Maya - Working with a Bounce Card in Final Gather

Step 1 Geometry in Maya can be used to as a light source for Final Gather renderings. In this tutorial, a primitive plane will be added, positioned, and assigned a new shader to act as a bounce card lighting. In this scene, only the background color from the camera's environment is providing light. Open the scene file "final_gather_bounce_card_start.mb "(A & B).

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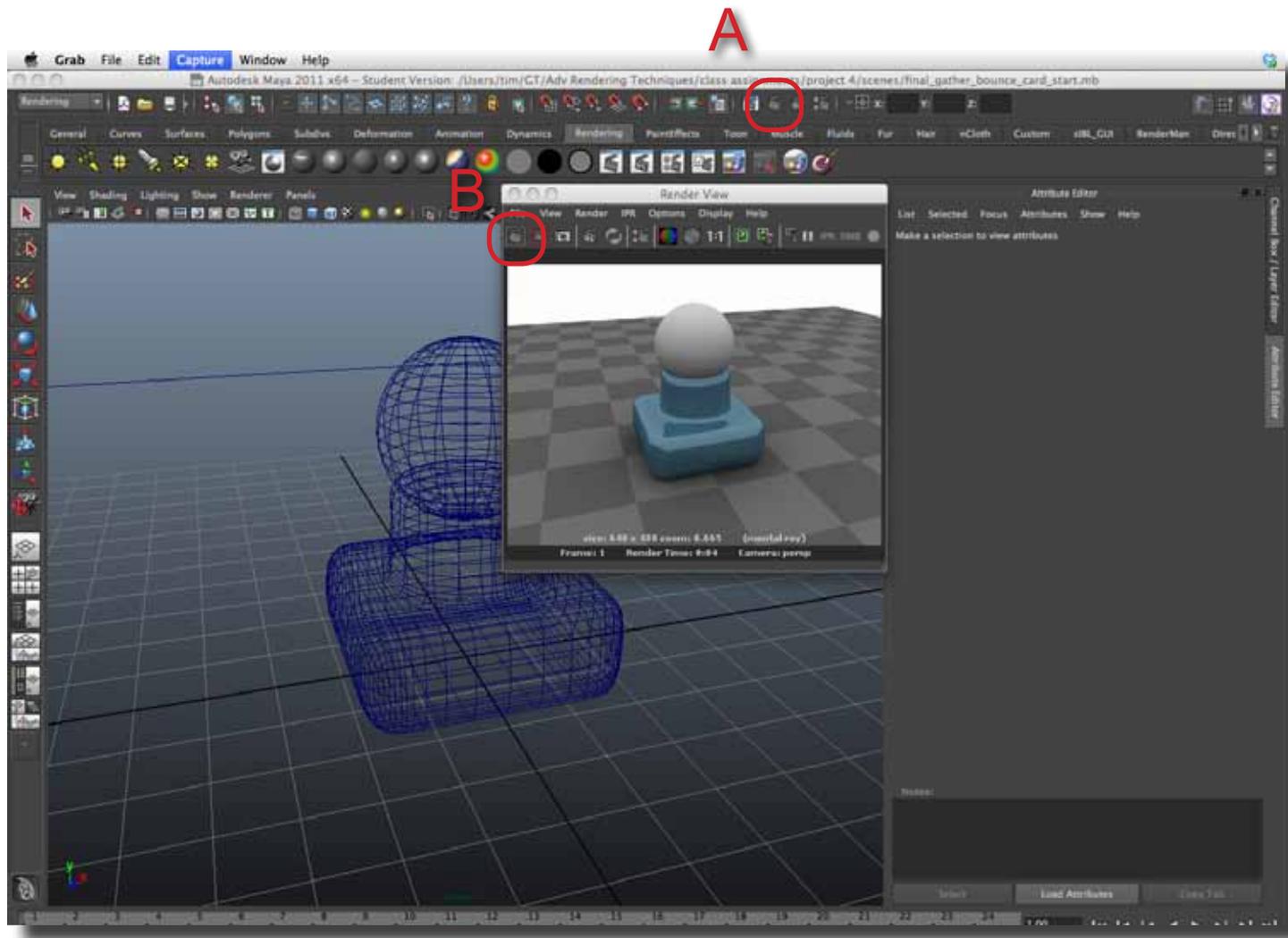
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Step 2 Place a Primitive plane in the scene. Go to Create > Polygon Primitives > Plane (A). Click and drag in the modeling to insert the plane (B).

