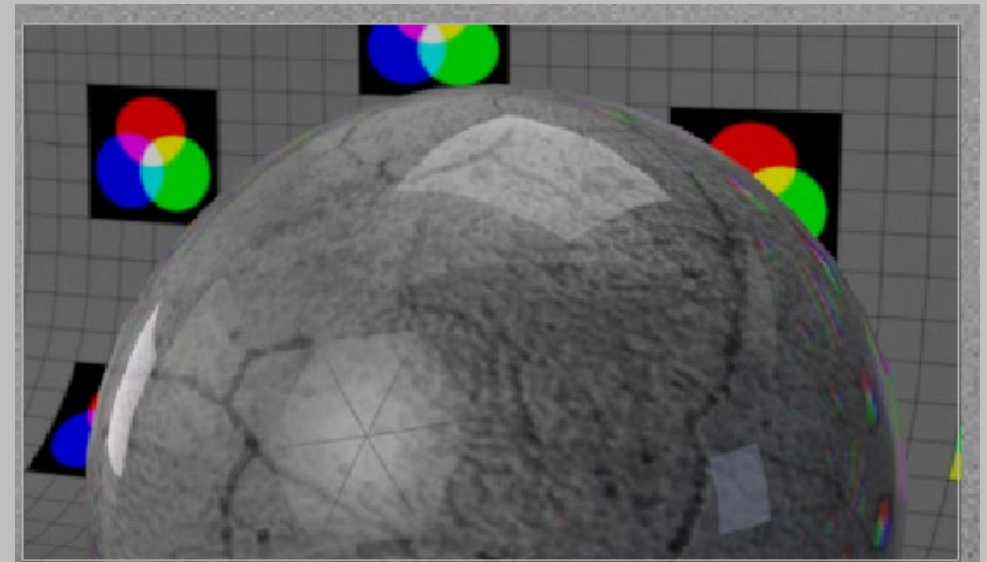
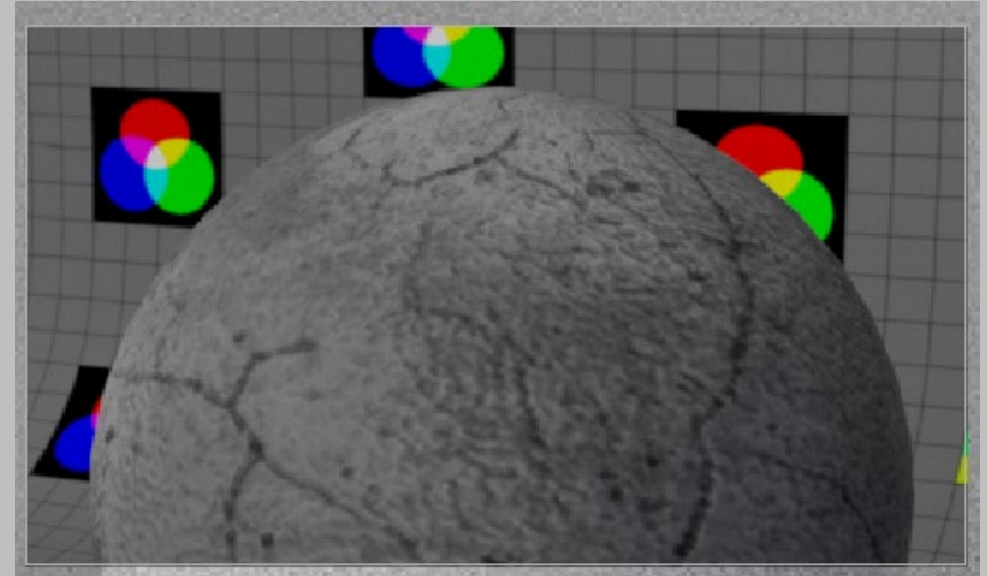
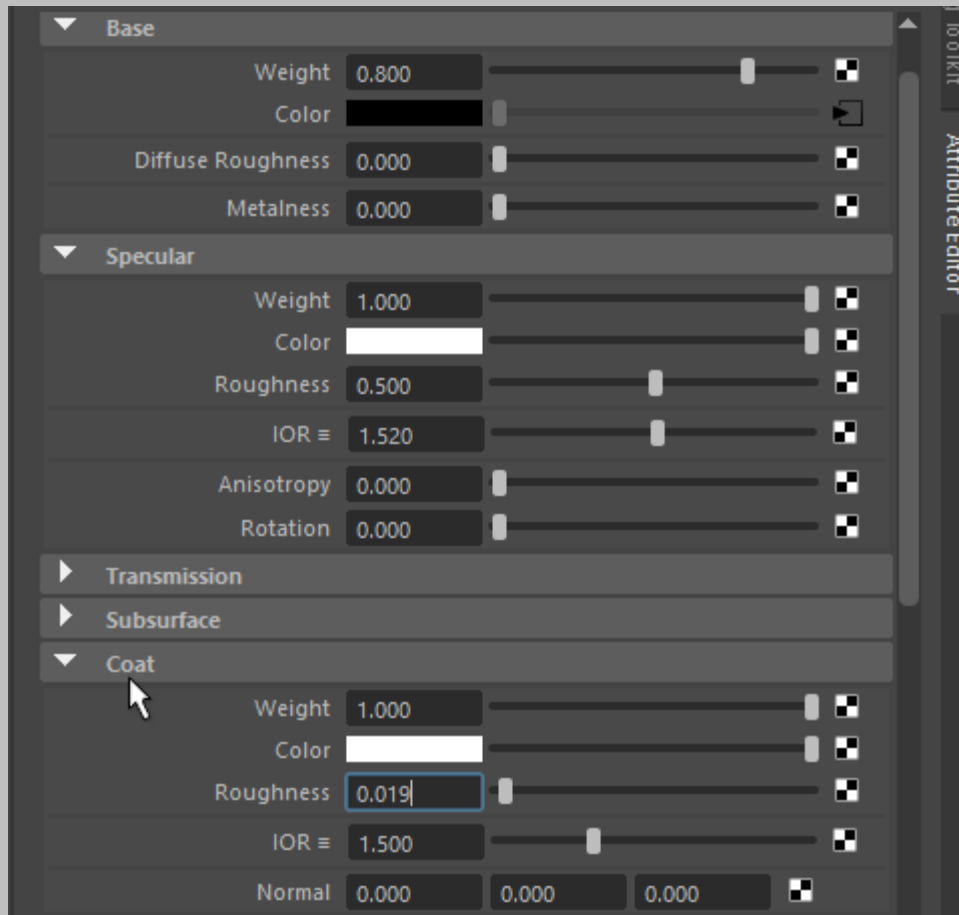
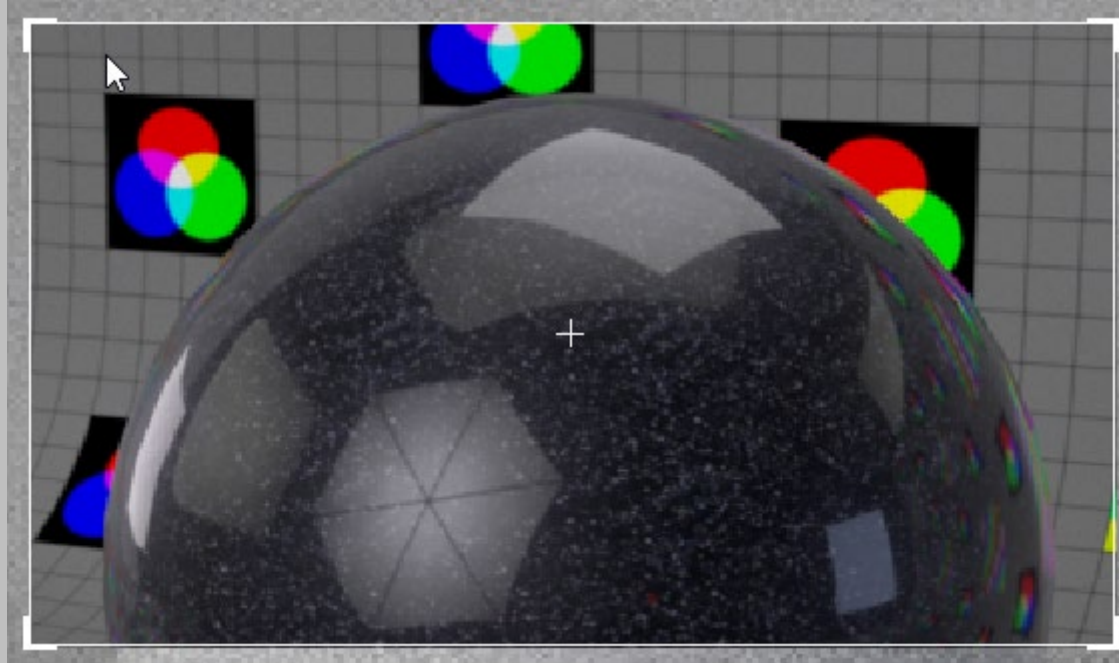


