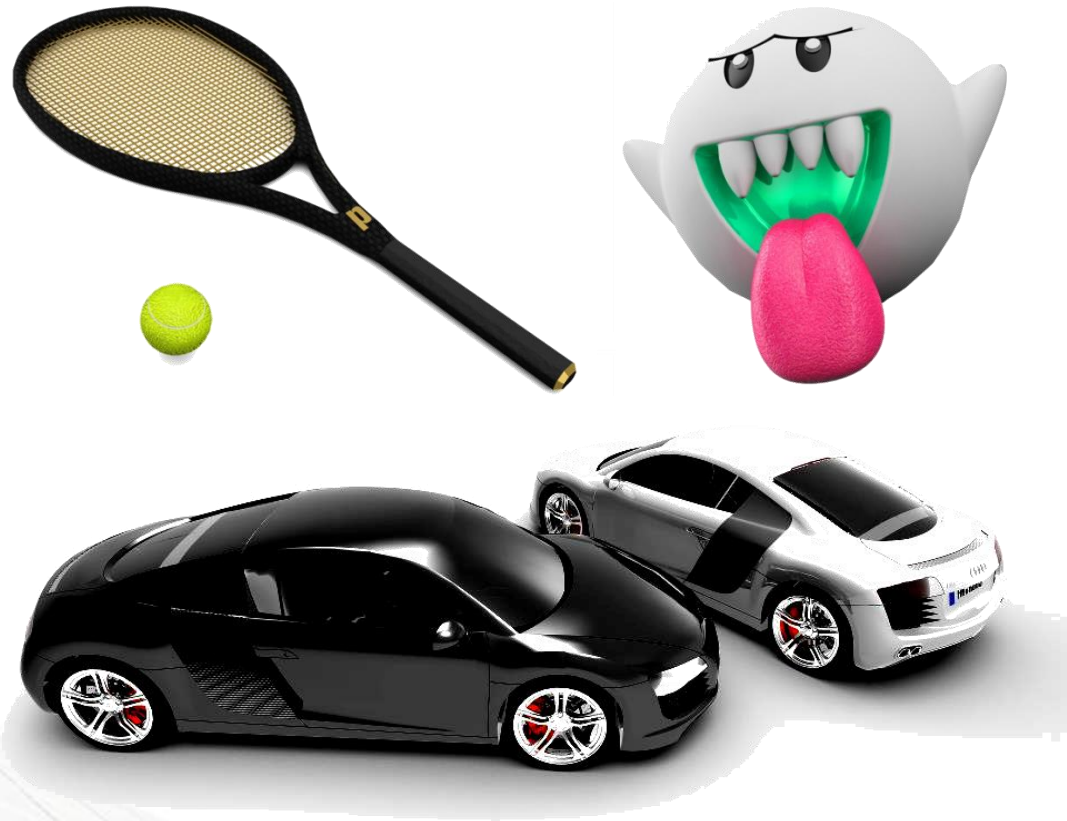


Creo Advanced Rendering Extension Workshop

12-2pm 5 March/2012



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A PTC Product

PTC®
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product
development
company

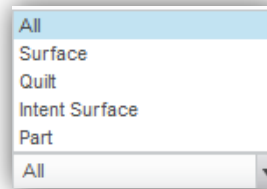
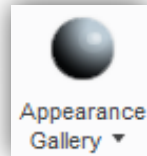
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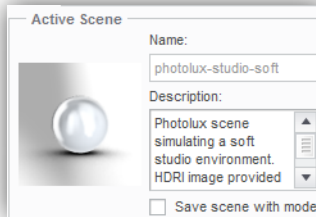
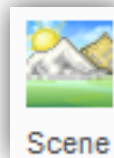
- Fast Renderization.
- 3d Rendering and Design process.
- Rendering setup.
- Apply Appearances.
- Add new Appearances and create.
- Bump, Textures and Decals?
- Apply Scenes, room setup.
- Add new HDR images.
- Recommendations.
- PTC Challenge.

5 Quick steps for fast render:

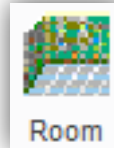
1. "Paint" your model.