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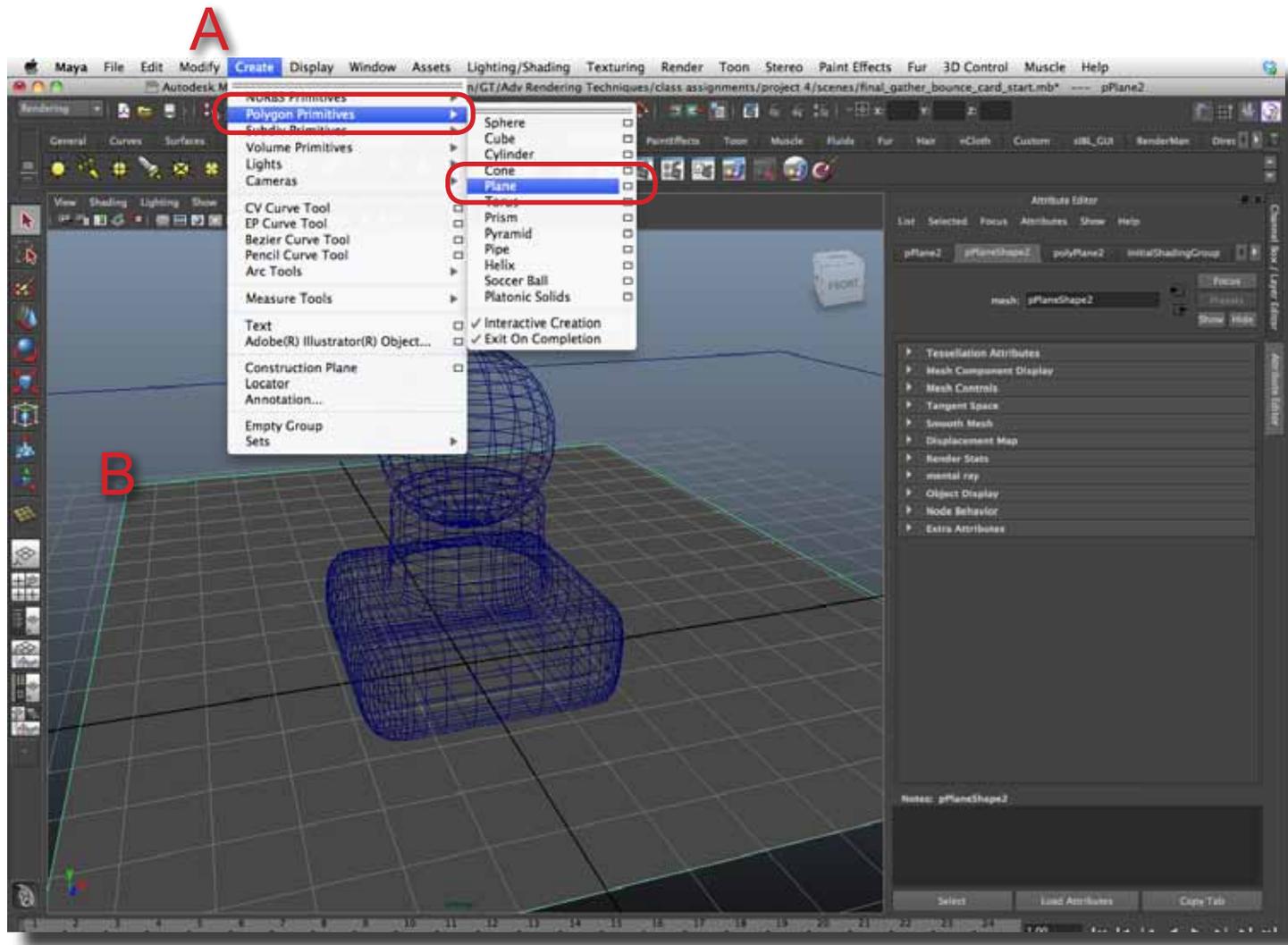
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Step 3 Use the Transform Tools (move, rotate & scale) to position the plane (A). Use the Quick Layout panel (B) to switch to a four panel to position the plane easier.