LIGHTING IN ARNOLD 2

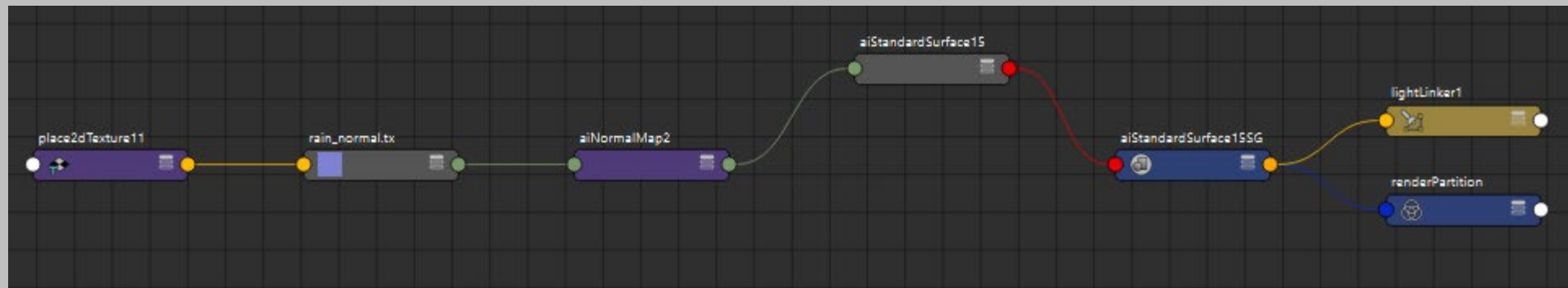
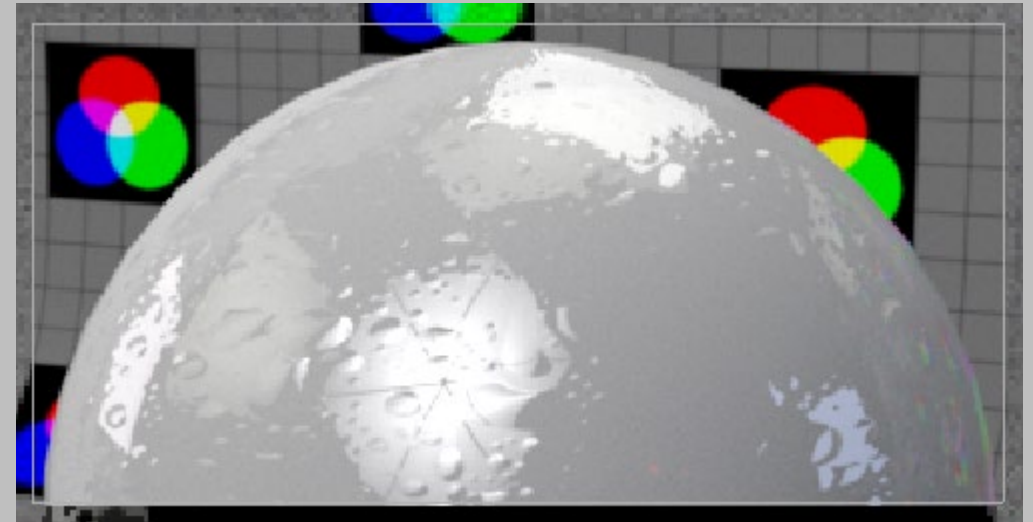
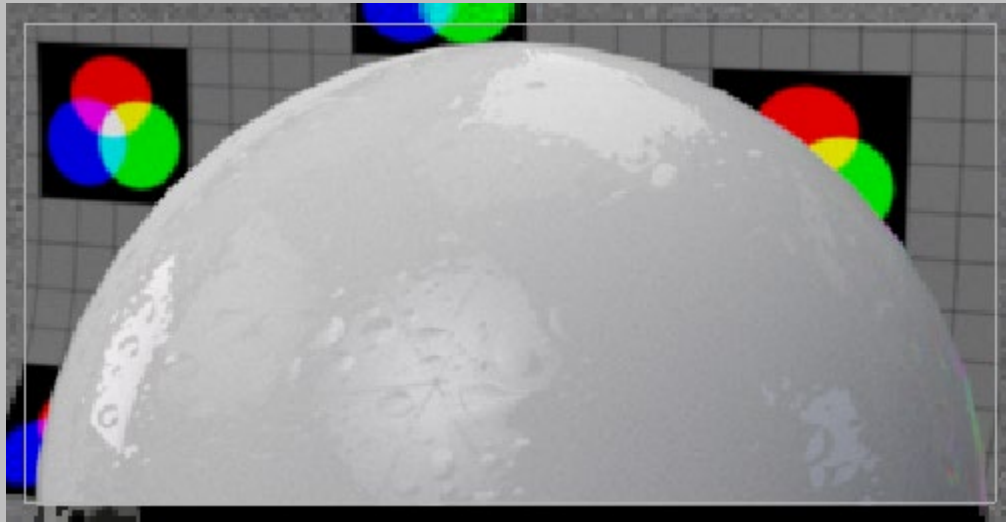
Continuing Work on the Arnold Standard Shader—
Coat is cool—it adds a transparent or semi-transparent clear coat over the top of the base and spec—
In this case the texture map is showing up still bumpy under the clear coat—



