

Environment Rendering

Assignment 2
Rendering in
VRED Pro



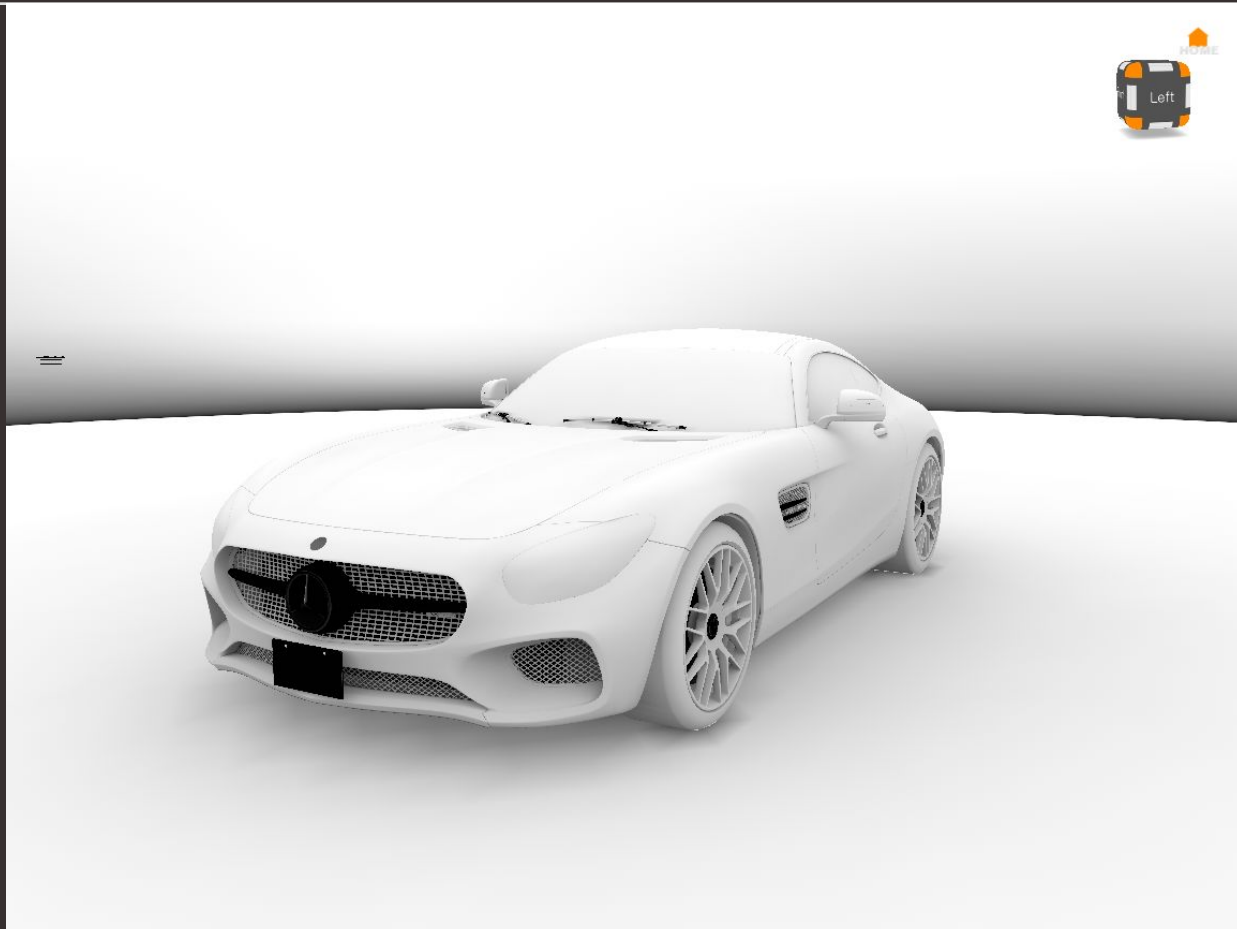
Environment Rendering – Back View

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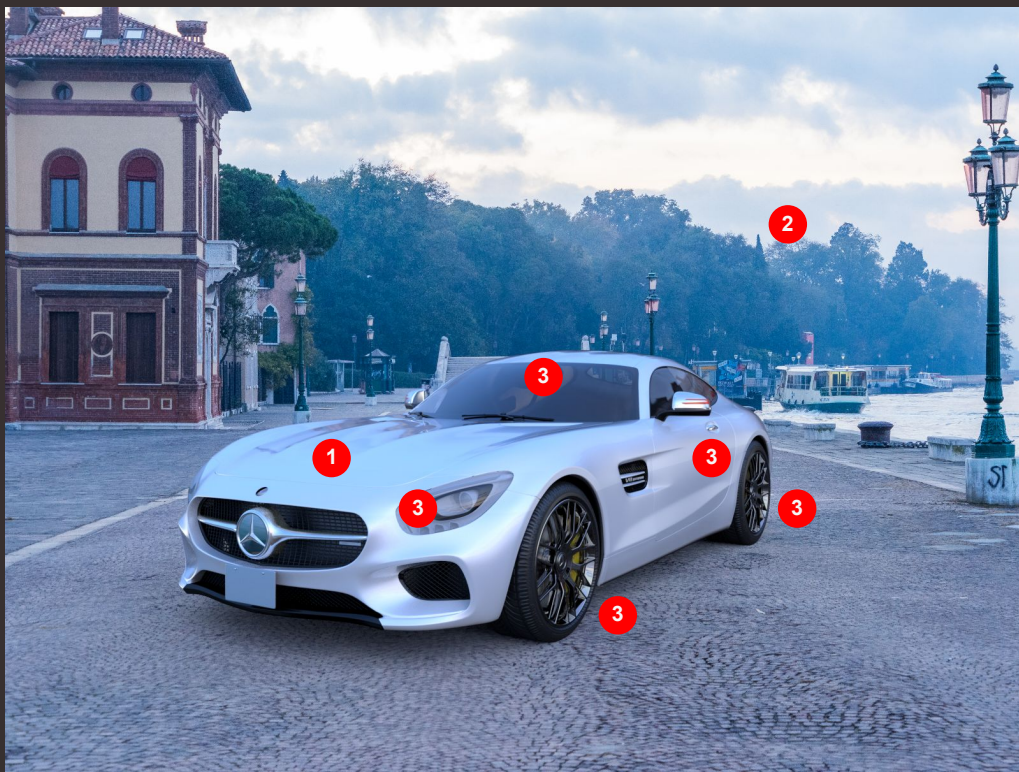
Ambient Occlusion

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Lens Flare + Depth of Field





1. Mercedes AMG GT S 2016
3D model by nzn-3D
(CGTrader)
2. Venice Dawn 1 Backplate
by Greg Zeal (hdrihaven)
3. All materials from VRED
Asset Library, edited
 - a. Tires, Brake Disc,
Glass, Steel

Light Sources:

- HDRI from hdrihaven
- Directional lights (left, right, front, back)
- Point light (above)

Render Settings:

480 Samples
1600x1200 px, 3:20
minutes (rendered locally)