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Step 4   In this step, a Surface shader will be assigned to the plane so it will have white, even color. Open the Hyper-Shade panel, Window > Rendering Editors > HyperShade (A), and make sure the Create tab is visible on the left side (B).
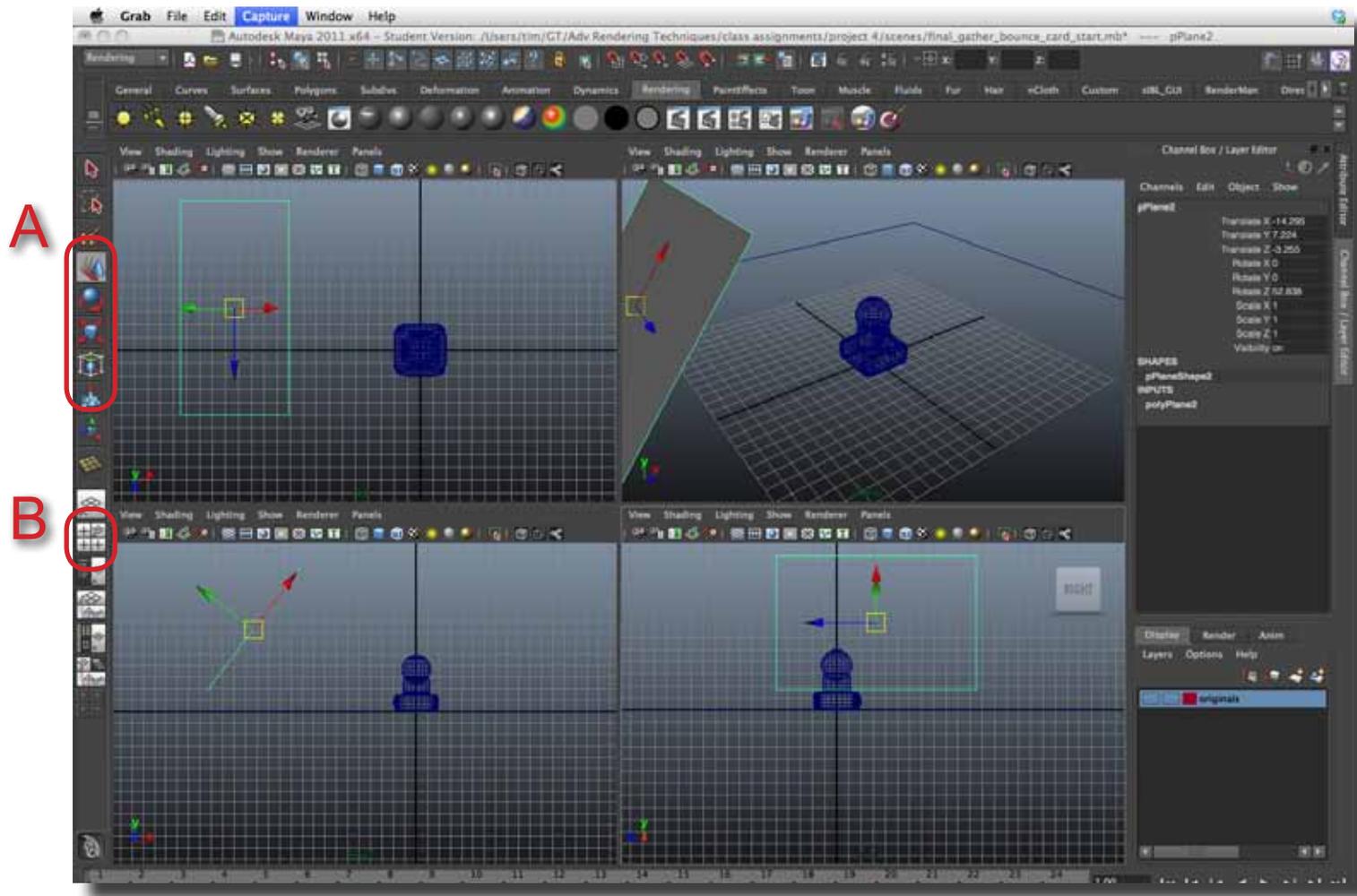
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Step 5 Click on the Surface Shader button in the second panel under the create tab (A). Its shader icon will appear under the Work Area tab. To assign it to the plane, middle mouse click and drag on the shader icon and drag it over to the plane and release the mouse button (B).
