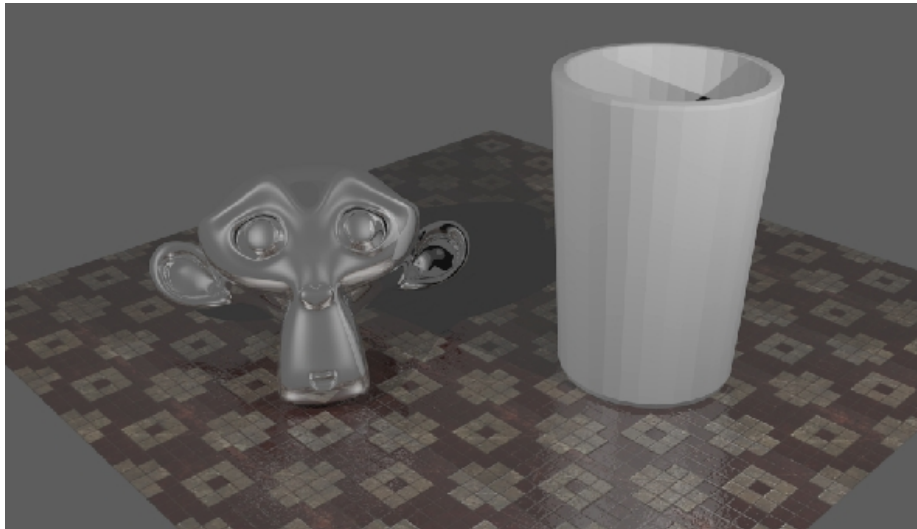


Ray-Tracing Practice Exercise

P
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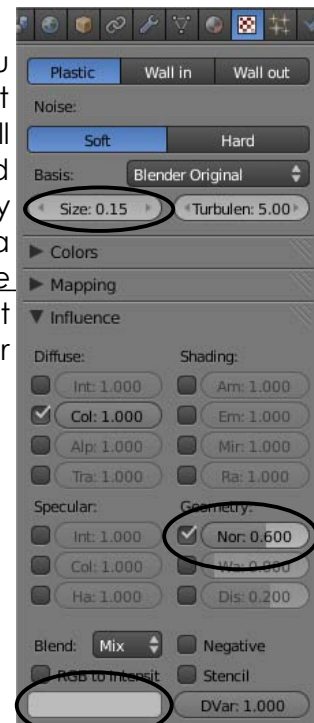
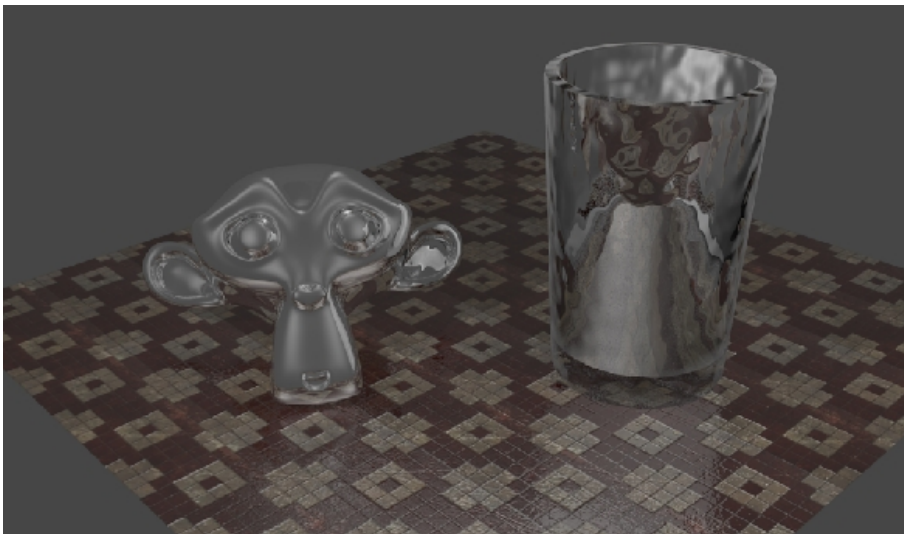
You should now have a scene that looks something like this. You may notice the tile floor I used looks like it has depth to it. In the Texture settings, I applied a "Normal" map to it, like we did with the water in our lighthouse scene. If you need help, refer back to the chapter on materials and textures.



It's now time to place a material on the glass. For the glass, you will want to apply Ray Transparency (fresnel) and a small amount of IOR for refraction. When you render the scene, you will probably notice that you can't see through the entire glass and will look dark. Take the Depth setting up to 5 in the Transparency panel. This will correct the problem. You may also want to apply a Stucci texture to the glass to show waviness. Try taking the Size down to 0.15 and add some Normal as well. You will need to get rid of the pink color. Try setting it to white. Experiment with your setting until you are pleased with the results.

E
X
E
R
C
I
S
E

When finished, render your results and save it as a JPEG image.



**** Call the instructor when finished****