This assignment features renderings of a Ferrari SF90 Stradale in Vred Pro.





Environment Rendering



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Studio Environment with Render People Asset



Studio Environment with Lense Flare



Studio Environment - Rear View

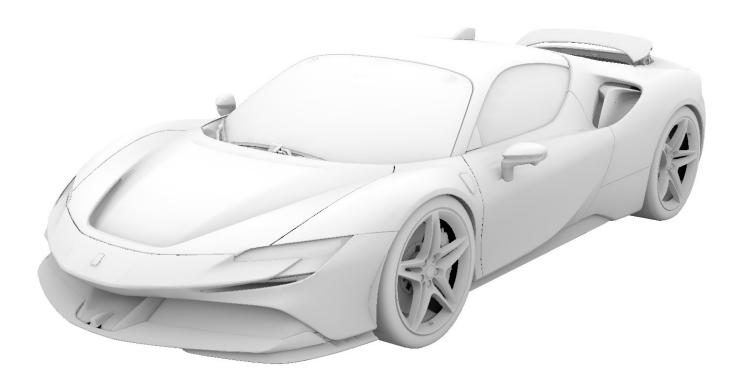


Studio Environment - Front Top View



Ambient Occlusion





Credits



PS: This model came in a plain, white material, and I added all the texture and materials to it

1. Ferrari SF90 Stradale by Ivo Jardim (grabcad.com)

2. Rectangular Light as Fill, slight

blue tint to match sky color

3. HDRI environment from HDRHaven.com

4. Tire Material

5. Brake Disc Material

Light sources: Custom HDRI & Area Light Render Settings: 256 Samples,

3840 x 2160 px.t