

## VRayScatter / Forest Lite / Forest Pro

- Great tool for instancing hundreds of thousands / millions of objects. Have already rendered 500,000 trees that were 200,000poly's each - 100,000,000,000 or 100 billion poly's...
- Reasonable memory footprint typically just using a gig or two...
- Need to be careful of opacity maps
- Can be used for more than just plants - rock's, crowds of people, cars in parking lot, etc

\* VRayScatter only works with VRay and costs \$285. <http://rendering.ru/index.php/plugins/vrayscatter/>

\* Forest Pro is an alternative to VRayScatter and works with MentalRay and VRay and costs \$285.

<http://www.itoosoft.com/english/menu.php>

\* Forest Lite is a **FREE** version of Forest Pro that works with Mental Ray and VRay. Limited set of features but still allows render time instancing - this is what we used to determine that we could really use this functionality in our pipeline.

<http://www.itoosoft.com/english/menu.php>

## RPManager

- Passes great for minimizing mistakes
- Can be used to manage scene changes / visibility.
- For my workflow - it's great for eliminating errors with calculating maps and with so many cameras it keeps my naming consistent.
- Makes it very easy to matte objects by overriding each xref scene with a new material
- This is one of those tools that you tend to be driven to because you need a solution. Check out the evaluation if you're curious whether it can improve your workflow.

RPManager works with all major render engines and costs \$200 for the first license. A personal license limited to 2 passes is available for evaluation. <http://rpmanager.com/>

## After Effects

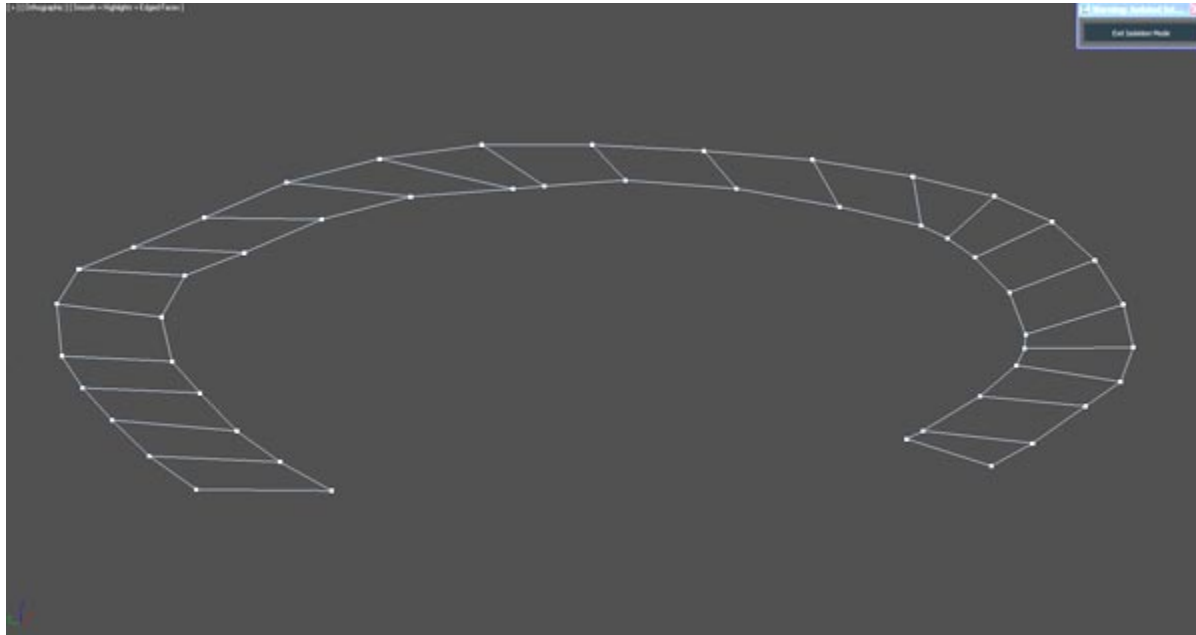
- Export 3D cameras, pivot points and lights to AE for compositing in 2D people or video
- Can apply the above technique to quickly shoot some green screen people, key out the green and then place into a 3D environment.

Free MAXScript needed to export data from Max to AE - MaxFX. <http://www.scriptspot.com/3ds-max/maxfx-scene>