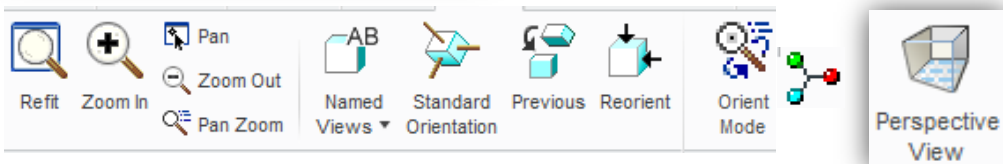
2. Put onto a scene



3. Model on the floor



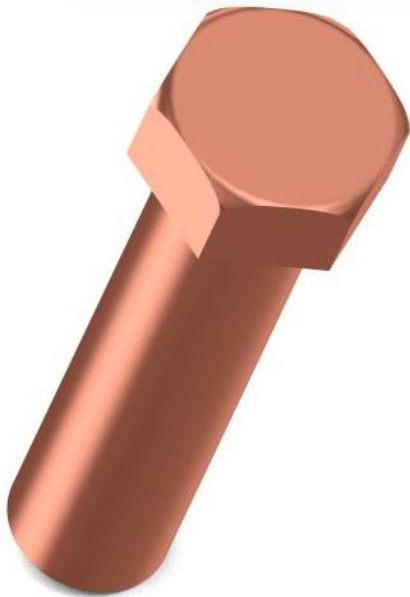
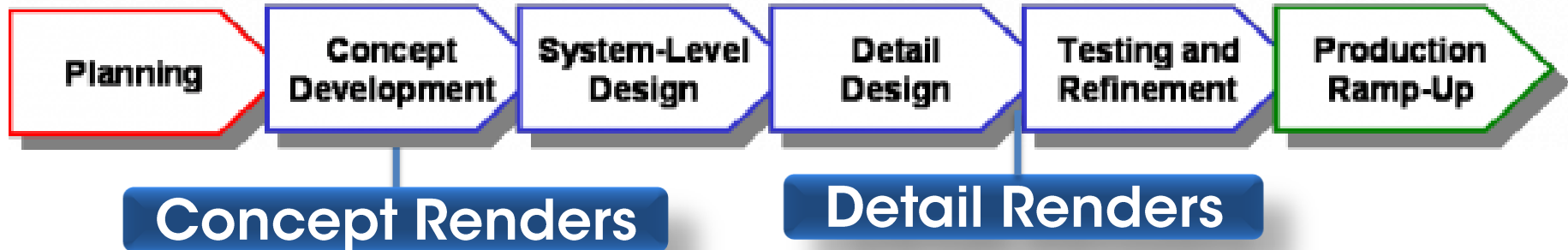
4. Orient your model for a shot



