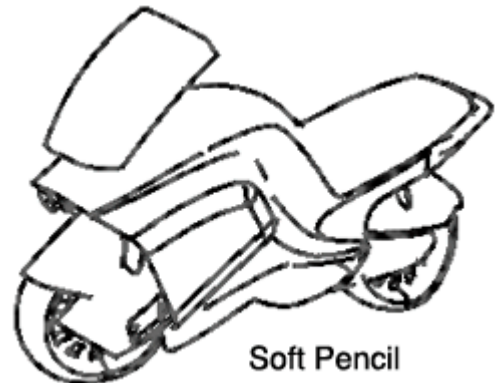


Sketch Rendering

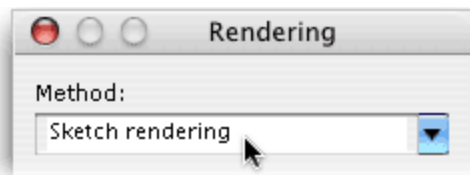


Written by solidThoughts Staff
Thursday, 07 December 2006

Also known as "non-photorealistic rendering" (NPR), the Sketch Rendering capabilities in solidThinking allow you to create images of your objects and scenes that look either like a hand-drawn sketch, or perhaps a very stylized graphic. Unlike the more traditional methods of rendering your scenes (scanline, raytracing, radiosity, etc.), the goal is not to create a realistic vision of your objects, but rather to communicate the basic form and/or colors in a more "relaxed" way. In many instances, a photorealistic render will give the impression that the design is "finished" and cannot be altered, which can be good sometimes, while a Sketch Render shows things in a more informal way. This can help decision making and reduce the distraction of "not quite realistic" details in some photo-like renders.



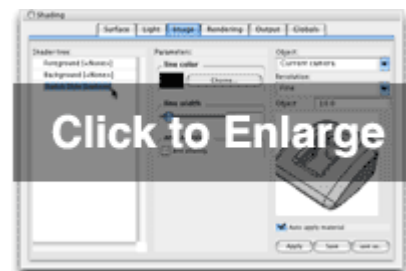
Setting up Sketch Rendering in solidThinking is very easy, but unlike the other rendering methods, it requires more than one click. The variations it produces can also be quite different from each other as well. The animated image above shows the same object rendered in some of the different "styles" of Sketch Rendering in solidThinking. (Click the **"Read More"** link to see how its done.)



To Sketch Render a scene, load the scene and from the "Render" menu, choose the "Options" item (or Ctrl-Shift-R). The Rendering Options dialog, shown here, sets the size and type of rendering you wish to create. In the Method drop-down menu, select "Sketch

Rendering." This tells the rendering engine you will be using one of the predefined rendering styles.

The Sketch Render "styles" can be found in the Shading panel, seen in the popup image to the right, along with material, light, and global rendering parameters. To open the panel in solidThinking, go to the "Managers" menu choose the "Shading" item (or Ctrl-3). In the "Image" tab of the Shading panel there is a shader tree for foreground and background effects, as well as the "Sketch Style" selector. If you have already selected Sketch rendering in the Rendering Options, the preview area will show the effect of the style. (It is very useful if you change the preview Object to be "Current Object" or "Current Camera" to tweak the settings.)



Comments

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