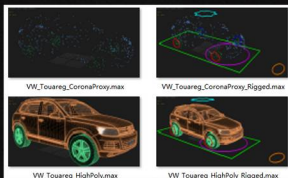
1. Light Red : tail lights and High-mount stop lights
2. Light Warm: LED turn Light(can be animated)
3. Light Cold: headlight with 6500K temp



4. All light materials are optimized for render speed.(For night view render, you can change the Power value=50-100 to turn on the lights.

6. Each car contains 4 different 3ds max files :

1. High Poly (original mesh)
2. High Poly Rigged (original mesh for animation)
3. Corona Proxy (converted into proxy files)
4. Corona Proxy Rigged (proxy for animation)
5. You need to install Corona Render first(Free)



6. I highly recommend using Corona Proxy file to improve 3ds max viewport performance.
7. All models are made in 3ds max 2013-14! If you open max file in lower version , an error pop up window will show! But it will not affect any render result , please ignore that!
8. If your own scene still reach 144 textures limit. You can ignore all textures directly coming from cars(All cars sharing the same license-plate texture image)
9. Carpaint material library attached(*.mat) You can easily changing carpaint color by applying a new carpaint material to ID=1(ID tag = carpaint)
10. For rigged car animation example , please refer to the video tuts on kshane.com!(no extra plugins needed)



[watch sample video here](#)



[watch video tuts](#)



Faces:258695
Texture:1
Vram:90MB

13_BMW_550i



Faces:396742
Texture:1
Vram:117MB

14_VW_Passat



Faces:237642
Texture:1
Vram:83MB

15_Infinity



Faces:896252
Texture:1
Vram:204MB

16_Audi_R8



Faces:356901
Texture:1
Vram:123MB

17_Jeep



Faces:308119
Texture:2
Vram:102MB

18_BMW_535



Faces:579483
Texture:2
Vram:155MB

19_BMW_X5



Faces:247185
Texture:2
Vram:88MB

20_RR_Ghost



Faces:339916
Texture:1
Vram:107MB

21_Audi_A6_TDI



Faces:149758
Texture:2
Vram:73MB

22_BMW_750LI



Faces:403773
Texture:1
Vram:126MB

23_Benz_ML63



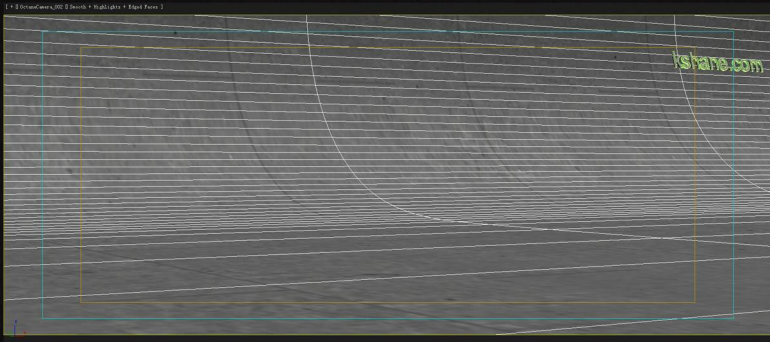
Faces:161721
Texture:1
Vram:85MB

24_LEXUS_GS350



Render time : 30s-2m @ 1200x500 gtx680M-4G

[+ - OctaneCarModels_002 | Search | Highlights | Rapid Photo]



Sample Scene