5. Render



3d Rendering and Design process



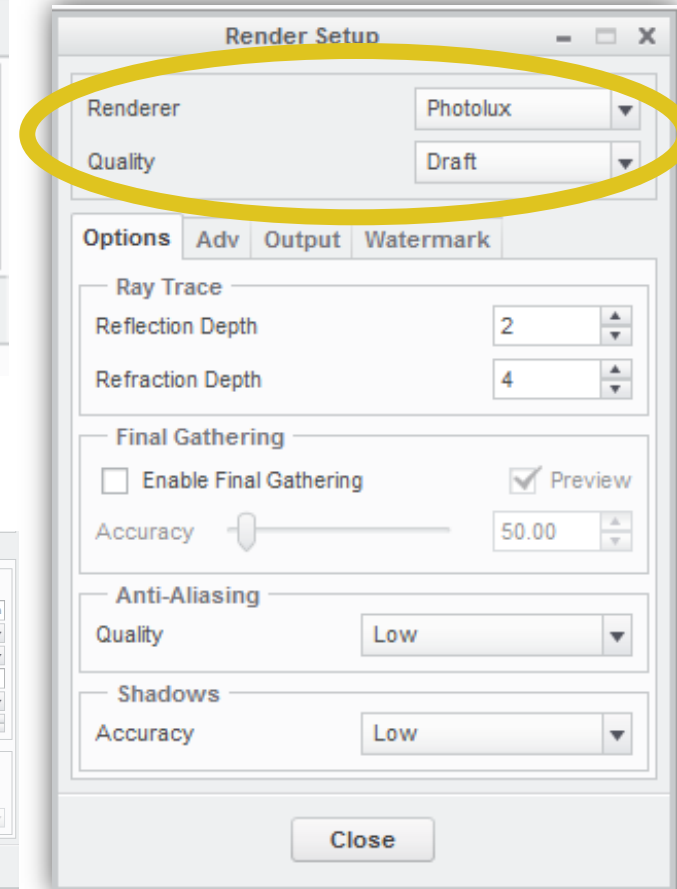
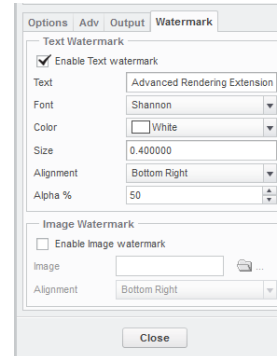
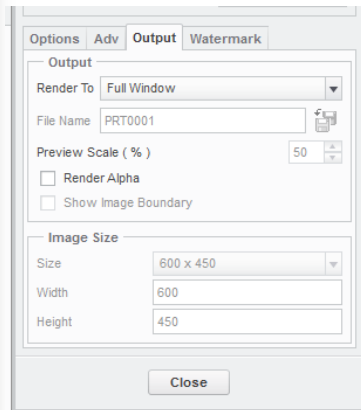
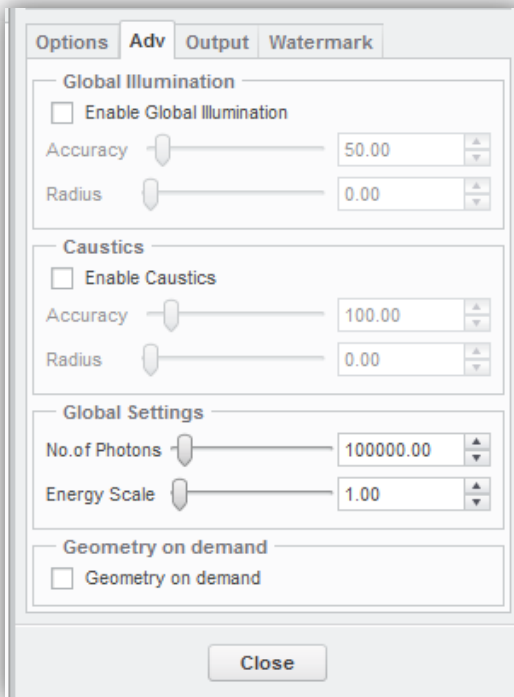
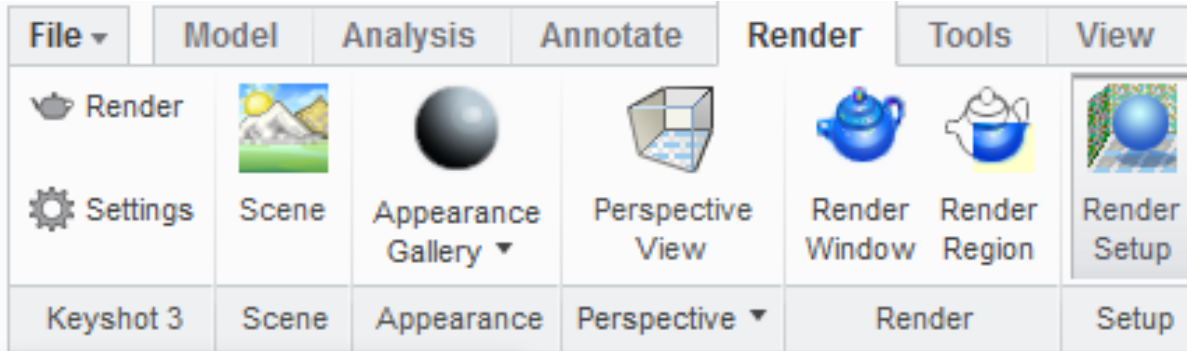
Creo Parametric - Advanced Rendering Extension



