Les serres du jardin botanique de Liège, © Enrico Cerica, http://www.myline.be, rendu avec Octane

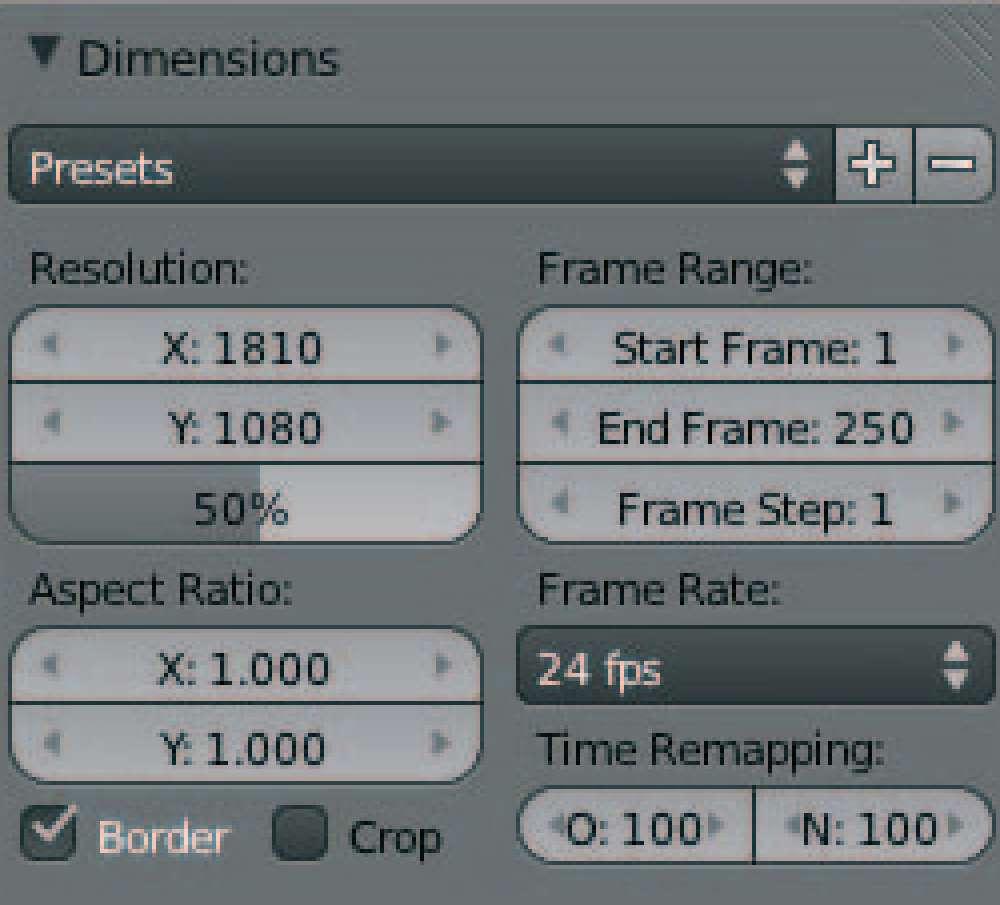
Scene

Render

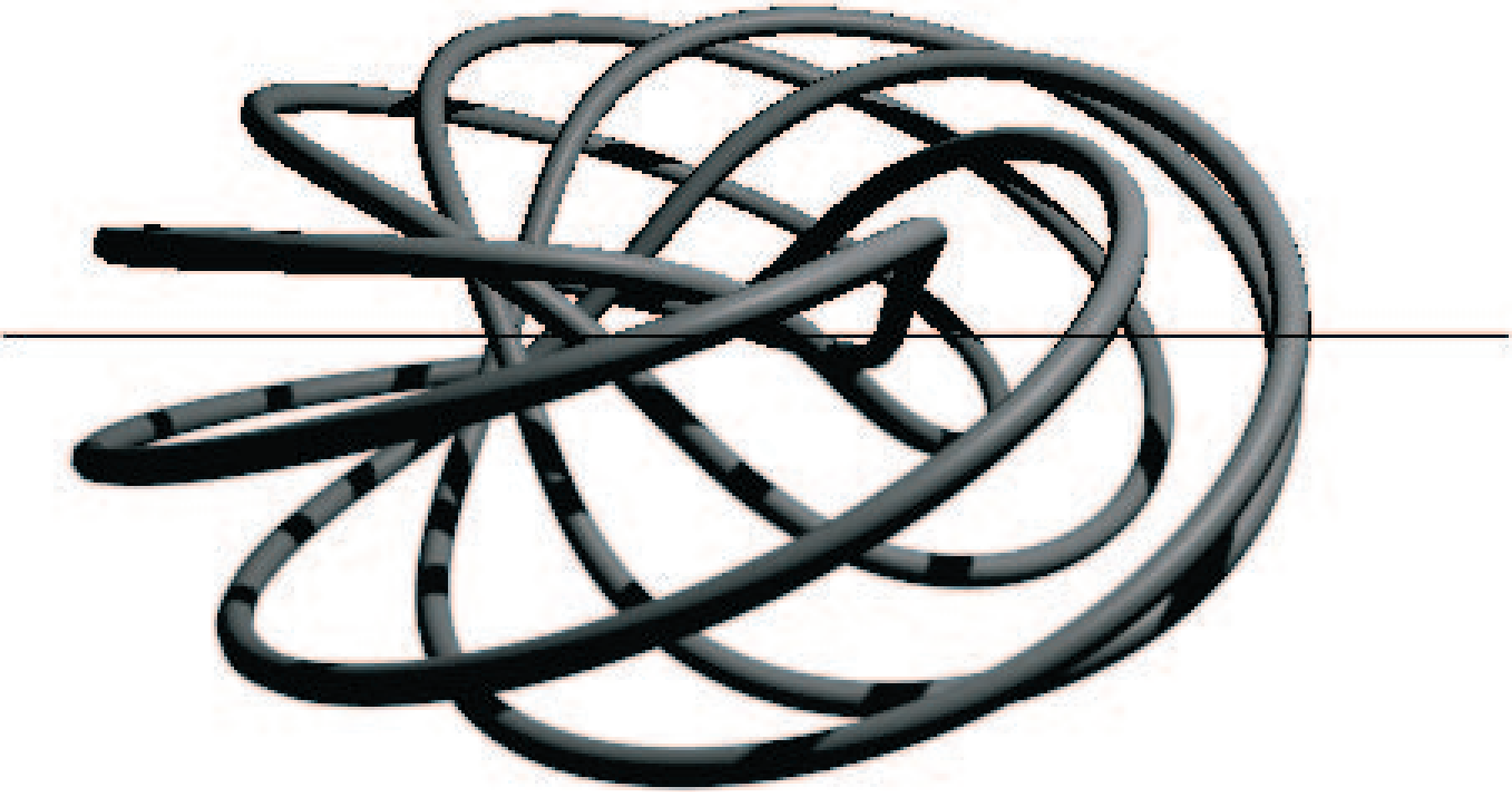
Image

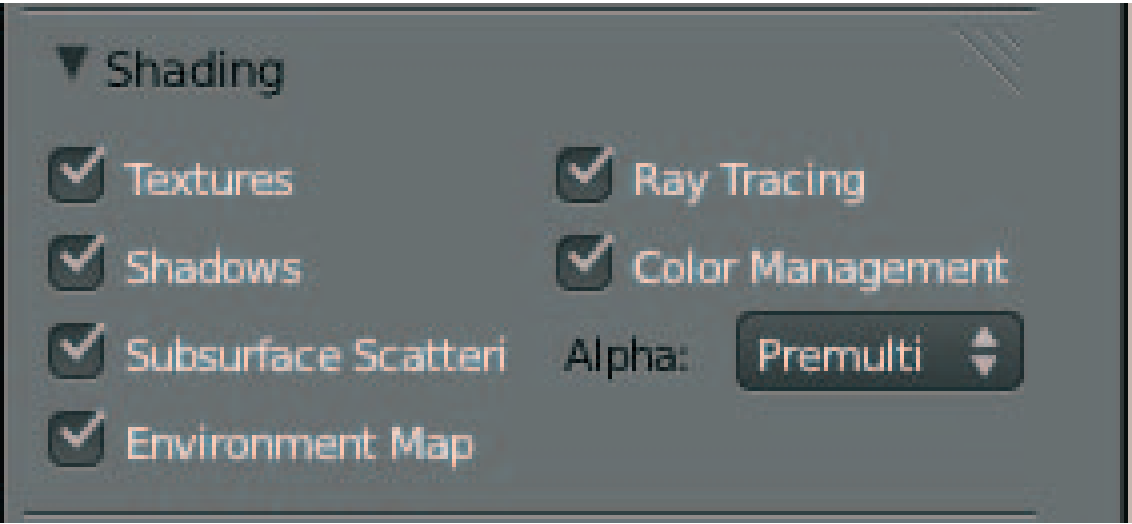
Animation

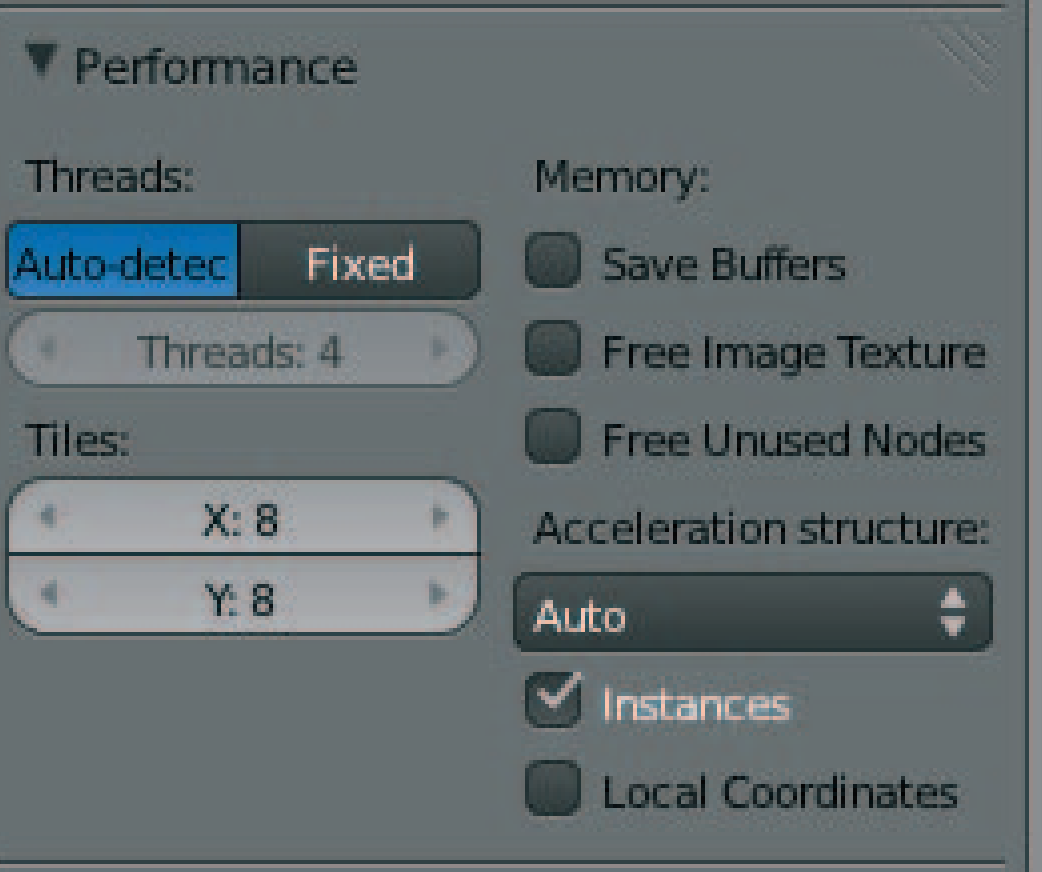
Display: Image Editor

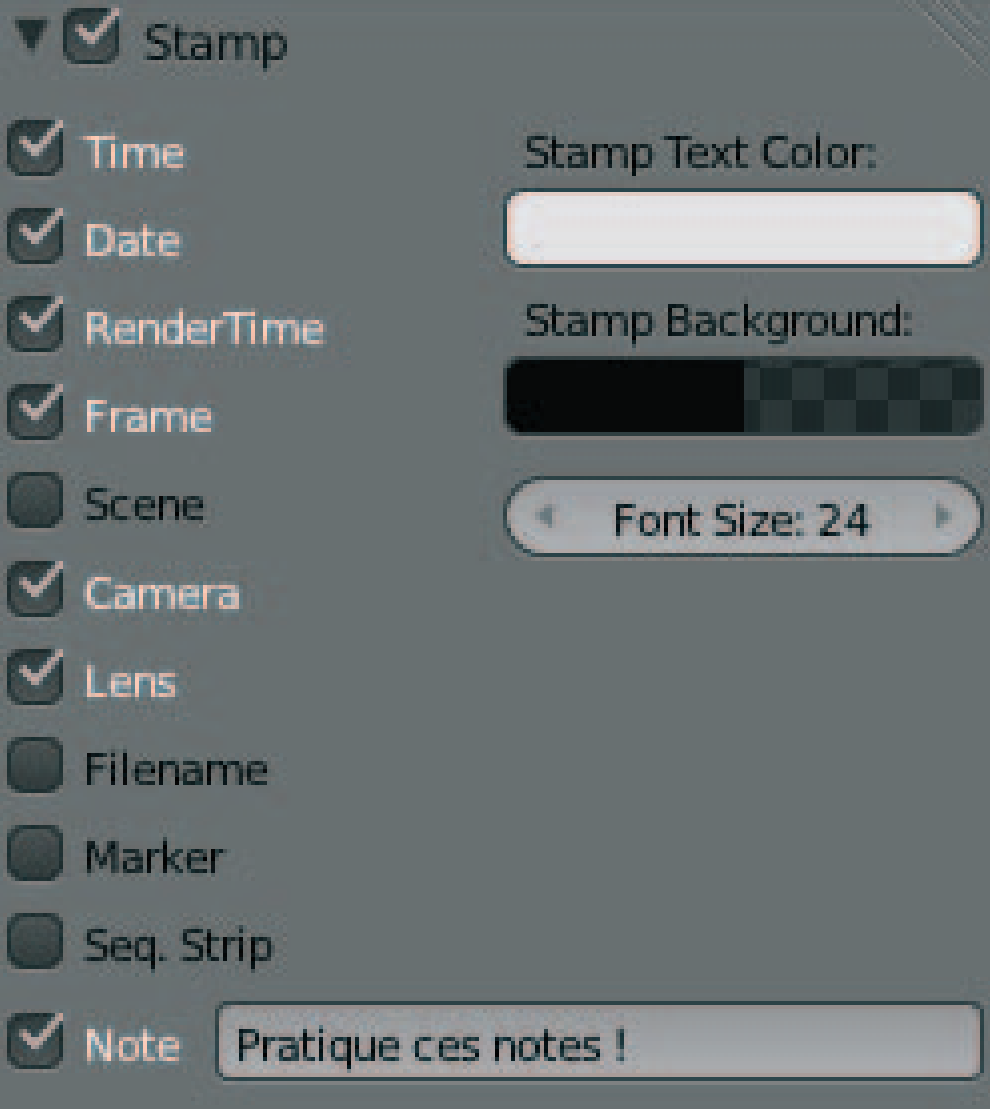

Dimensions
Presets
Resolution:
X: 1810
Y: 1080
50%
Frame Range:
Start Frame: 1
End Frame: 250
Frame Step: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping:
O: 100
N: 100
Border
Crop

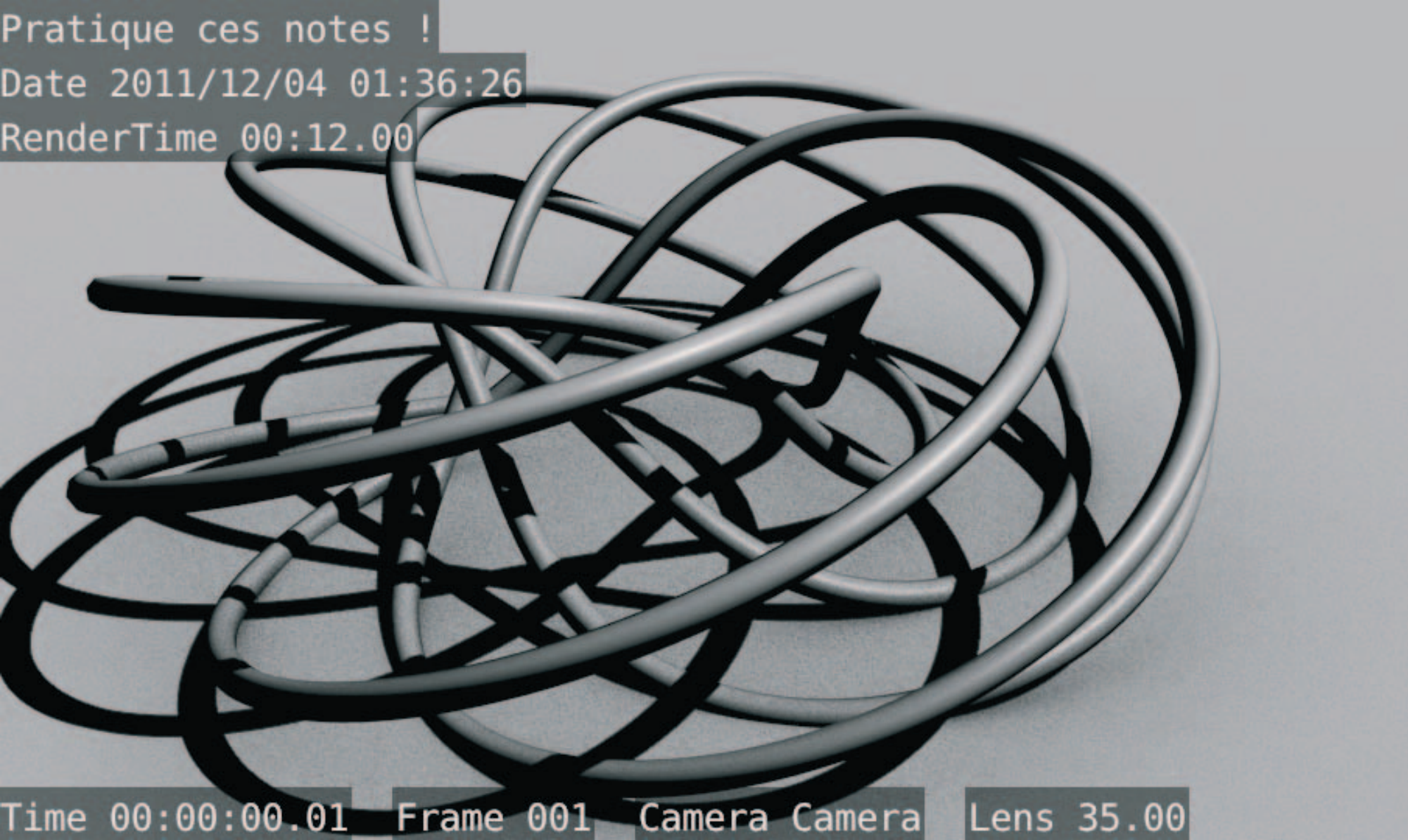

Anti-Aliasing
5
8
11
16
Mitchell-Netravali