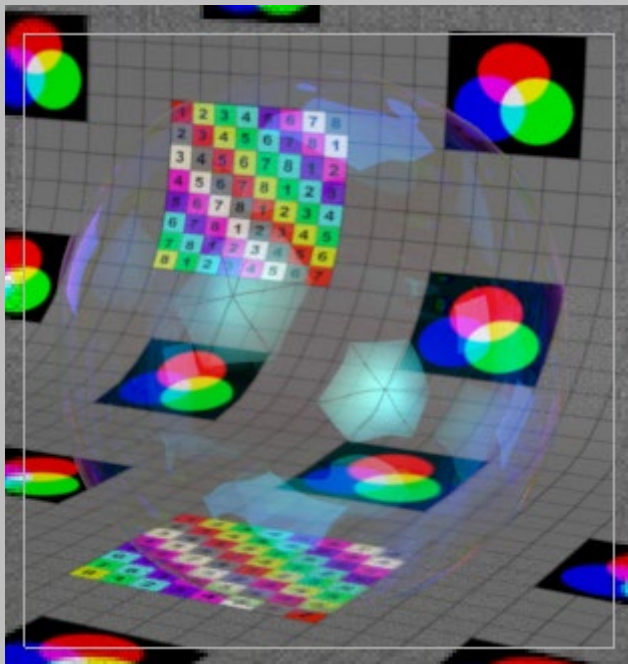
**This may be a cheap solution for car paint if you do not have the latest Arnold update—
The below has a simple flake color map in the base channel, and a clear coat--**



