New York City College of Technology
The City University of New York
Department of Architectural Technology

ARCH 3609 Integrated Software in
the Architectural Office

Agenda | VRay Rhino Basics

- Vray Menu
- Vray options: Environment, Output, Indirect Illumination,
    Using HDRI *(High-dynamic-range imaging (HDRI or HDR) is a set of techniques used in imaging and photography to reproduce a greater dynamic range of luminosity than possible using standard digital imaging or photographic techniques)*
- Vray materials. Assign Materials
    Diffuse and Transparency
    Reflection and Refraction Layers
    Texture Maps
- Directional Light and Properties
- Save as options

Part A_Bustling Vacancy: Data & Syntax

Read once again carefully the Bustling Vacancy Project uploaded on Blackboard under Contents / Integration Project_Bustling Vacancy / Integration Project Description**. Following the discussion we had in class on your project move on into creating rules (syntax) for your project. Following the rules make a first attempt to place things together. So work as a group on:**
- City Maps Research and 3d interpretation of the patterns. Catalog of RULES
- Space generation according the rules.

Part B_Testing Vray

Work individually:
Select 1 of each of your elements' studies (one atrium, one stair, one wall that you really love) and render it using VRay for Rhino. Process steps:
1.   Create a different Rhino file for each study.
2.   Create a big plane as your base and assign a standard material with diffuse color white and add a reflective layer.
3.   Create a **directional light** and adjust the **light properties** accordingly.
4.   Assign one or more materials to your studies. Experiment with extra layers of **reflection**, and **refraction** as well as with **texture mapping**.
5.   Go to the **Vray Options** Window and experiment with the **Environment menu**. Add an HDRI (download from internet) under skylight, reflection, refraction.
6.   Create a plane and assign under diffuse a map with a **silhouette.**
7.   Select a critical perspective view of your study and render.
8.   Save your rendering as **.png** which means no background will be kept.

Tutorials
Uploaded on Blackboard under Contents / Tutorials / Vray_Rhino

Professor: Loukia Tsafoulia   LTsafoulia@citytech.cuny.edu   Spring 2014

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Visualization References

Uploaded on Blackboard under Contents / Integration Project_Bustling Vacancy / Representation_
Drawings References and Representation_Collage References   LOOK AT THEM

Submission

Due Date: 2.00 pm **Friday, April 11th.**
One of the group members should upload on blackboard, named accordingly:
- a pdf file with your Bustling Vacancy project updated with the city Data **Syntax** and first **Compo-
sition** direction.

Upload Individually:
- 3 .png files of your 3 studies' renderings
- 3 Rhino files of your 3 selected studies renderings.

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