Full Sample
Size: 1.000

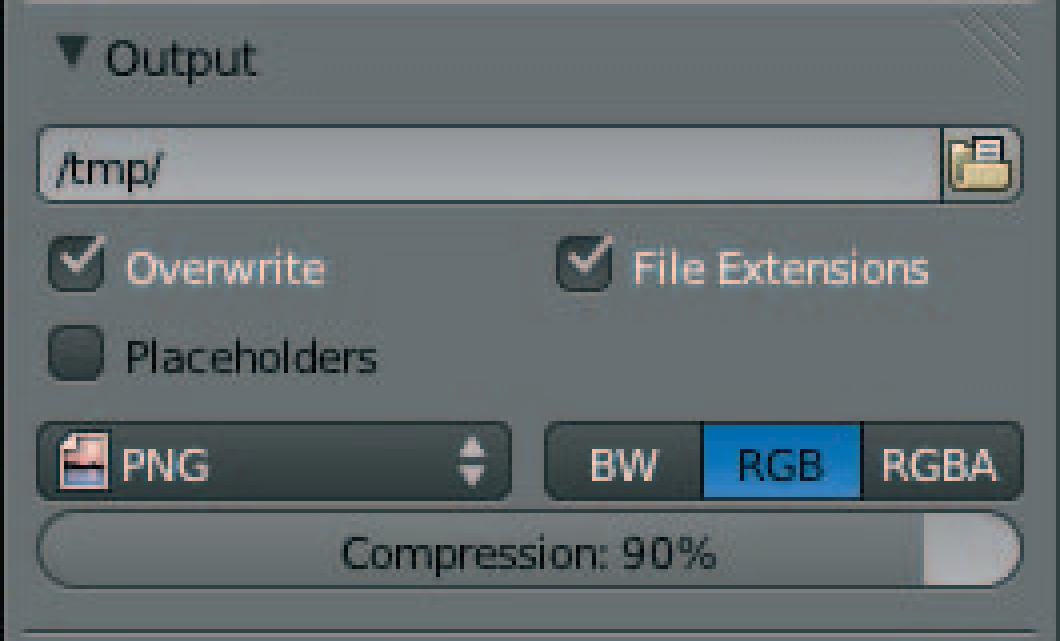



Shading
Textures
Shadows
Subsurface Scatteri
Environment Map
Ray Tracing
Color Management
Alpha:
Premulti


Performance
Threads:
Auto-detec
Fixed
Threads: 4
Tiles:
X: 8
Y: 8
Memory:
Save Buffers
Free Image Texture
Free Unused Nodes
Acceleration structure:
Auto
Instances
Local Coordinates


Stamp
Time
Date
RenderTime
Frame
Scene
Camera
Lens
Filename
Marker
Seq. Strip
Note
Pratique ces notes !
Stamp Text Color:
Stamp Background:
Font Size: 24


Pratique ces notes !
Date 2011/12/04 01:36:26
RenderTime 00:12.00
Time 00:00:00.01 Frame 001 Camera Camera Lens 35.00