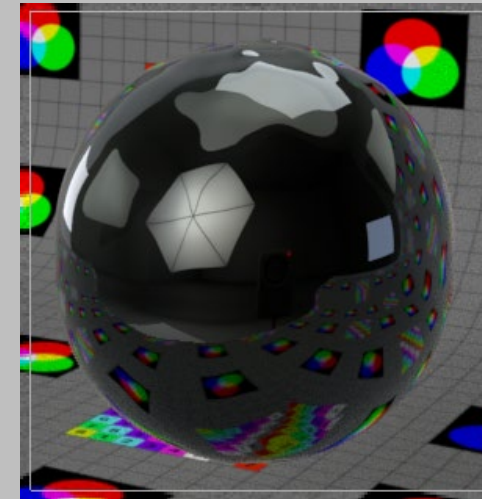
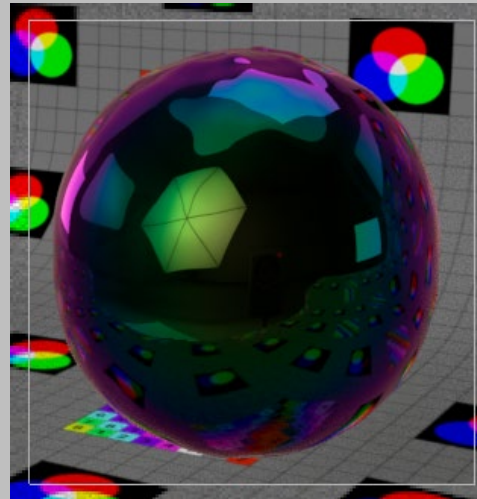
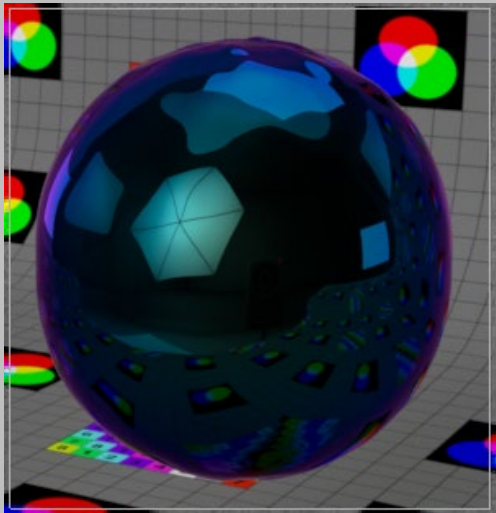
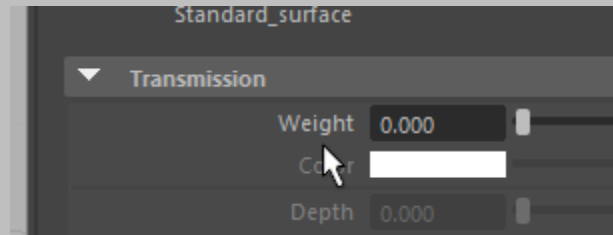
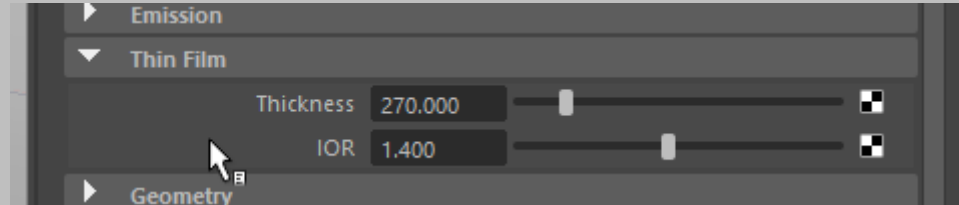
The Normals option is weird—you can plug in a normal map to perturb the surface of the coat—I plugged in a normal map of water droplets and got a kind of rain on glass effect...



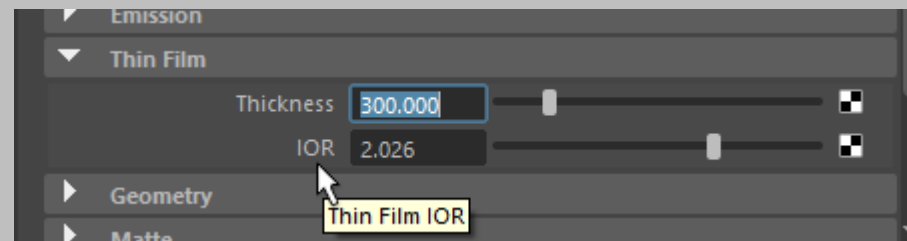
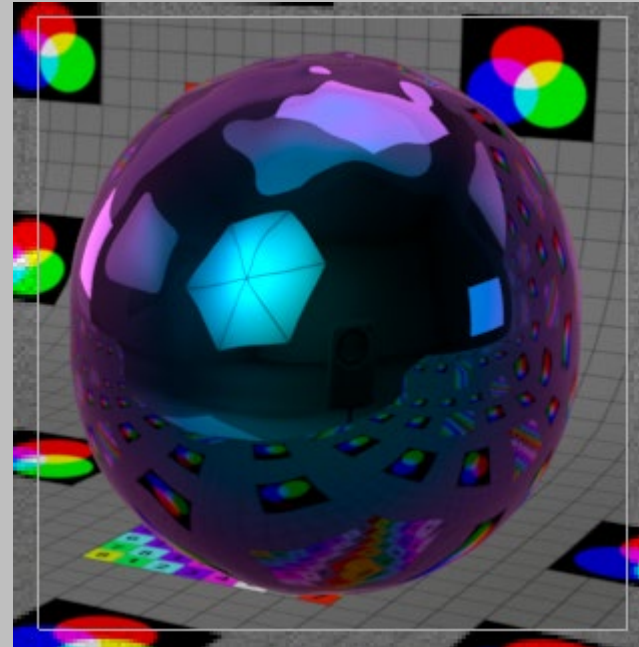
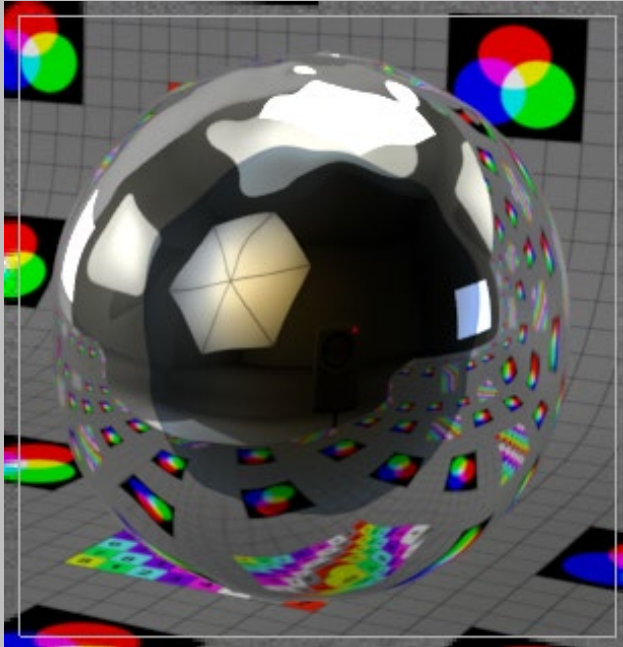
The Bubble preset is OK, but here is how it works and can be tweaked--