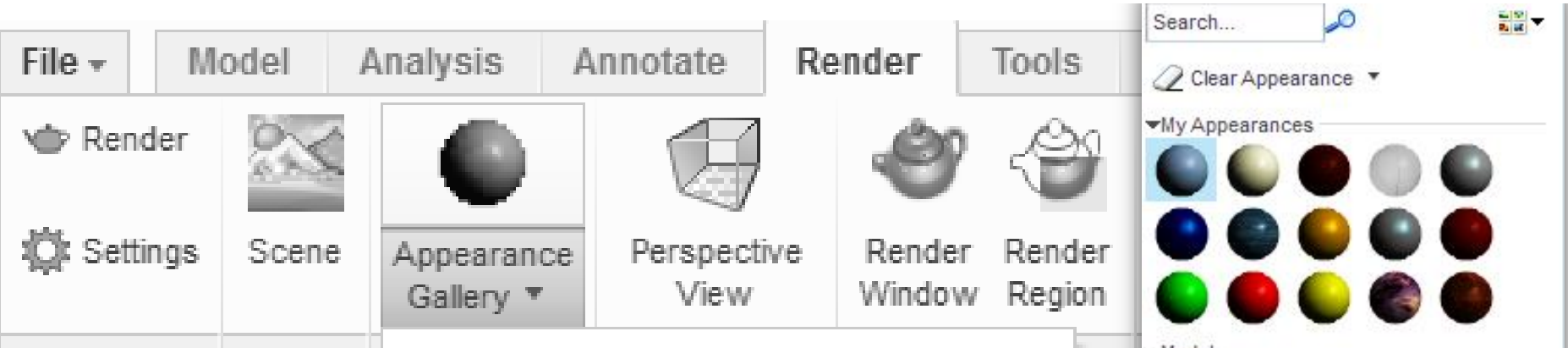
Creo Parametric - Advanced Rendering Extension

Ulrich and Eppinger's Product Development Process.

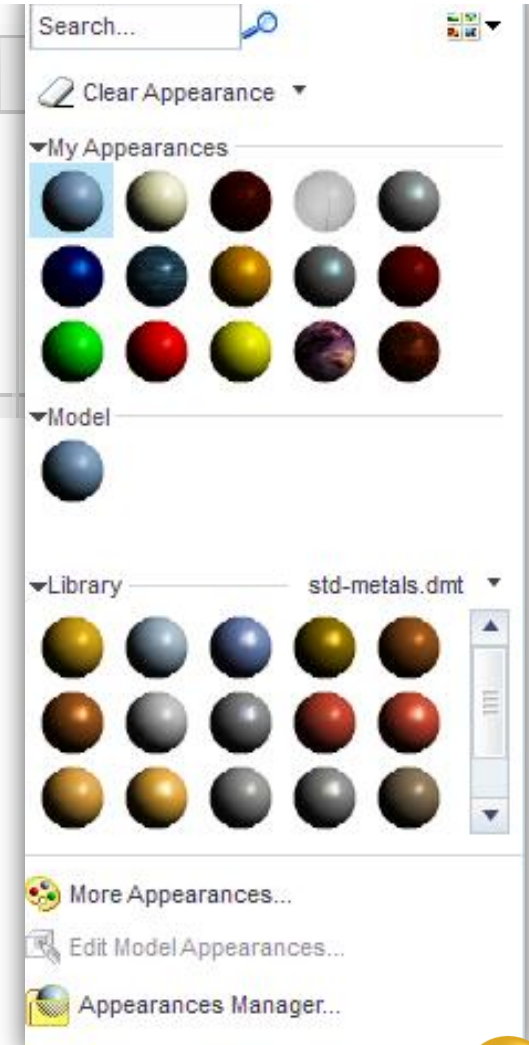
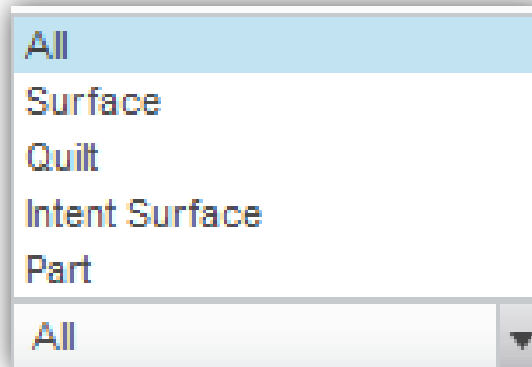
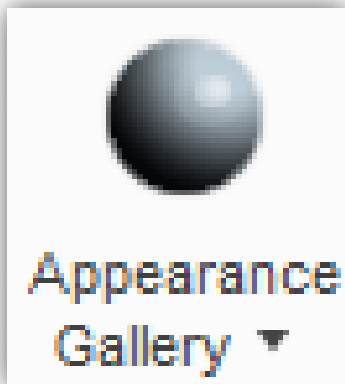
Rendering setup



Apply Appearances



“Use filters”



Add new Appearances and create

- Where i find new Appearances?