Output
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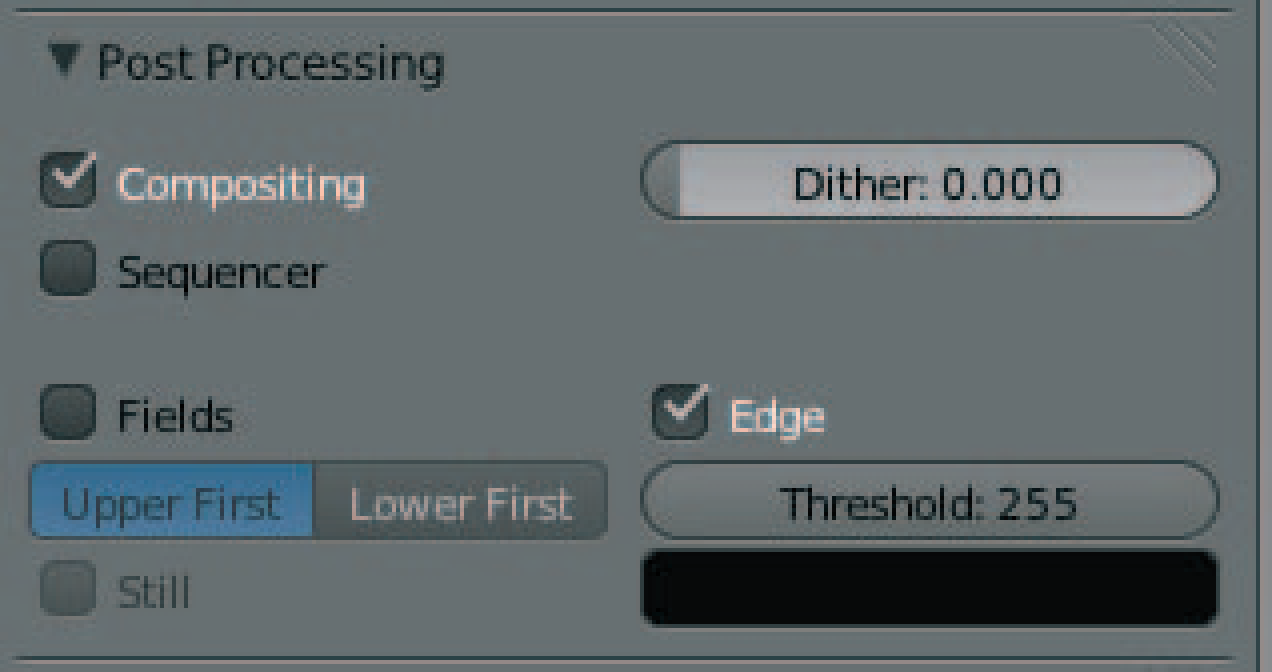
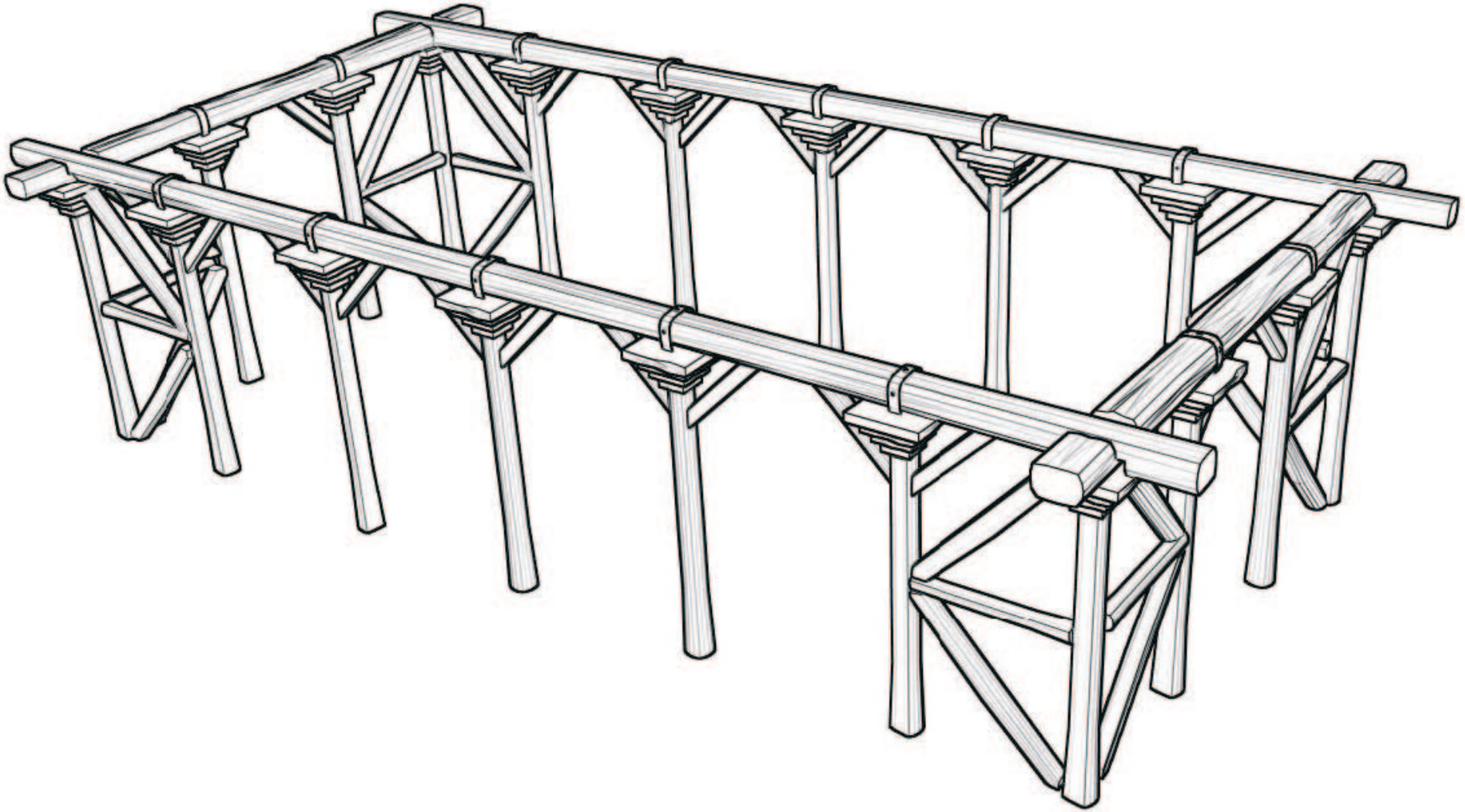
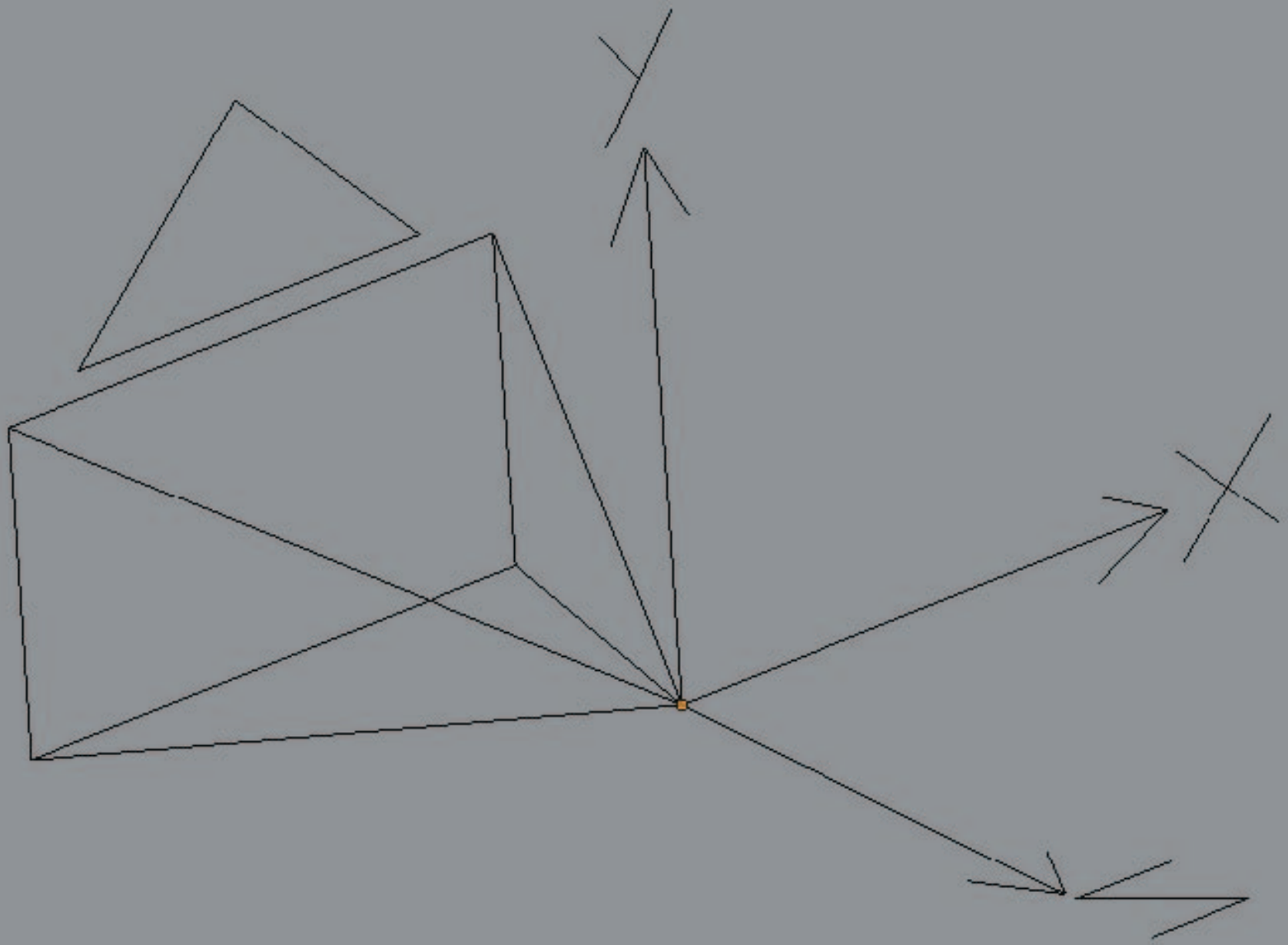
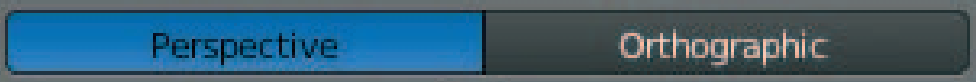
Overwrite
File Extensions
Placeholders
PNG
BW
RGB
RGBA
Compression: 90%


Post Processing
Compositing
Dither: 0.000
Sequencer
Fields
Edge
Upper First
Lower First
Threshold: 255
Still



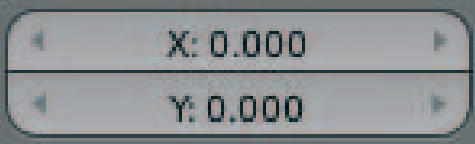

Y
X

Lens



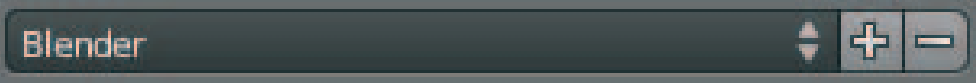
Panorama

Shift:



Clipping:

Camera



Sensor:

Depth of Field

Focus:

Display

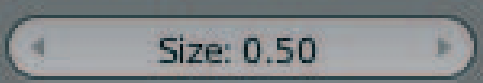
Limits

Mist

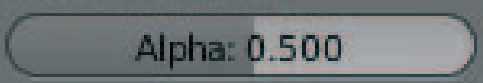
Title Safe

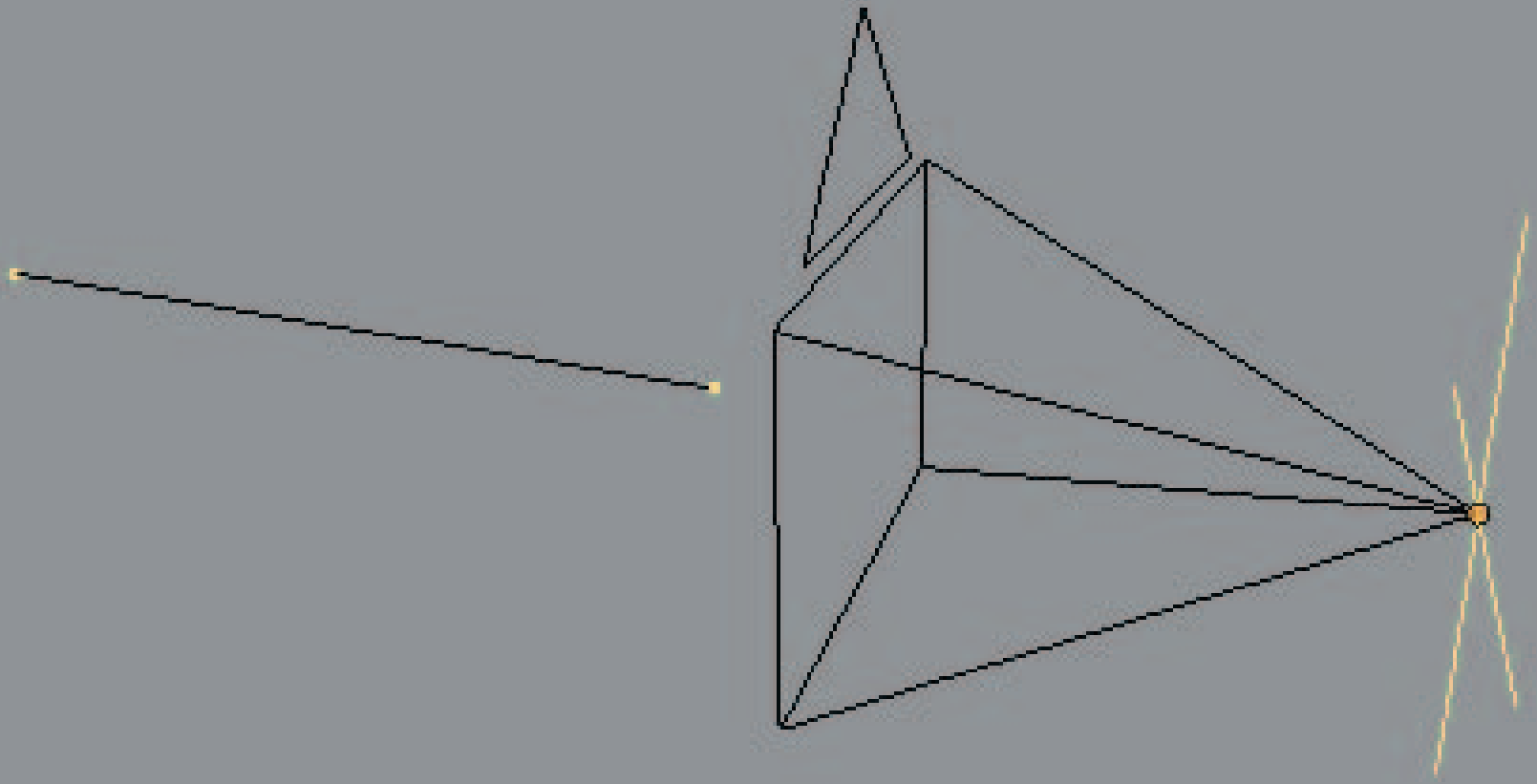
Sensor

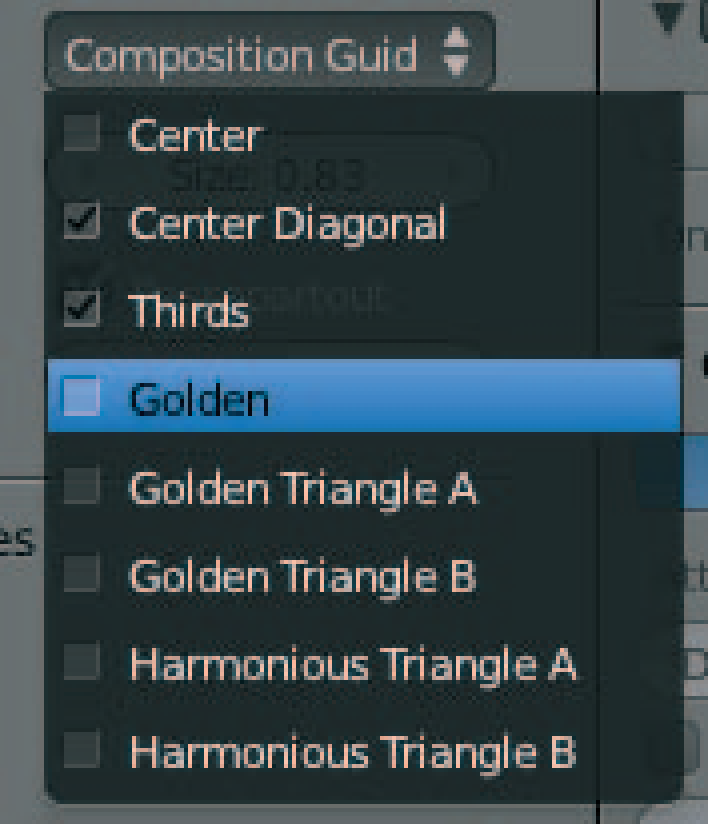
Name



Passepartout



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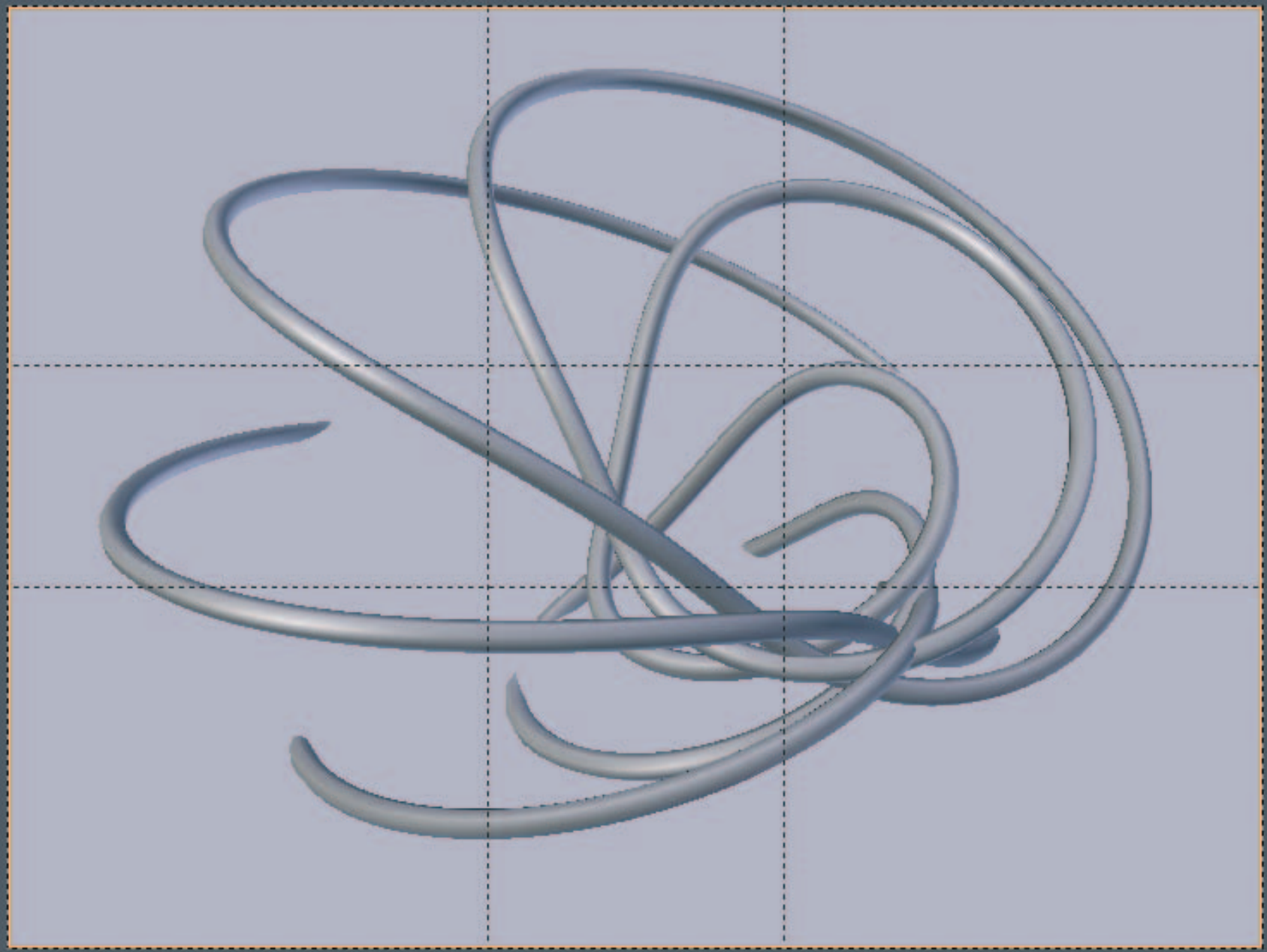
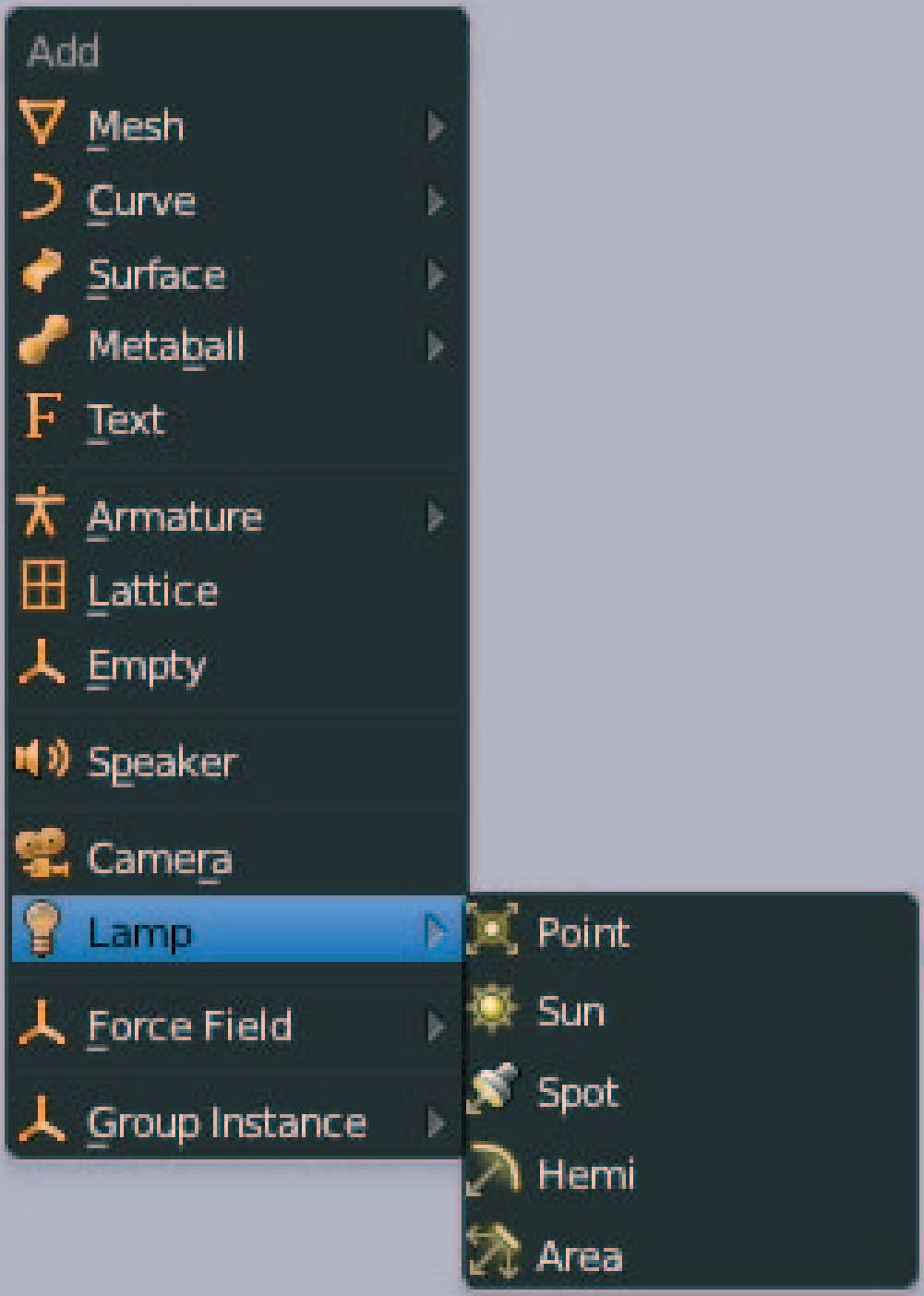
Center Diagonal
Thirds
Golden
Golden Triangle A
Golden Triangle B
Harmonious Triangle A
Harmonious Triangle B