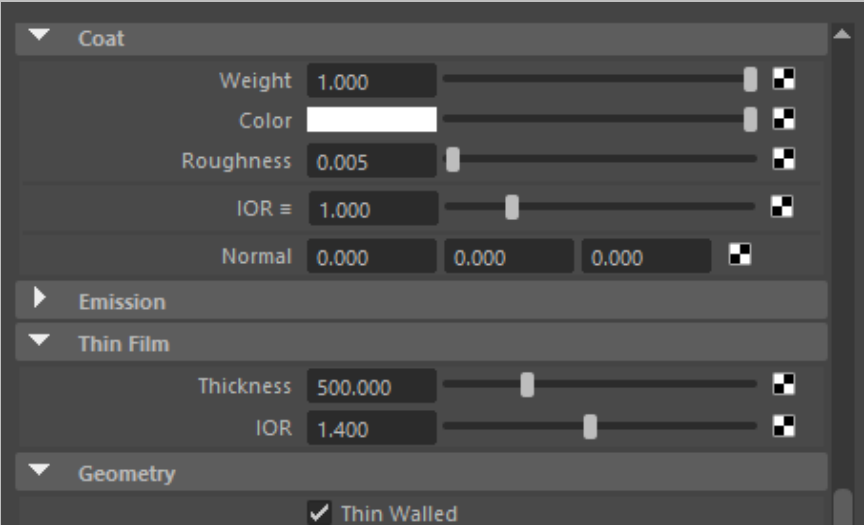
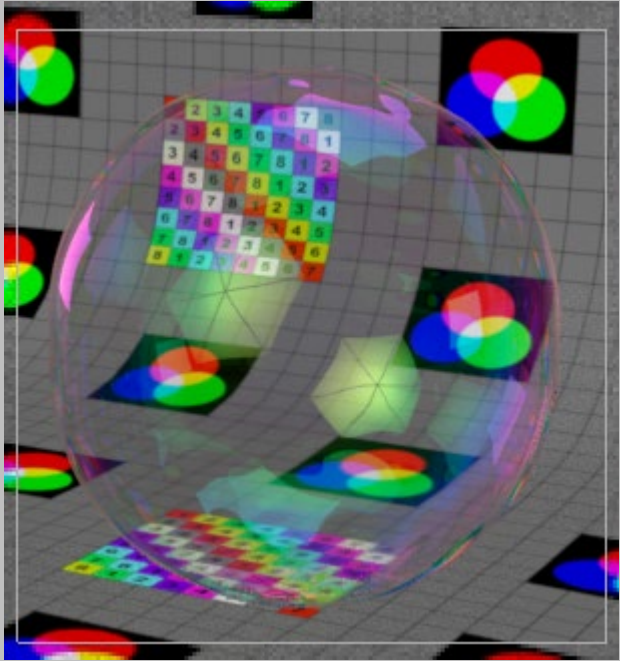
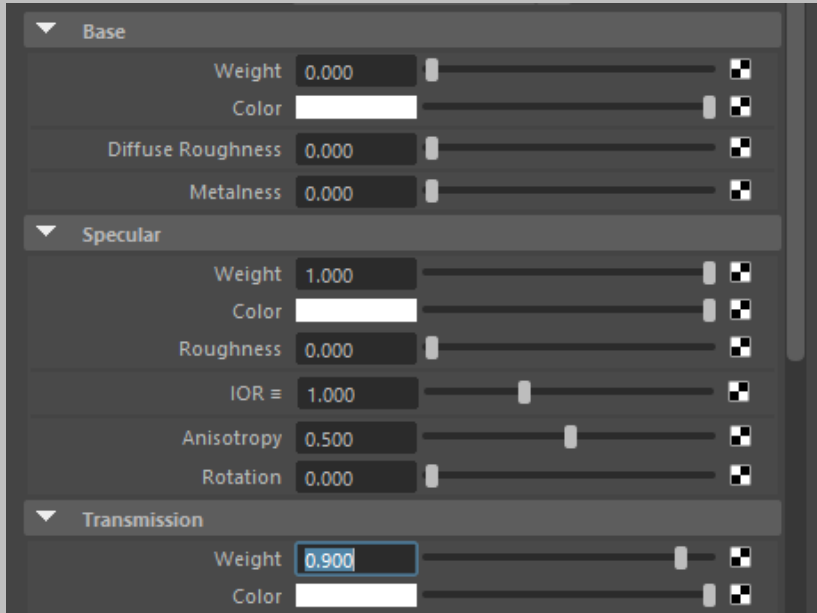
Most important section is the thin film—thickness is in nanometers—270 is the default, but you can try different Values—try turn OFF the transmission, and play with the thickness for some cool effects--



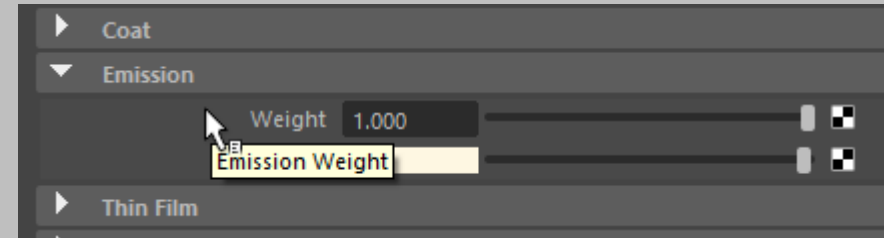
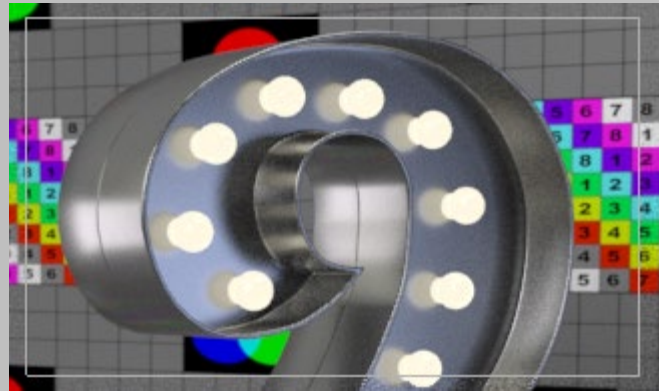
Changing the IOR can do some interesting things as well--