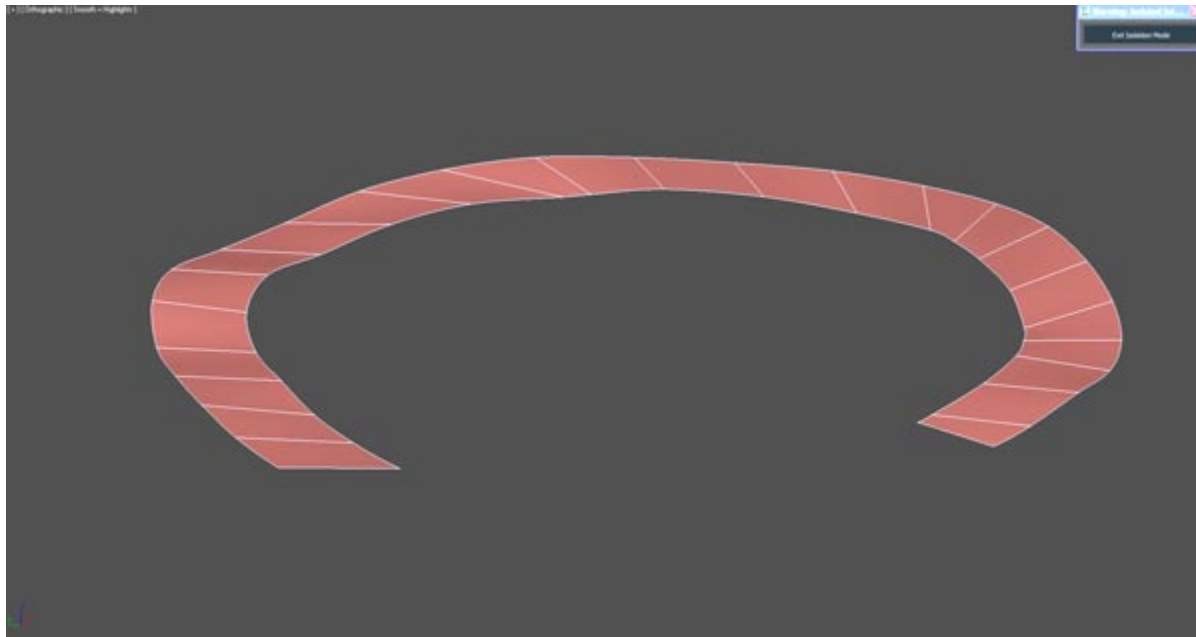




Step 5: Using the create line tool, connect the edges of the spline together so everything is perfect quads. Attach all lines together.



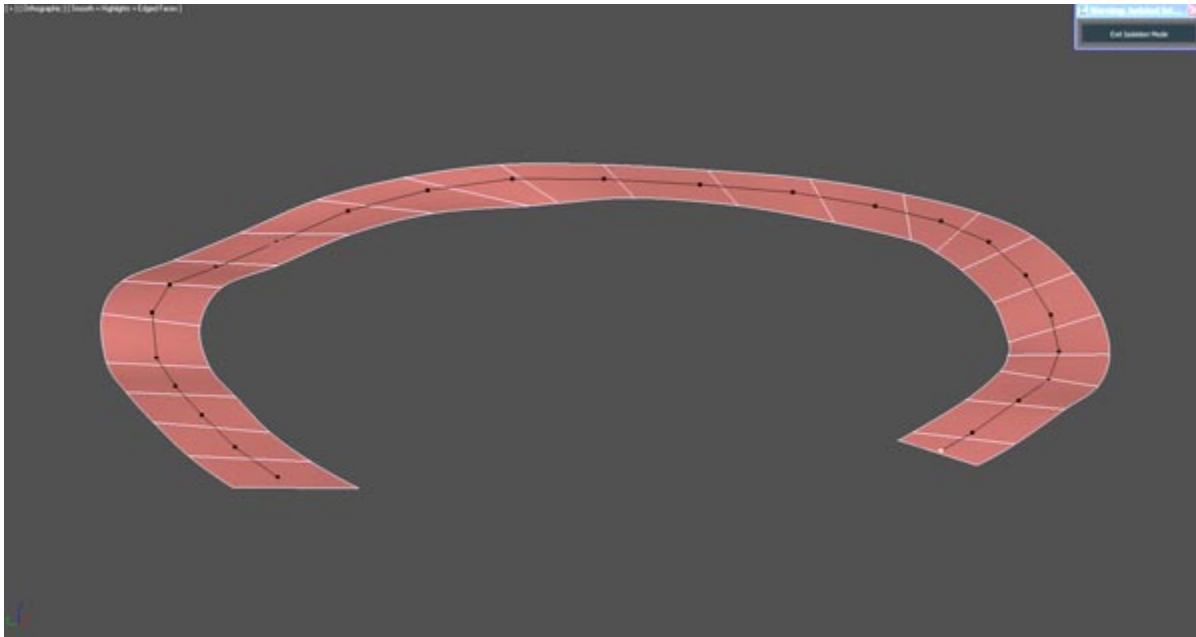
Step 6: Apply the surface modifier



Step 7

(option 1) Jumping back to your spline, use the Outline option in spline sub object mode to get a line that runs down the center of your surface

(option 2) Copy your surface object, set it's steps to 0 ,collapse to edit poly, go to edge sub object mode, click one of the lines that cross the road and click the "ring" option to select all the cross edges then click the "connect" button to create a connecting line that runs down the center of the road. Then click the "create shape from selection" button and delete the object.



Step 8: Apply a unwrap UVW modifier to your surface, go to face sub object and select everything, then click "Spline Map" in the modifier panel and pick the spline that runs down the center of your road and change the mapping type to planar and voila you have perfect UV's. Of course you'll need to throw on a material with a texture and when you do it should look something like this.