Camerafin


Add
Mesh
Curve
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Lattice
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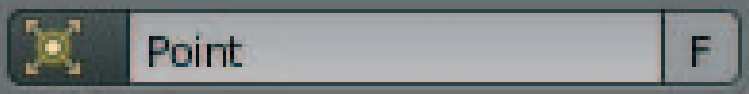
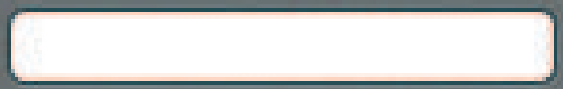
Speaker
Camera
Lamp
Force Field
Group Instance
Point
Sun
Spot
Hemi
Area

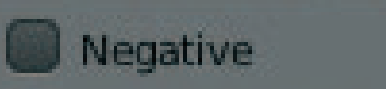


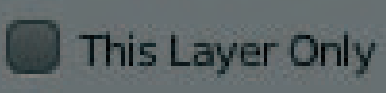
Preview

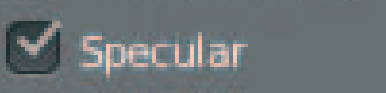
Lamp

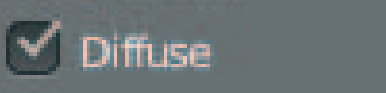


Falloff:

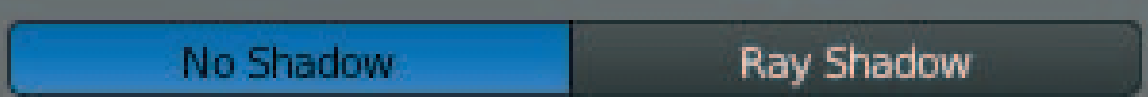




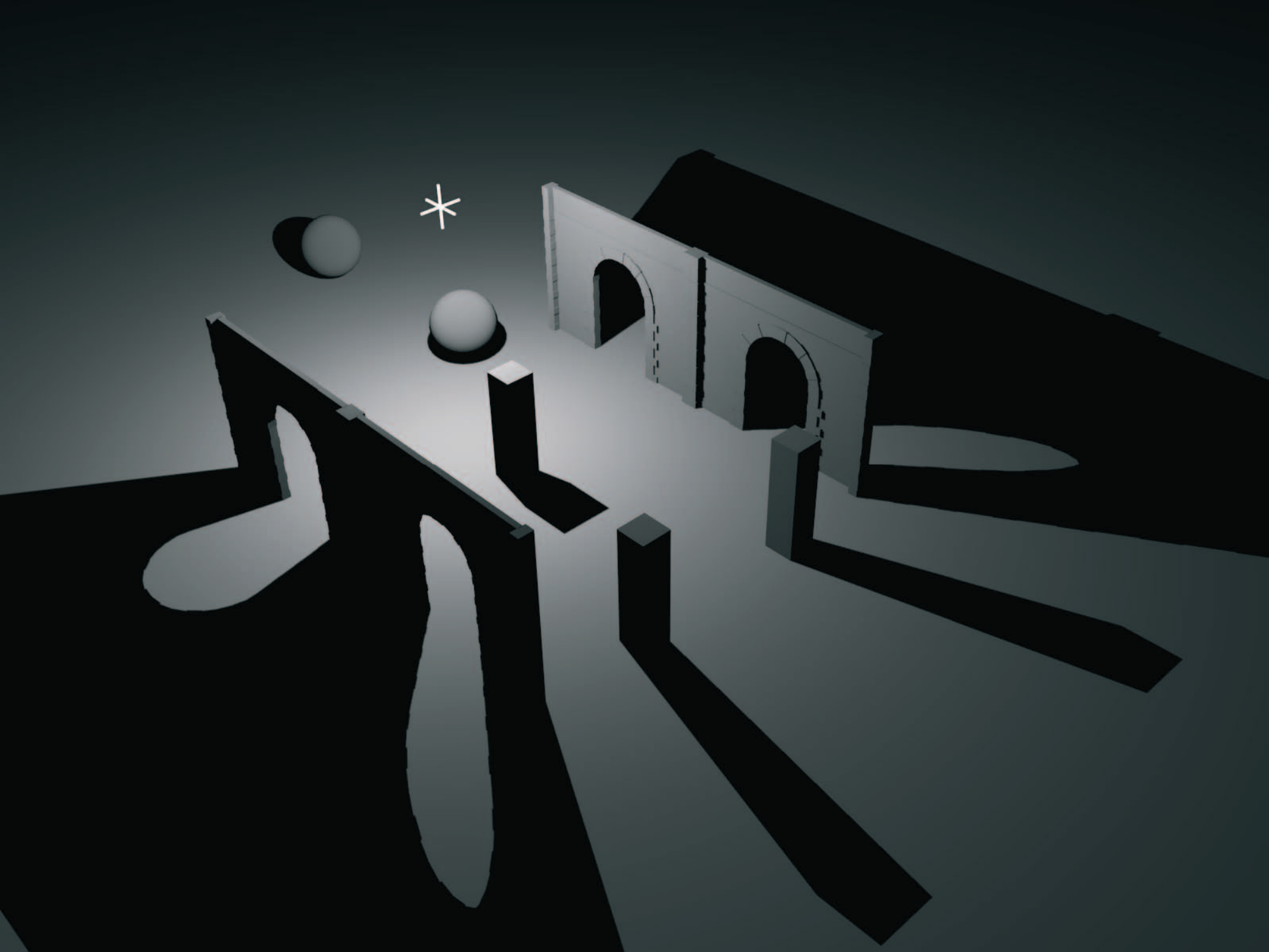


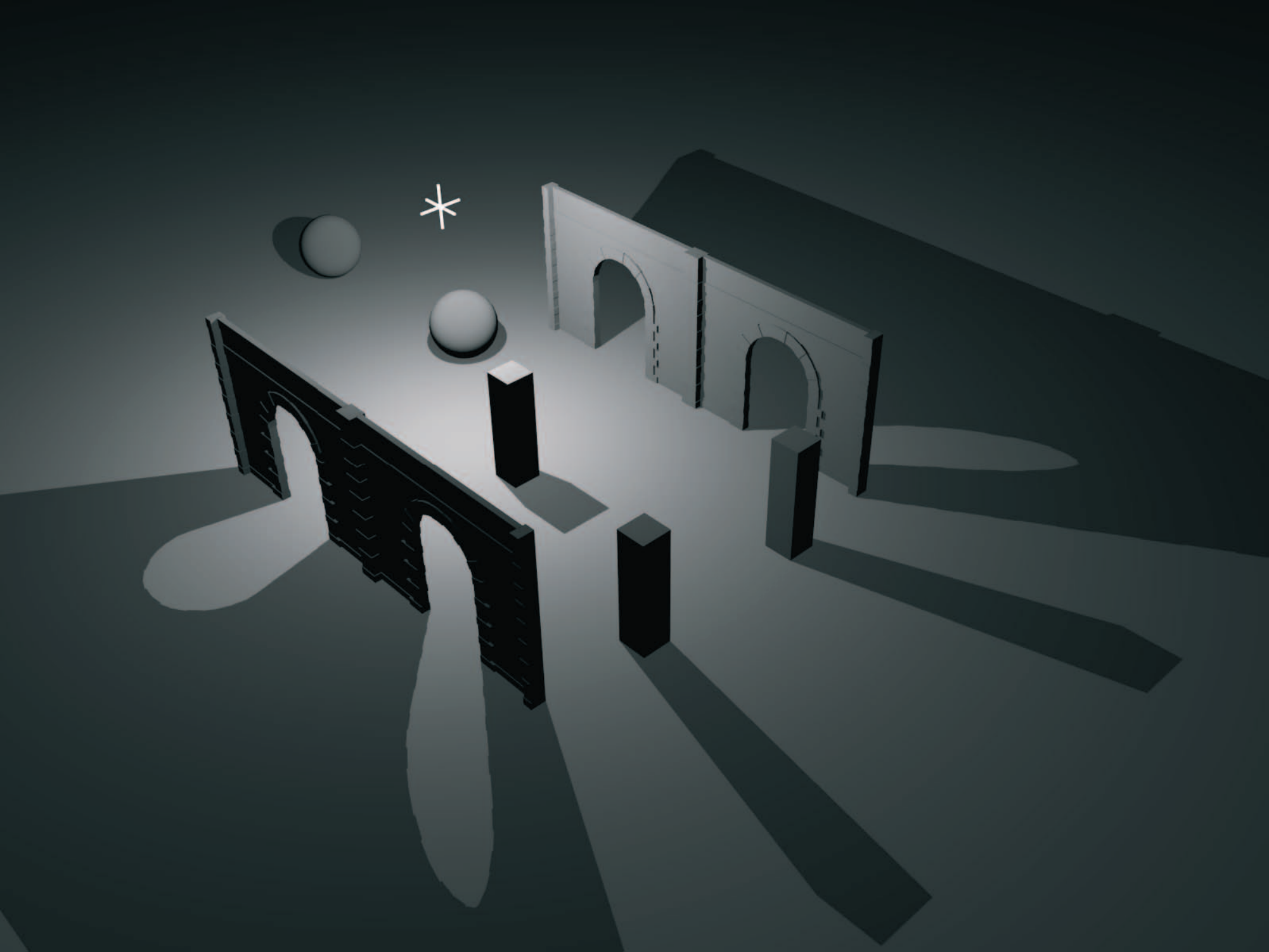


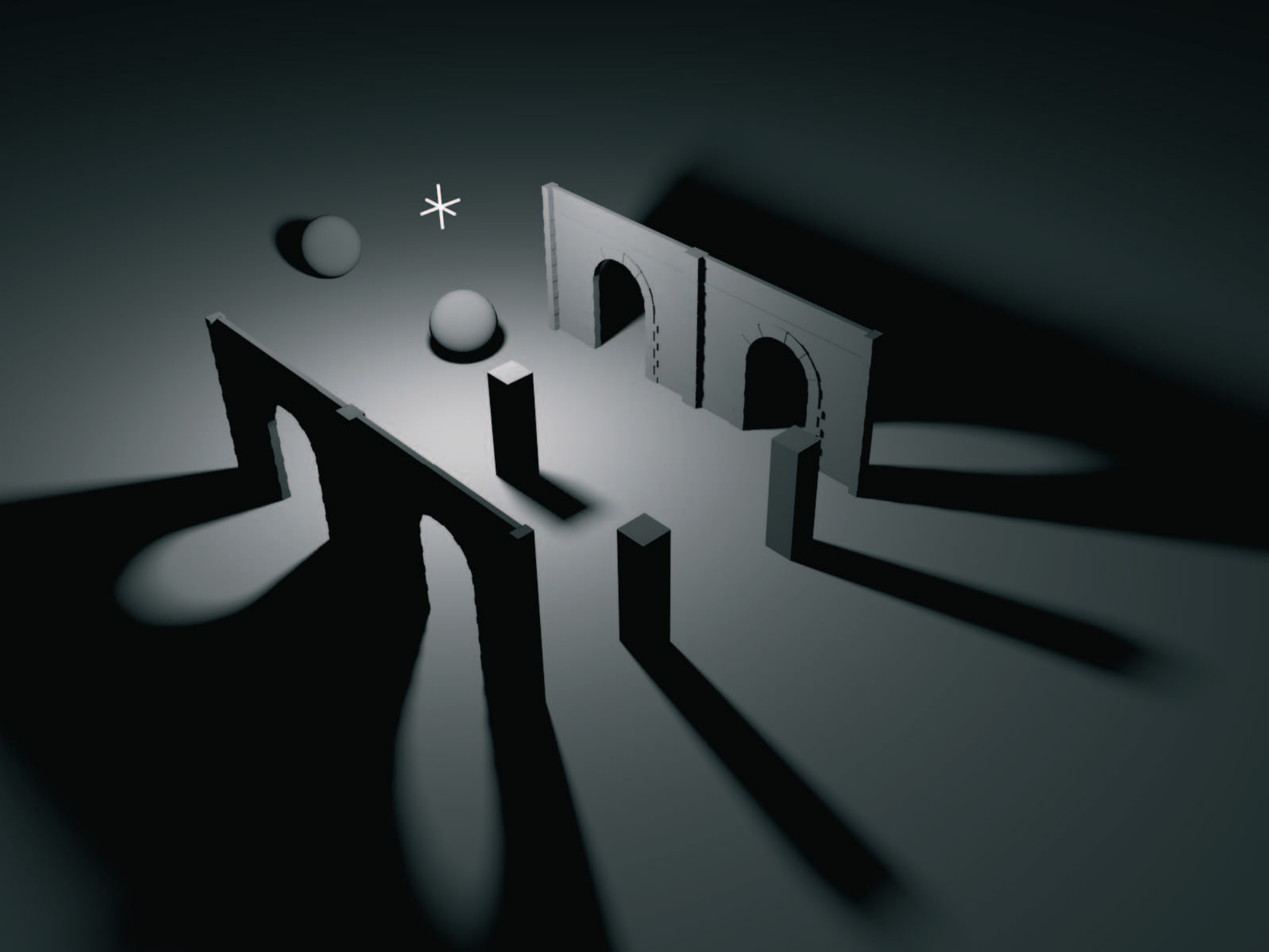
Shadow

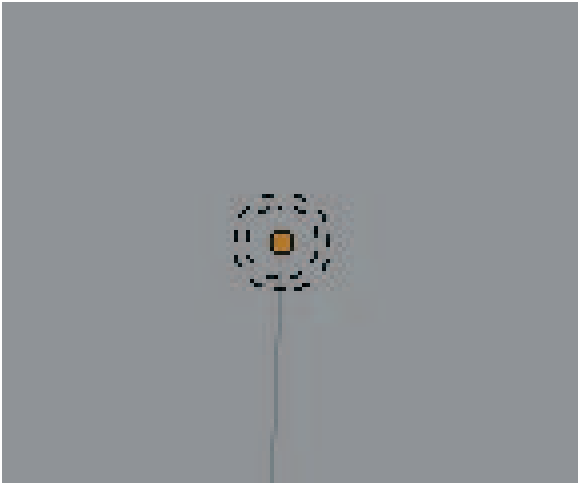


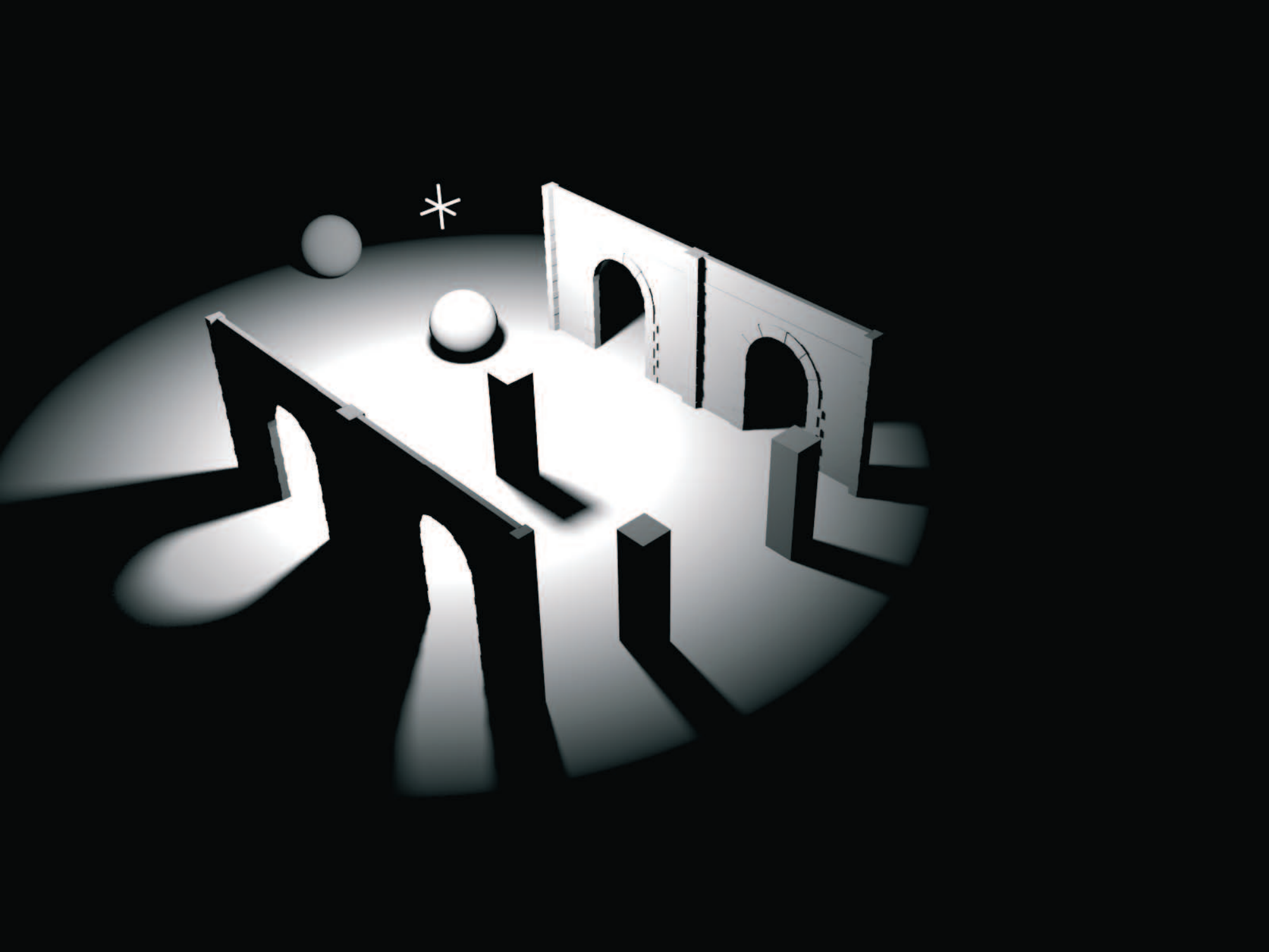

Shadow
No Shadow
Ray Shadow
This Layer Only
Only Shadow
Sampling:
Samples: 1
Soft Size: 2.000
Adaptive QMC
Constant QMC
Threshold: 0.001