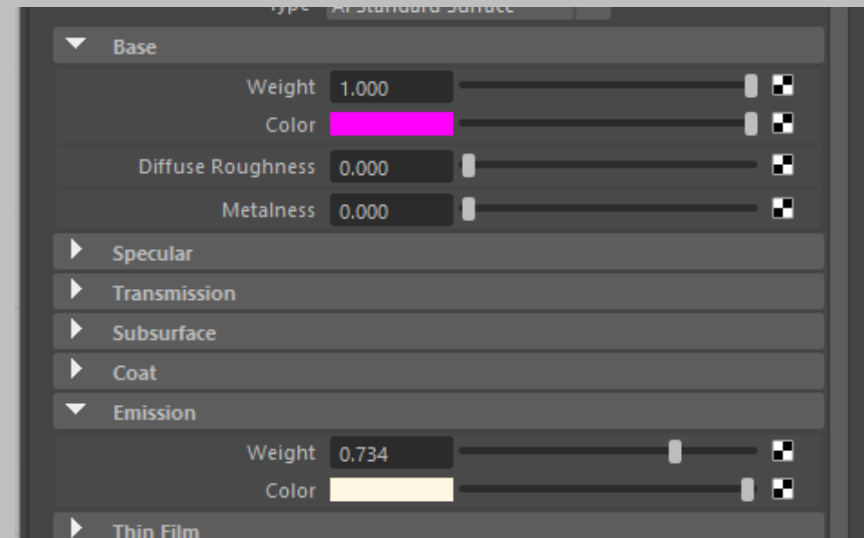
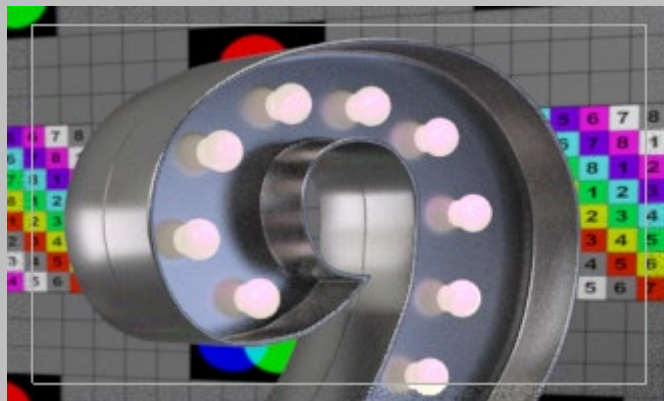
Here is a better bubble shader—



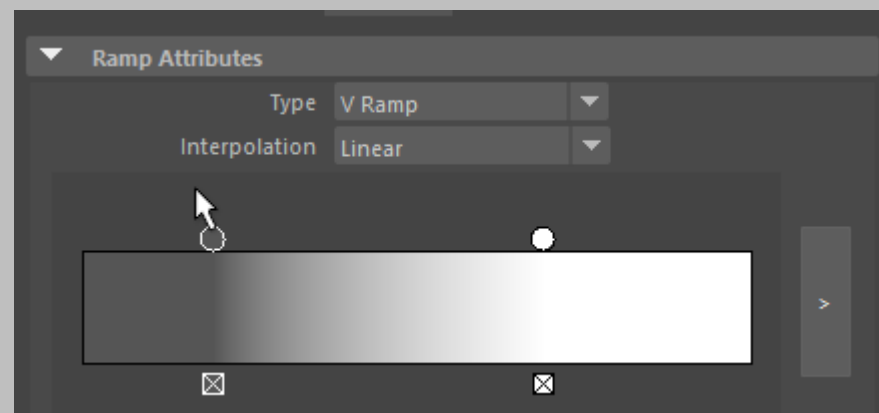
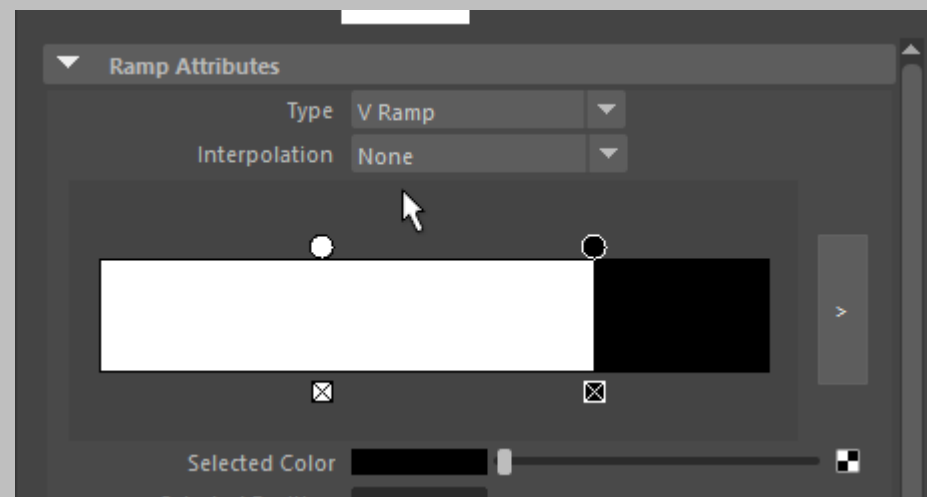
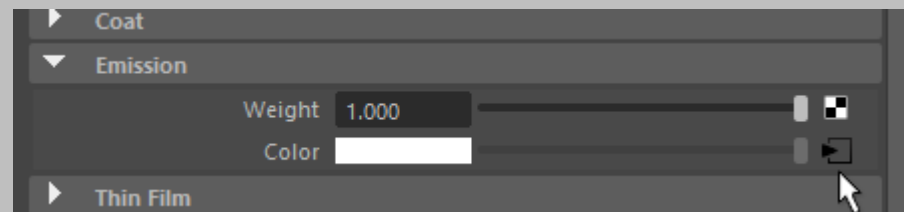
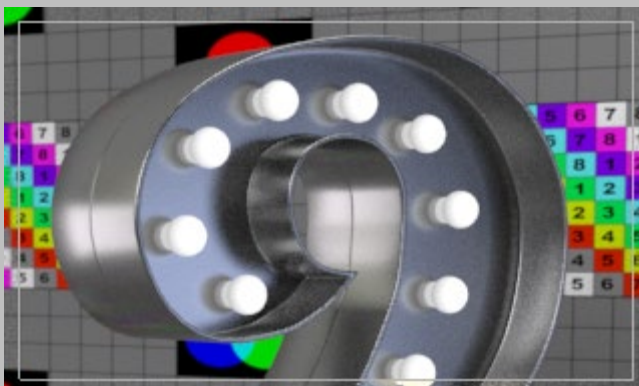
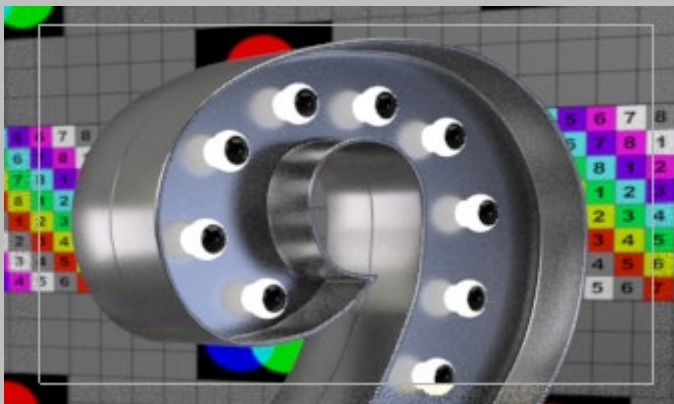
Emission is pretty standard, I have heard that the mesh light option is being deprecated in future releases though...this is the std light bulb shader--



