

Table of Contents

Introduction.....	1
Objective of This Textbook.....	1
Textbook Outline.....	2
Textbook Conventions.....	2
Exercise Files and Textures.....	3
Configuration for Photorender.....	4
Definitions and Terminology.....	5
Model Colors and Textures	6
Introduction.....	6
Appearances	7
The Appearances Manager Dialog Box.....	8
The Model Appearance Editor Dialog Box.....	9
The Color Editor Dialog Box.....	10
Textures	11
Textures (continued).....	12
Textures (continued).....	14
Color and Appearance Files.....	15
Model Display.....	16
Real-Time Rendering.....	17
Introduction.....	17
Activating Real-Time Rendering	18
Activating Real-Time Rendering (continued)	19
Room Setup	20
Introduction.....	20
The Room Editor	21
The Room Editor (continued).....	22
The Room Editor (continued).....	23
Room Textures.....	24
Lights	25
Introduction.....	25
Default Lights	26
User-Defined Lights	27
Types of Lights	28
Light Icons	29
The Light Editor.....	30
Light Position.....	31
Light Options	32
Tips for Using Lights	32

Render Setup 33
 Introduction..... 33
 The Render Setup Dialog Box 34
 The Render Setup Dialog Box (continued) 35
 The Render Setup Dialog Box (continued) 36
 The Render Setup Dialog Box (continued) 37

Scene Setup 38
 Introduction..... 38
 The Scenes Dialog Box..... 39

Perspective Views 40
 Creating a Perspective View 40
 The Perspective Dialog Box..... 41

Create and Save the Rendering 42
 Creating the Rendering 42
 Saving the Rendering..... 43

The Image Editor 44
 Introduction..... 44
 Start the Image Editor 45
 Image Editor Controls 46

Tutorial: Using Photorender..... 47