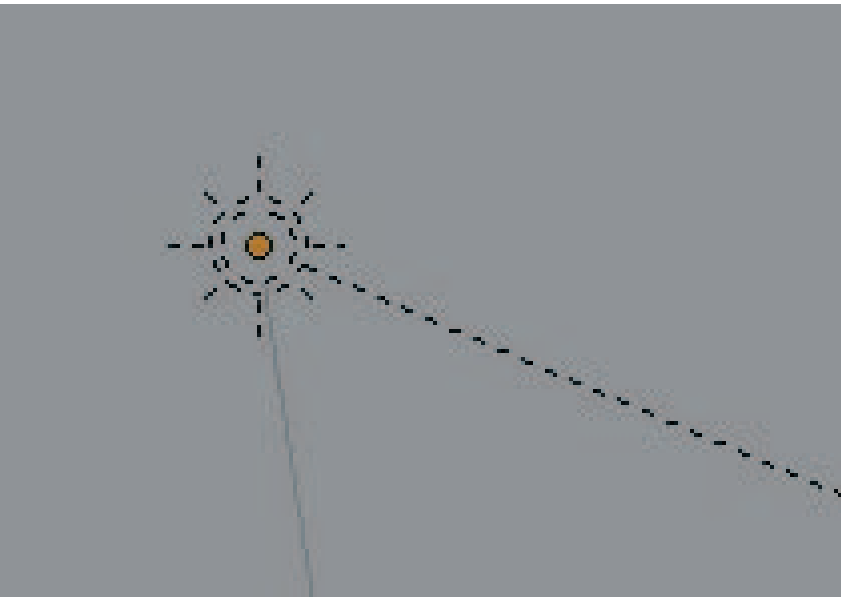


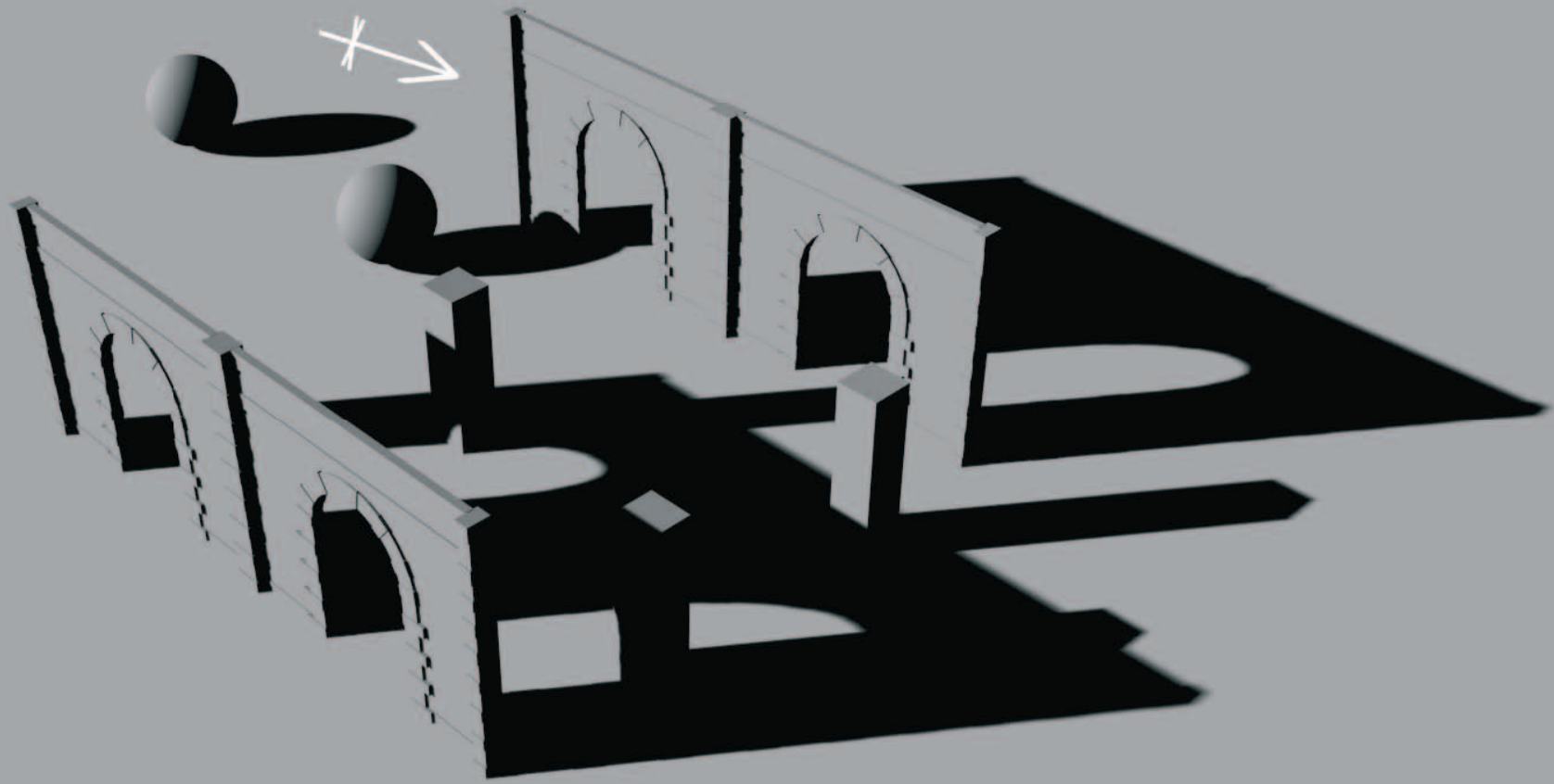


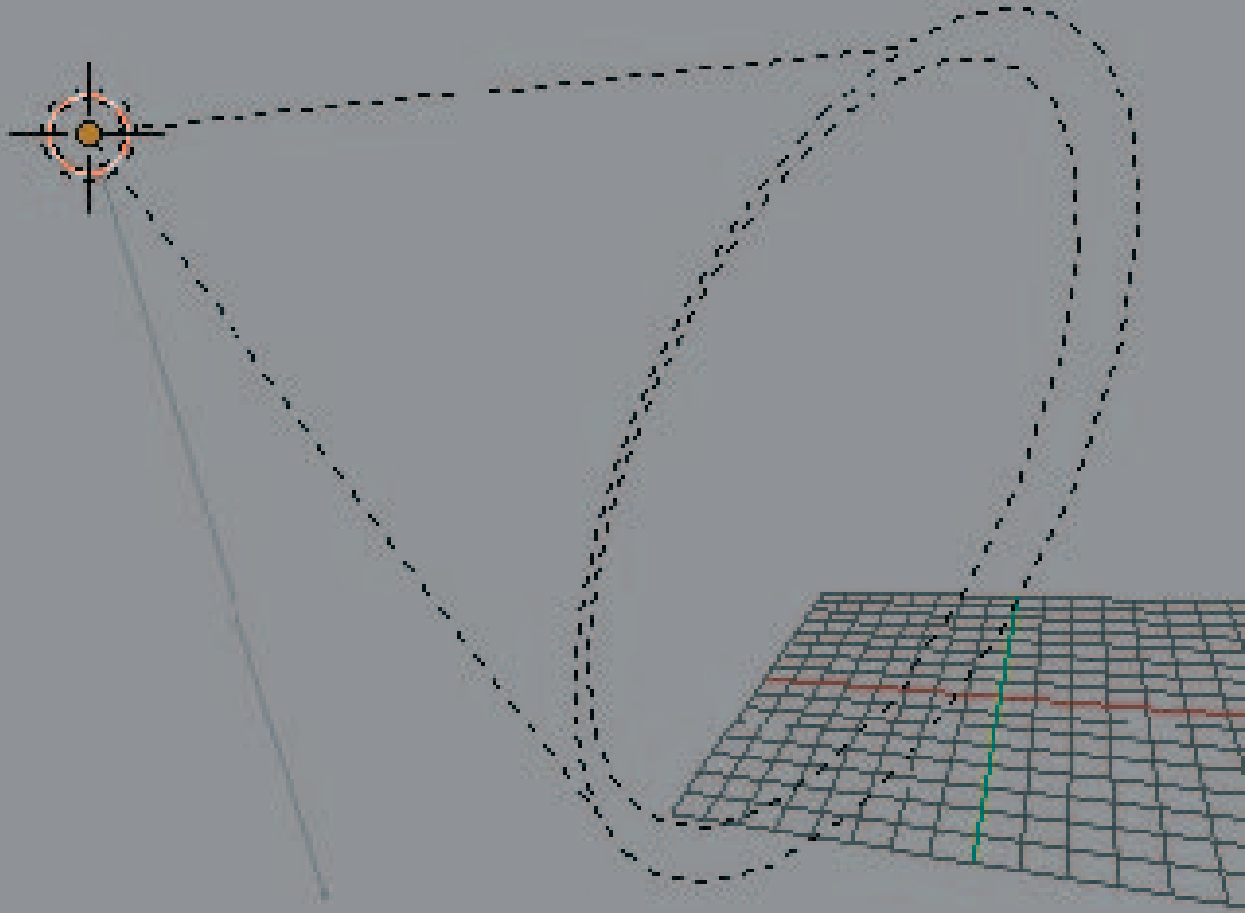




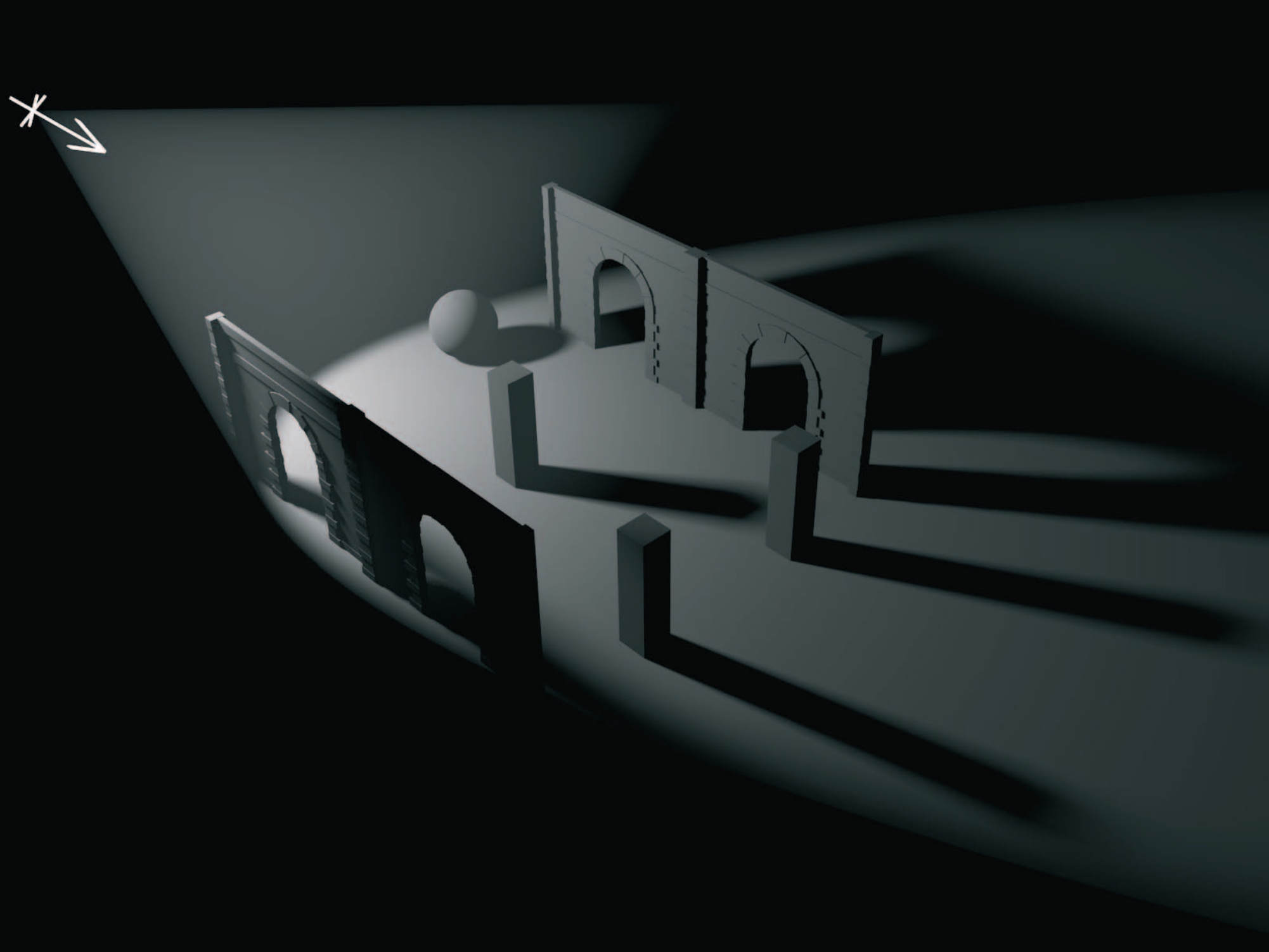


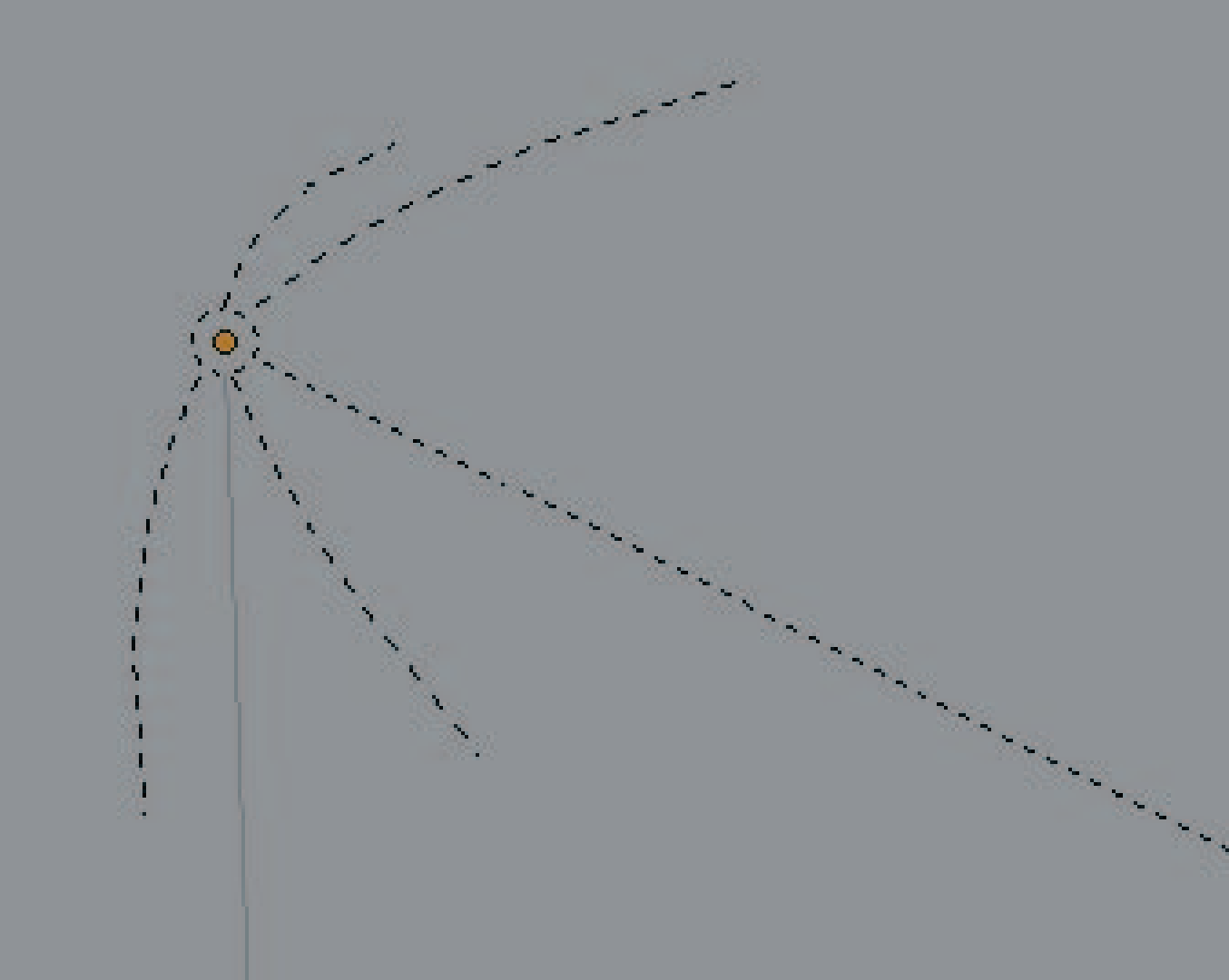