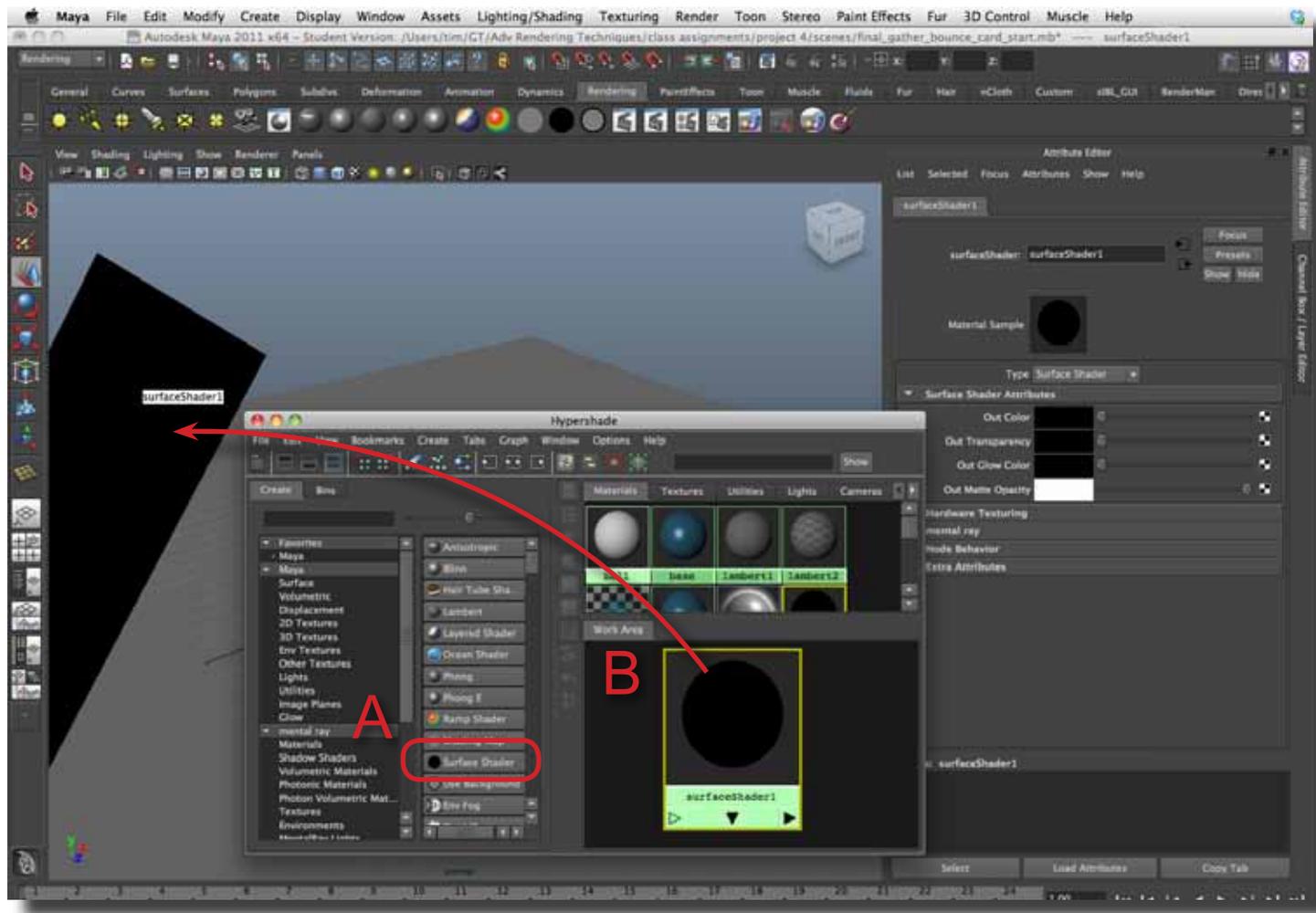
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Step 6   Change the Out Color of the surface shader to white and switch the color type to HSV. The "V" value parameter can be set to a higher value than 1 (A) so increase the Final Gather effect in the scene. Use an IPR rendering to tweak the lighting effect from the bounce card (B).