[Creo ARX Community](#)

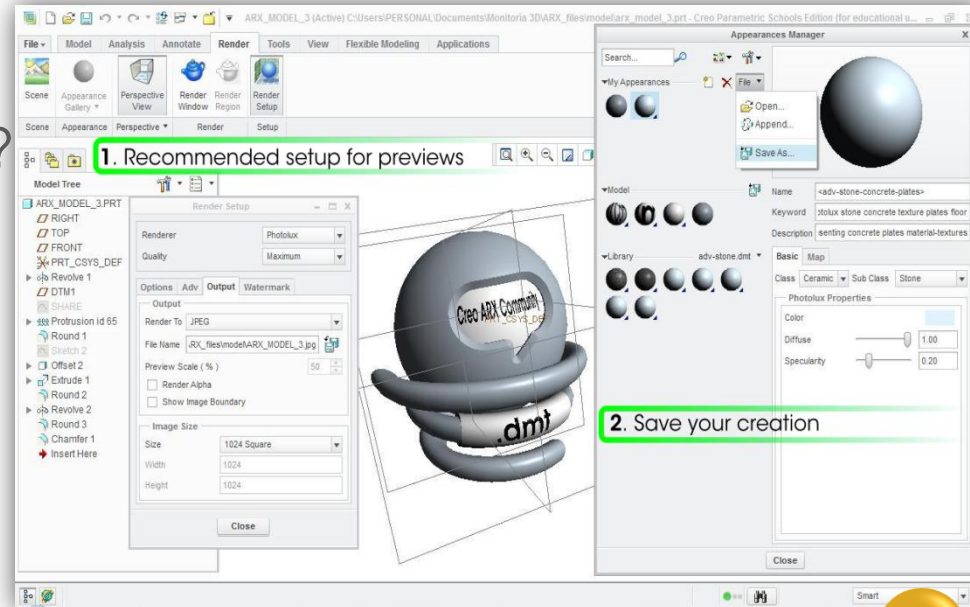
- How i add new Appearances?

[Video Tutorial](#) (*.dmt or *.map extensions)



- How i create new Appearances?

1. Get model.
2. Follow this picture.



Bump, Textures and Decals?

