

Process Of 3D CG Ready

1. Extract the downloaded RAR file.
2. There is a 'Maps' folder in the extracted files, you will get all useful textures inside it. Rather than this, you will get, final render image, 3ds Max file, .fbx format file, .obj format file, 'help' text file and post-production (PSD) photoshop file etc.
3. 'Help' text file is provided to know how to use the 3ds Max file.
4. You need to open a file in Autodesk 3ds Max- 2011 for V-Ray 2.10 and for Autodesk 3ds max 2018 we have used VRay Next version.
5. The file includes the low poly 3D Model, Textured scene & Advanced lighting setup. To make file handling easy, we have used a proxy of trees. If you want to check this out then you can select 'preview from file' to see the proxy.
6. We have used advanced level texturing, the materials and its lights & used settings are kept in a separate folder. To get all textures & proxies related files, go to Extract Folder->Maps Folder.
7. We have used advanced realistic V-Ray lighting, Environment settings, Render setting, we have also provided all settings of V-Ray Sun. You can get detailed settings of V-ray Physical camera & V-Ray Render along with it.

8. We have provided extra formats rather than this in 'Extract Folder', which includes .fbx, .obj files.

9. You can import .fbx file in 3ds Max. You can see file related textures, all textures are there in the 'maps' folder.

10. In the same way, you can import .obj file.

11. For post-production, Photoshop CS6 is been used here. All layers are properly used, we have focused on adjustment layers, mixing and cinematic post-production.