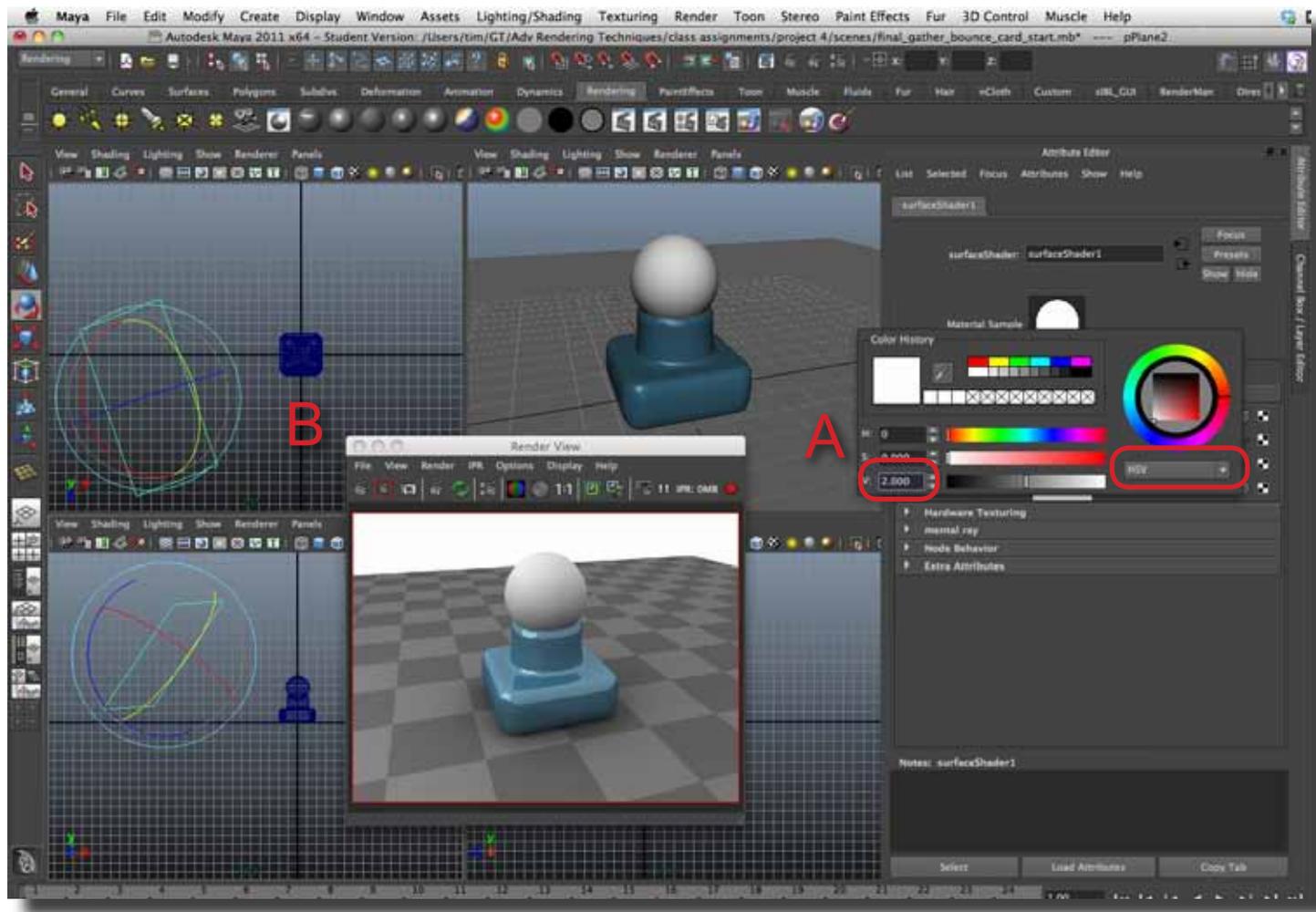
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Step 7   Objects can be lights in a scene. In this scene, a column has been added (A). It has a surface shader with a red color value that is over driven (B). Notice that the column gives off a red glow in the scene much like a neon light.

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