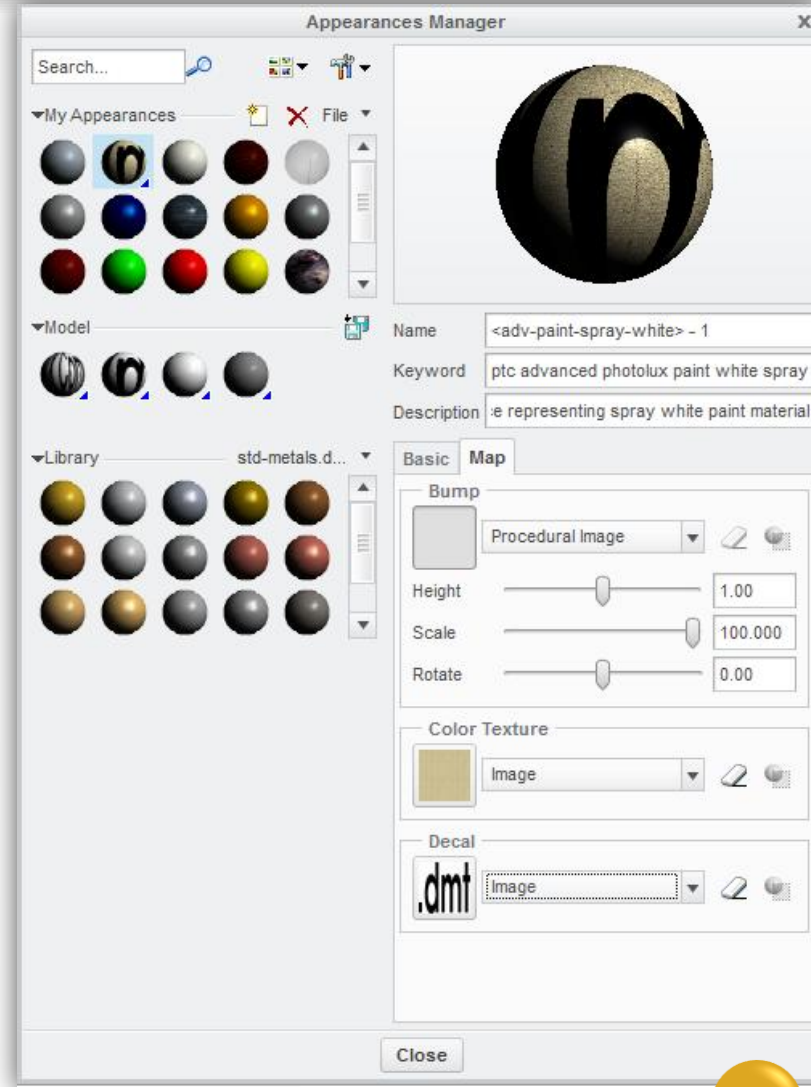
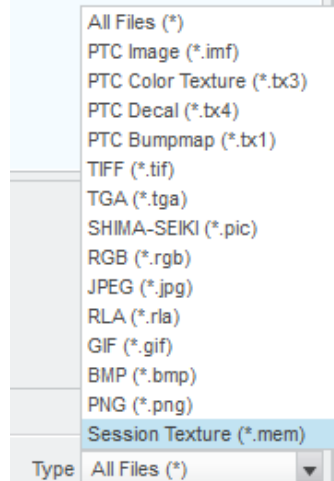
Just Texture



