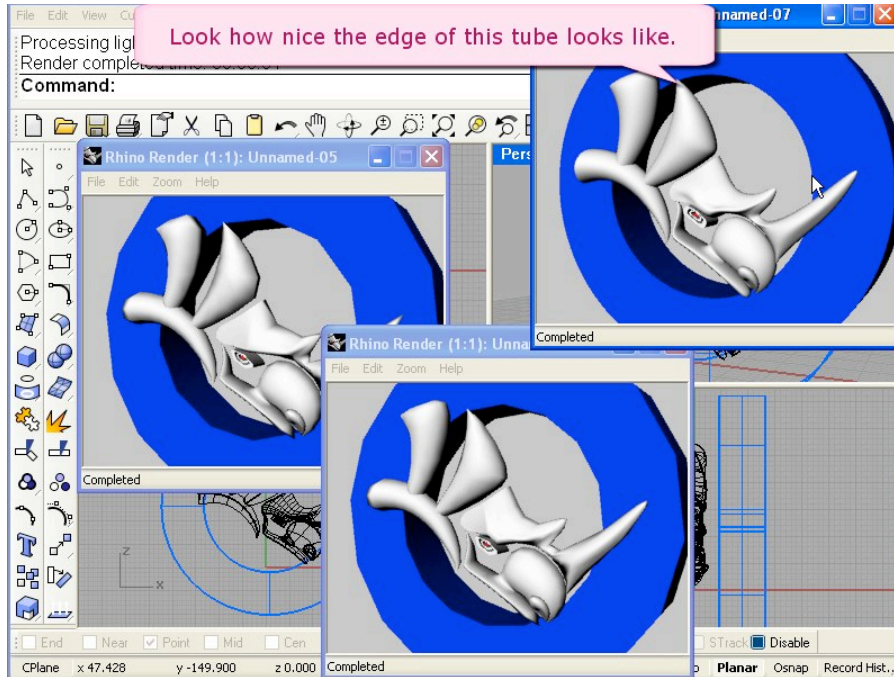




Rhino Visual Tips 4.0

Render and Lights.

Learn how to setup your lights and render your models.

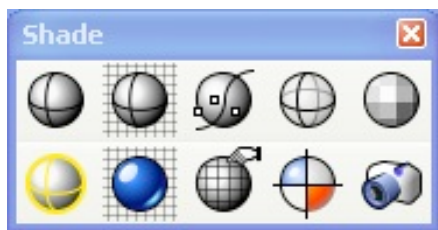


Key things to remember.

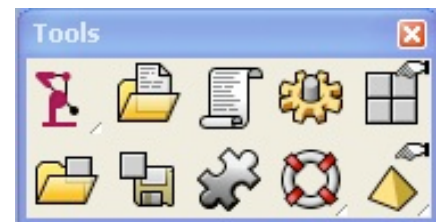
Objects will render white until you add color, high-light, texture, transparency, or bumps. These attributes are controlled through the Properties window, and Material page. If you want to create photo-realistic renderings, use a full-featured rendering program, such as Flamingo, V-Ray, Brazil etc.



In addition to shade previews, Rhino provides full-color rendering with lights, transparency, shows, textures, and bump mapping. Explore and learn all these possibilities. Learn also to change the setting of the mesh.



Notes: The Rhinoceros Render window contains a **File** menu that lets you save the rendered image as a bitmap file. From the **Render** window **File** menu, you can also copy the image to the Windows Clipboard and then



paste it directly into another application.