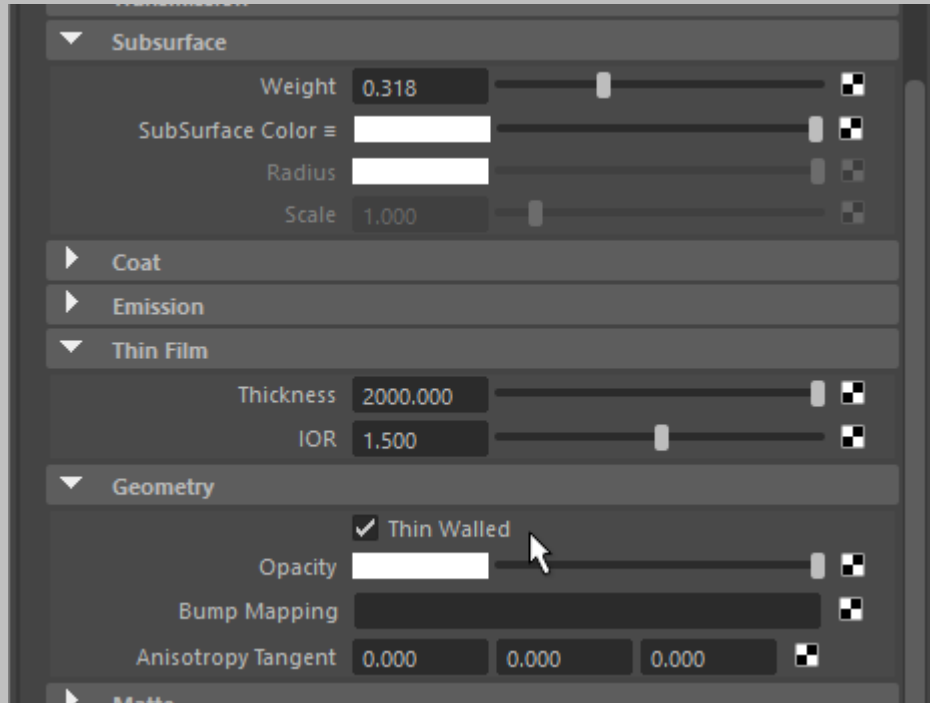
Mix a little base color for some variation--