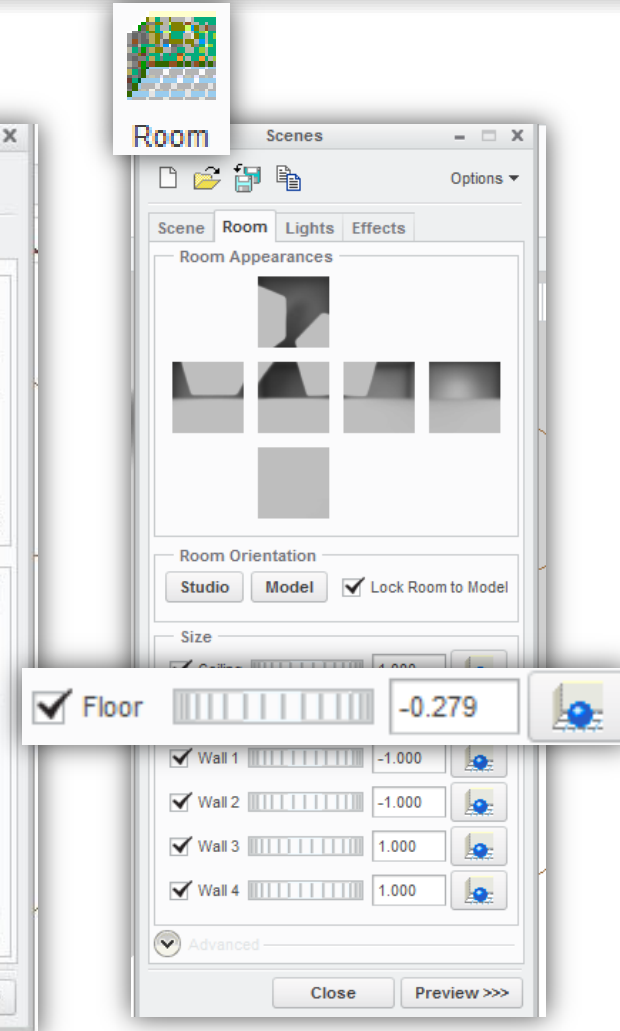
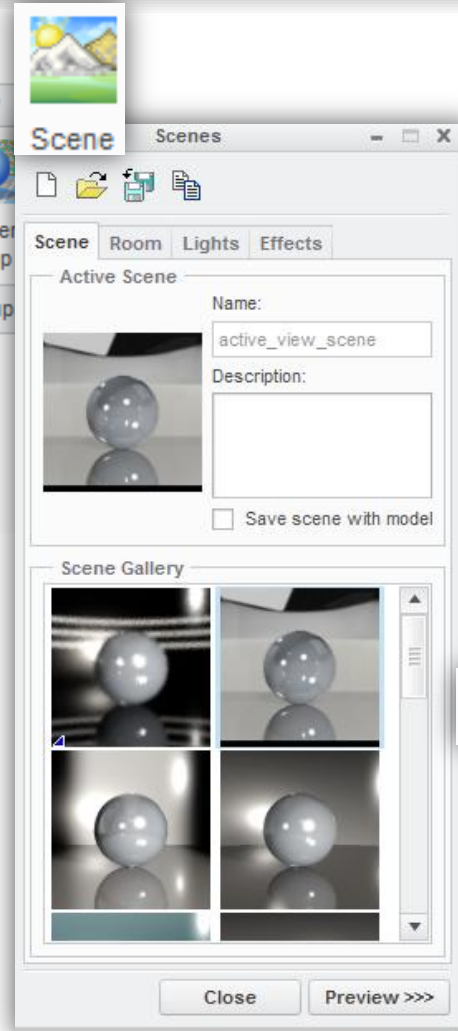
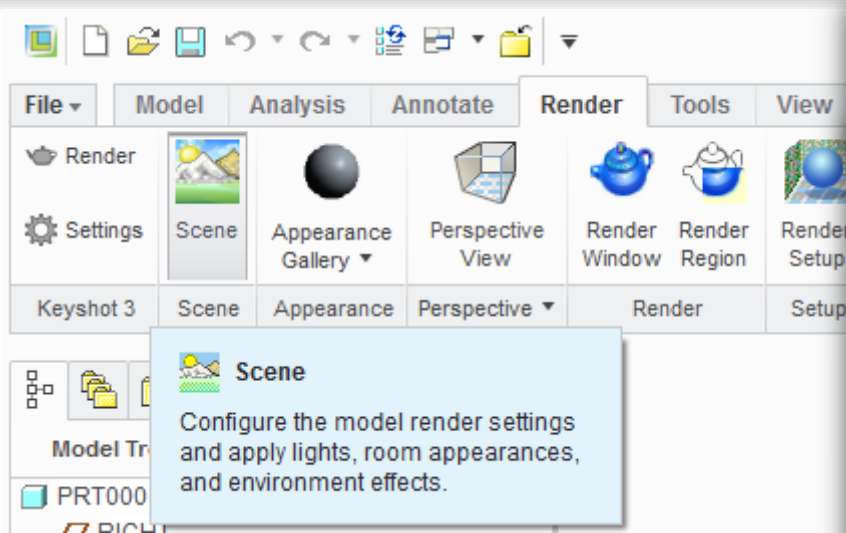
Texture + Bump



- * .imf
- * .tx1
- * .tx3
- * .tx4
- * .tga
- * .pic
- * .rgb
- * .jpg
- * .tla
- * .gif
- * .bmp
- * .png
- * .mem



