

Project 2: PBR Shader Ball

Project Overview:

The main goal of this project is to demonstrate a fundamental level in working with Physically Based Rendering in Arnold. Basic lighting skill sets with aiArea Lights are used and an understanding of working in the node editor in Maya. Students will use a Shader Ball to design three unique shaders with textures generated from Substance Designer. Final image to be rendered in Arnold at film production quality. Attention to photo-realistic detail is emphasized.