

Large Resolution Rendering

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From time to time we are asked to produce images at a very high resolution. In V-Ray for Rhino, this is possible when writing to the Vrlmage file format (found in the RenderOptions > Output section). This option writes the image to disk during the rendering process.

Introduction

There is a three step process to render large resolution images. Step one is to have V-Ray calculate a V-Ray Irradiance Map or VrMap file of only half the resolution of the final image with low irradiance map settings. In some cases you can get away with calculating even less than half of the final resolution needed. The next step is to use the calculated map to render the final image resolution. Finally you'll need to convert the Vrlmage file format into OpenEXR format to be able to open it in Photoshop or other image editing software. Please note that rendering a large resolution image is both big in file size and RAM expensive. So be sure that you have around 2-3 GB of disk space and about 1GB of RAM free. Step One:

- * Open the scene you wish to render.
- * Go to RenderOptions > GlobalOptions rollout and enable "Don't render final image".
- * Go to RenderOptions > Output section and enable "override rhino" and set your resolution to half of your desired final resolution.
- * Under the Irradiance map rollout enable the "New Map mode" and "Autosave" feature. Choose a filename and location that you will remember.
- * Now render the VrMap file Step Two:
- * With the scene you wish to render still open, go to RenderOptions > GlobalOptions rollout and disable "Don't render final image".
- * Go to RenderOptions > Output section and set the resolution to the desired final resolution.
- * Enable "Render to Vrlmage" and choose a filename and location that you will remember.
- * Under the "Irradiance map" rollout enable the "From File mode" and locate the VrMap file you saved in the first step.
- * Now render the final file. Step Three:
- * Convert the Vrlmage using the VrimgtoExr converter. Resources
- * See CommonTools
- * OpenEXR PhotoShop plugin