

Table of Contents

TABLE OF CONTENTS.....	IV
PREFACE	VII
RENDERING & RAYTRACING WITH CHIEF ARCHITECT.....	1
So you want to render with Chief Architect?	1
What is Rendering?	1
RENDER VIEWS.....	2
Create a Render View:	4
Adjusting the Camera View	5
Render View Options	8
Final View	8
The Right Click Menu	12
Self Check.....	19
MATERIALS	20
Working with Materials	21
What are Materials or Textures?	21
What surfaces get Materials or Textures?	21
Applying a Material	21
Editing Materials	22
Adjust Material Definition.....	23
Material Painter	27
Define Material	29
Create a New Material.....	29
Create a Textured Material.....	33
Create a Material with a Custom Texture Map.....	36
Raytrace tab/Creating a Bump Map	37
Background Images.....	37
Self Check.....	40
LIGHTING	42
What is Lighting?	43
Different Types of Lights.....	43
Point Lights	44
Spot Lights	44
Parallel Lights	44

How do you Create Lights in Chief Architect?	44
Working with Default Lights	45
Interior Default Lights.....	45
Exterior Default Lights	46
Working with Light Fixtures	47
Adding Exterior Light Fixtures.....	47
Adjust the Light Fixture	49
Adding Interior Light Fixtures.....	51
Editing Light Values	52
Ambient Light.....	53
Editing the Ambient Light Levels.....	53
Light Properties.....	55
Adjusting the Light Properties	57
Added Lights	59
Adding a Spot Light	59
Adding a Point Light.....	63
Sun Angles	65
Create a Sun Angle	65
Use a Different Sun Angle	69
Self Check	72
RAYTRACING	74
What is Raytracing?	75
Using Raytracing	75
Resolution.....	76
Determining the Size of your Final Rendering.....	77
Anti-aliasing	79
Raytrace without Anti-aliasing	80
Render with Anti-Aliasing.....	81
Bump Maps	82
Create a Bump Map.....	82
Reflection	86
Add Reflection to a Material.....	86
Soft Shadows	90
Standard Raytraced Shadows	90
Soft Shadows.....	91
Radiosity	94
Render a View with Radiosity.....	95
The Glowing Soffit Effect	97
Different Levels of Radiosity	100

Putting it all together	101
Self Check.....	103
VRML	104
What is VRML?	105
Installing the Cortona Player	105
What do you do with VRML files?	106
Creating a .WRL file	106
Using your VRML file	109
What does it create?	111
Does size matter?	111
Tips for keeping your file size in check	114
Distributing your files	115
Try one on your own.....	115
Self Check.....	116
KEYBOARD SHORTCUTS	117
FUNCTION KEY SHORTCUTS.....	117
FILE SHORTCUTS.....	117
BUILD SHORTCUTS.....	117
3D SHORTCUTS	118
CAD SHORTCUTS.....	118
WINDOW SHORTCUTS.....	119
HELP SHORTCUTS	119
GLOSSARY	120