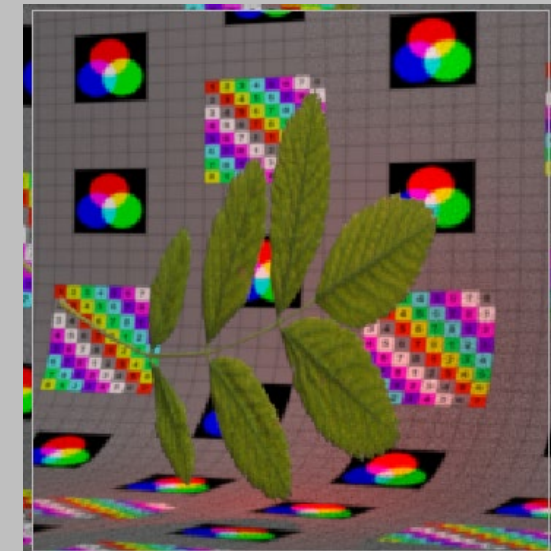
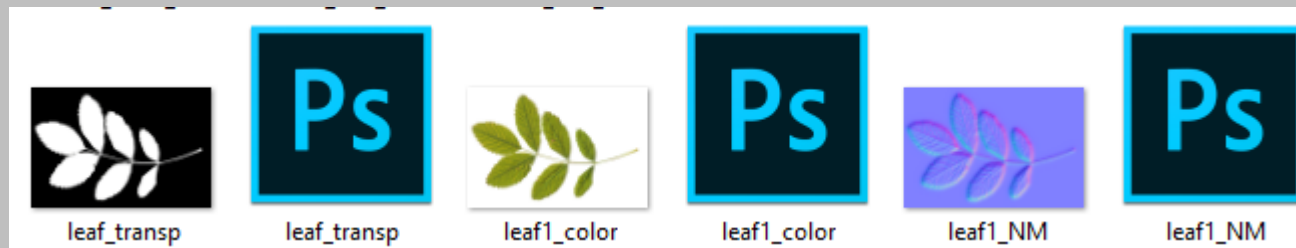
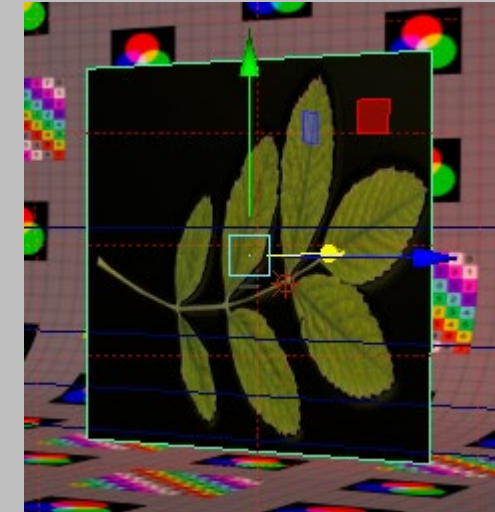
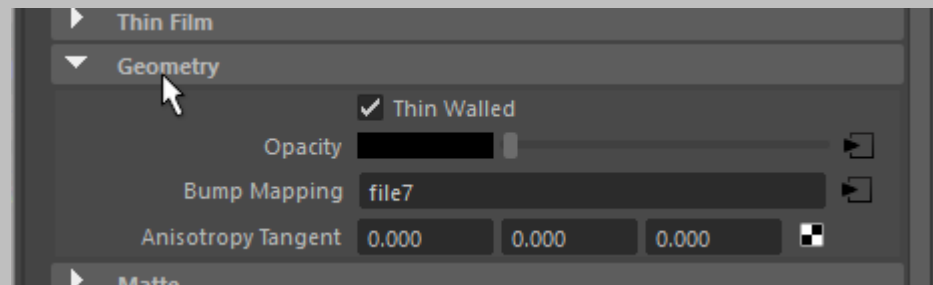
Ramps or other textures can add interesting effects to the emission--



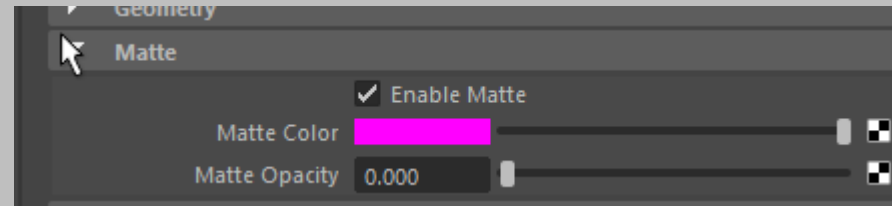
Thin walled can be used for things like lamp shades or semi-translucent objects like curtain shades—
The trick to get it to work is to add some SSS—there is a point light inside the lamp shade geo in the below--



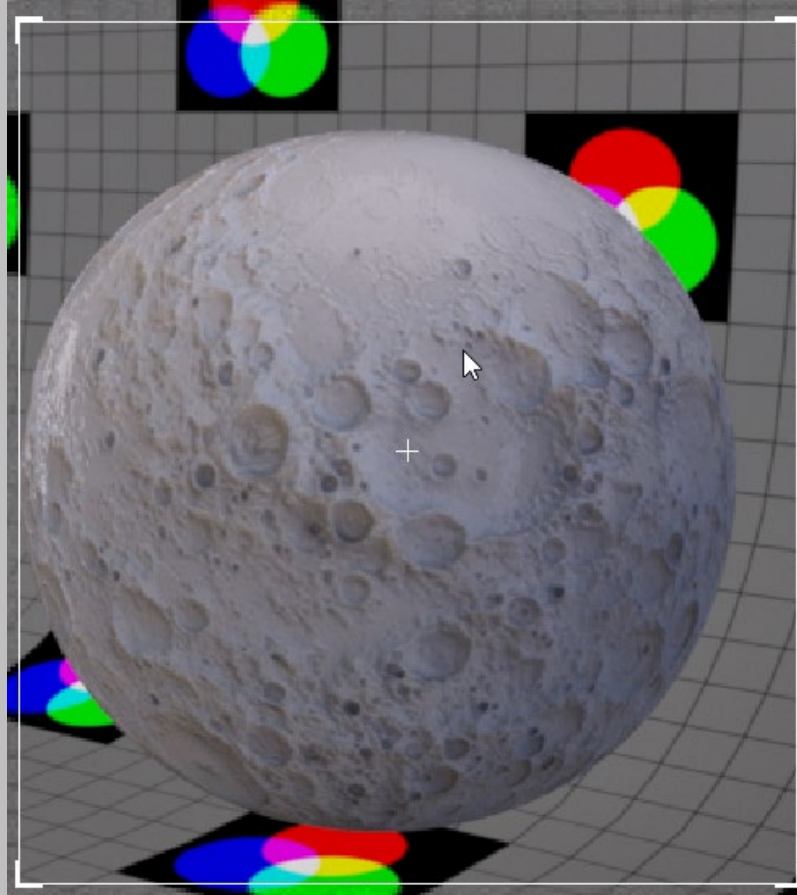
The geometry section is where most importantly you specify transparency for things like cut-out texture maps—
A black and white texture map is used for cutting out holes in objects—normal maps can also be applied
in this section—thin walled works on texture maps, see the red light behind the leaves partly shines through...
Remember to make the object transparent



Matte option is cool—enable to add a flat shader (not affected by light)—this is useful for cutting out or selecting Your object in Photoshop or AE etc..



Just too purty...



Next week will continue with more advanced shaders such as hair...