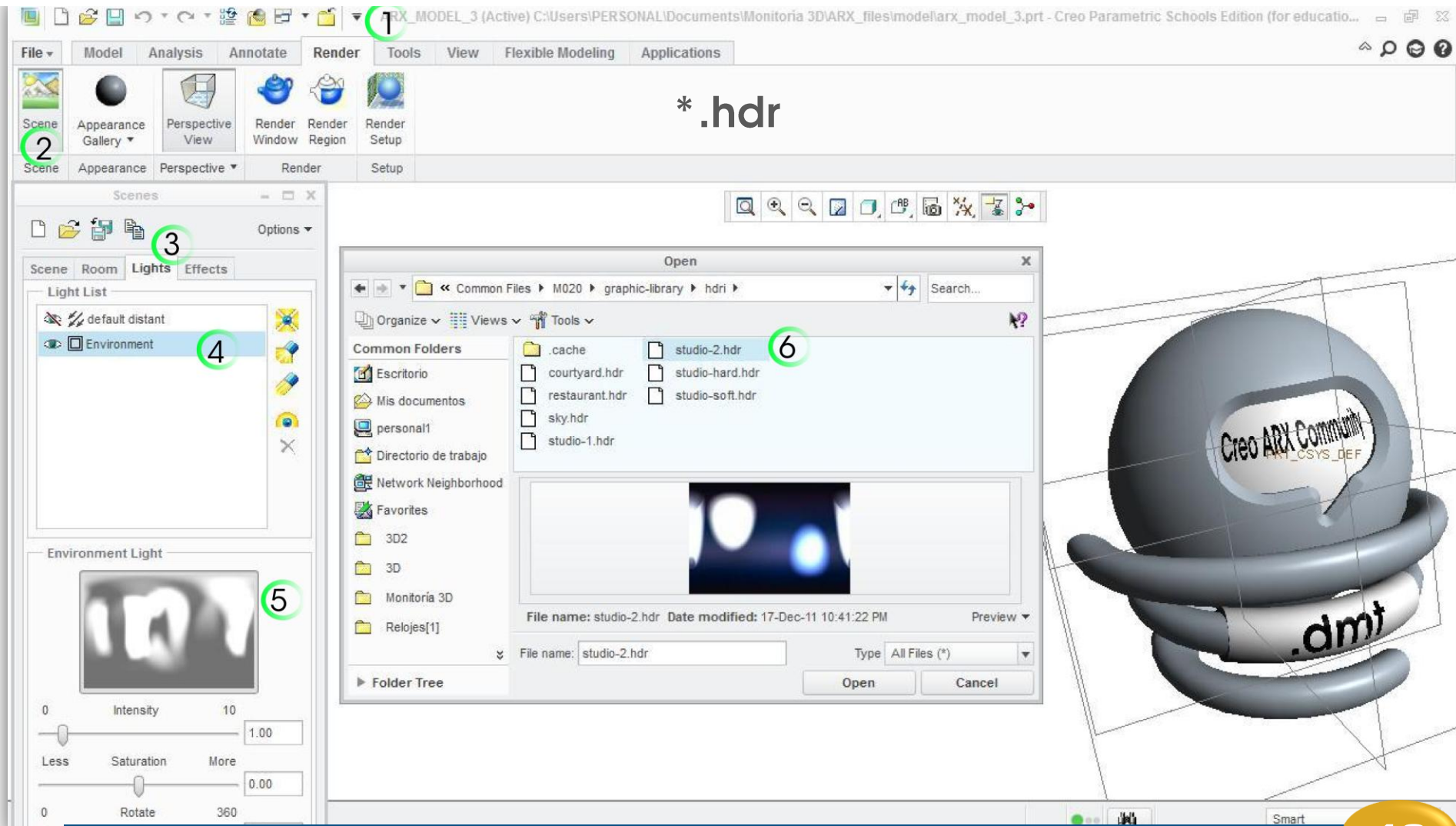
Apply Scenes, room setup



File Extensions:

- * .scn "scene"
- * .drm "room"
- * .dlg or .lgh "lights"
- * .den "environment"

Add new HDR images.



The screenshot illustrates the steps to add a new HDR image in Autodesk Creo Parametric:

1. The **Render** menu is selected in the top menu bar.
2. The **Render Setup** icon in the toolbar is clicked.
3. The **Light List** panel is open, and the **Environment** light is selected.
4. The **Environment Light** panel is open, showing the HDR image preview.
5. The **Intensity** slider is set to 1.00.
6. The **Saturation** slider is set to 0.00.
7. The **Rotate** slider is set to 360.
8. The **File Explorer** window is open, showing the **hdr** folder. The file **studio-2.hdr** is selected.

- More CAD detail, more realism.
- Round all edges at least small rounds.
- Working with Assemblies always apply or assign appearances from each part.
- Organice your materials, textures, bumps, decals, HDRI, scenes and everything related on your working directory
- Add objects to the scene.
- From draft to huge maximum quality.

PTC Challenge

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On **March 19th**, we will post all
renderings designed in Creo in
an album and the image with
the most 'Likes' by April 1st wins a
bag of PTC swag