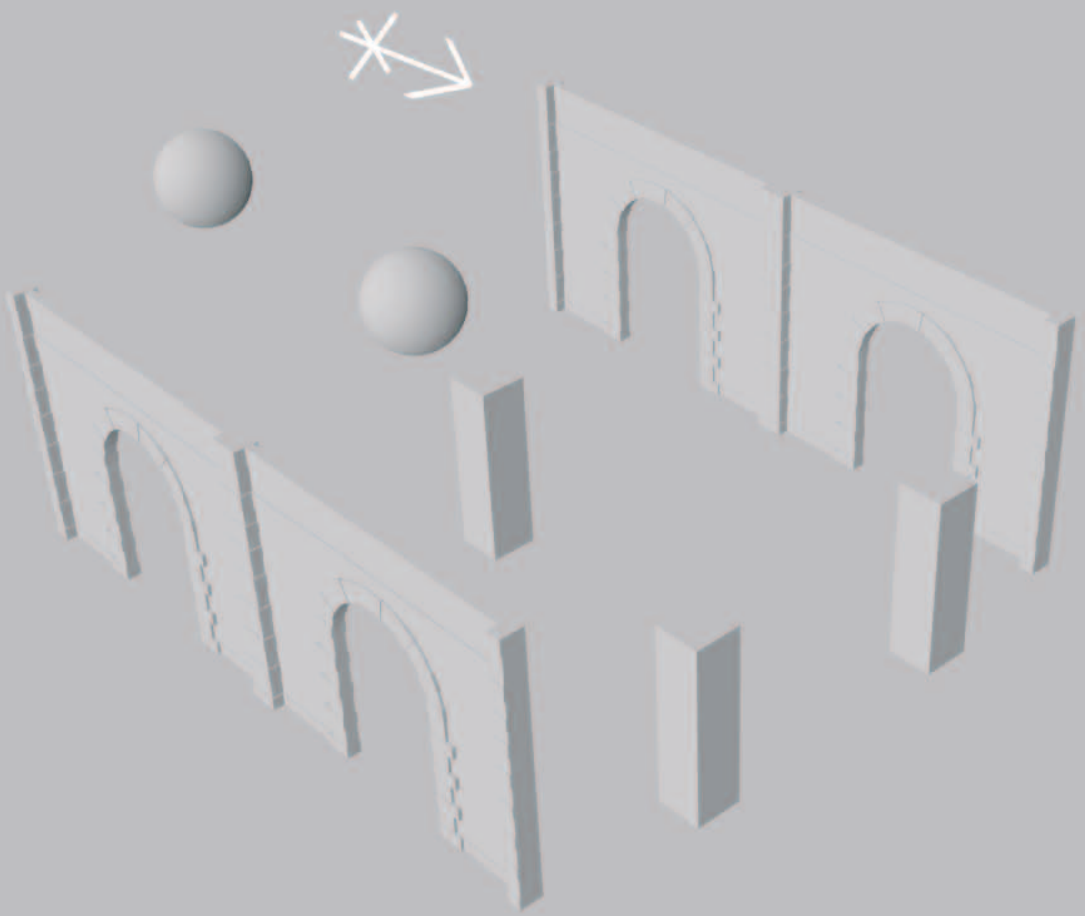


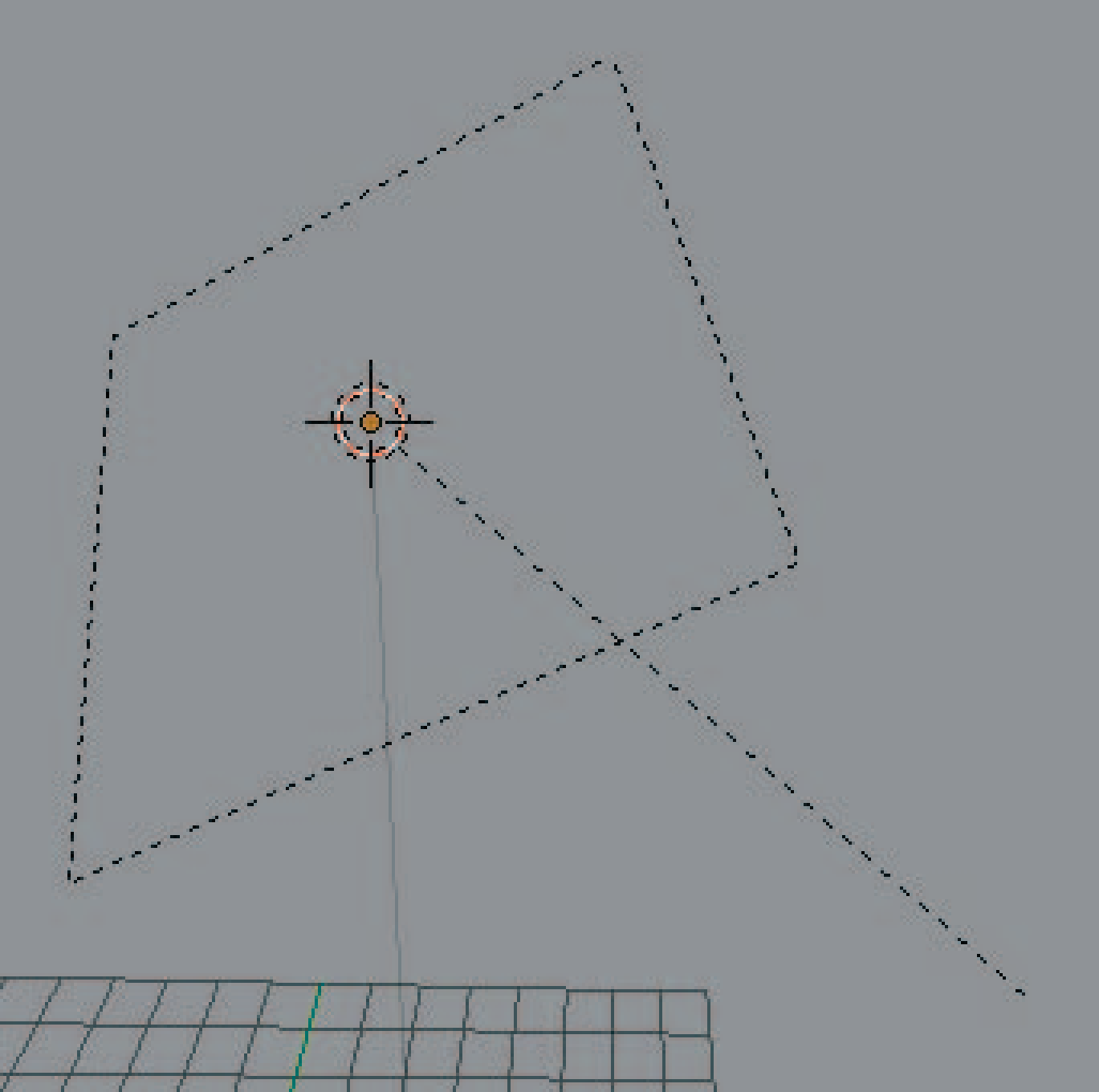


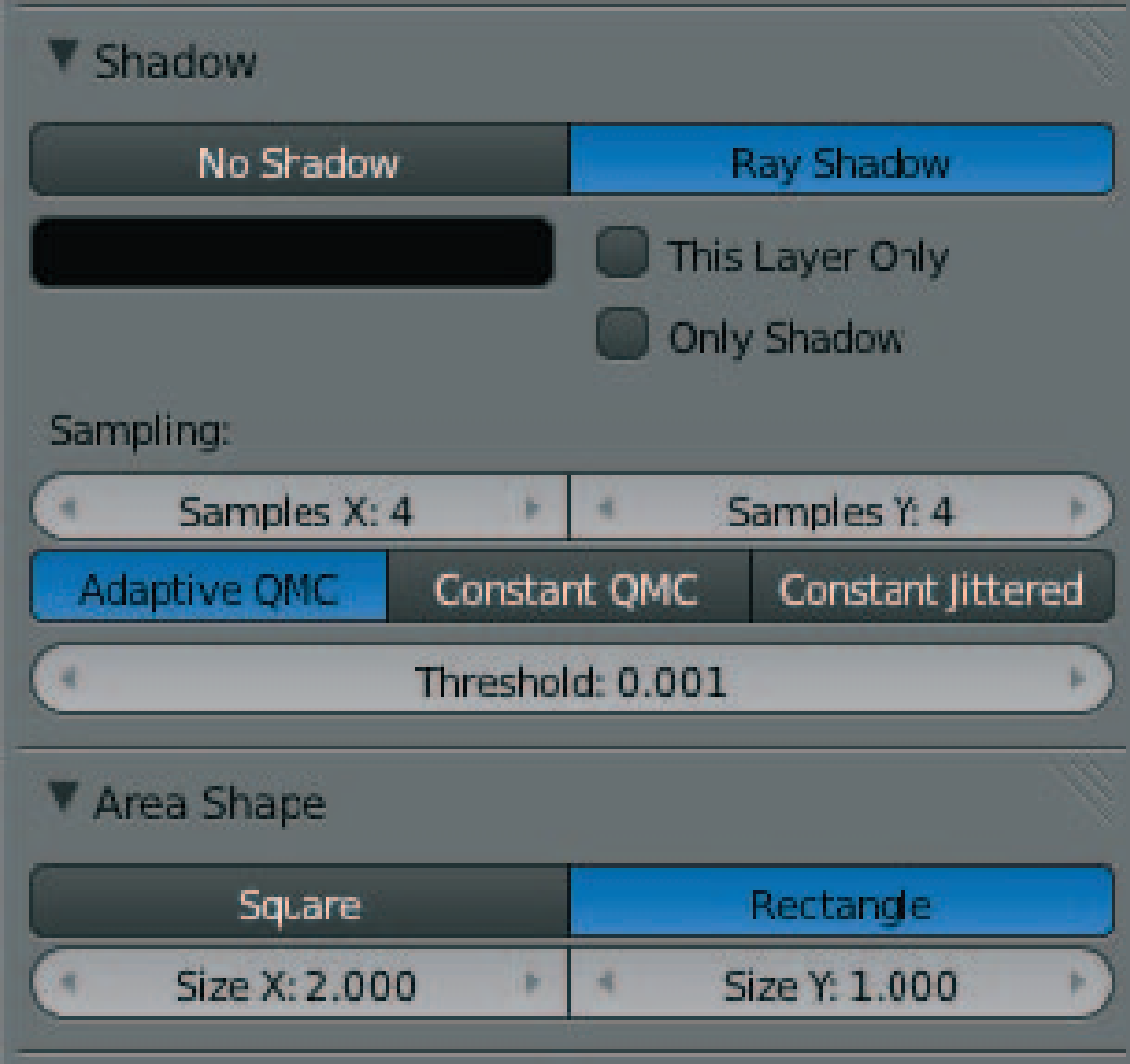

Spot Shape
Size: 70°
Halo
Blend: 0.309
Intensity: 1.000
Square
Show Cone

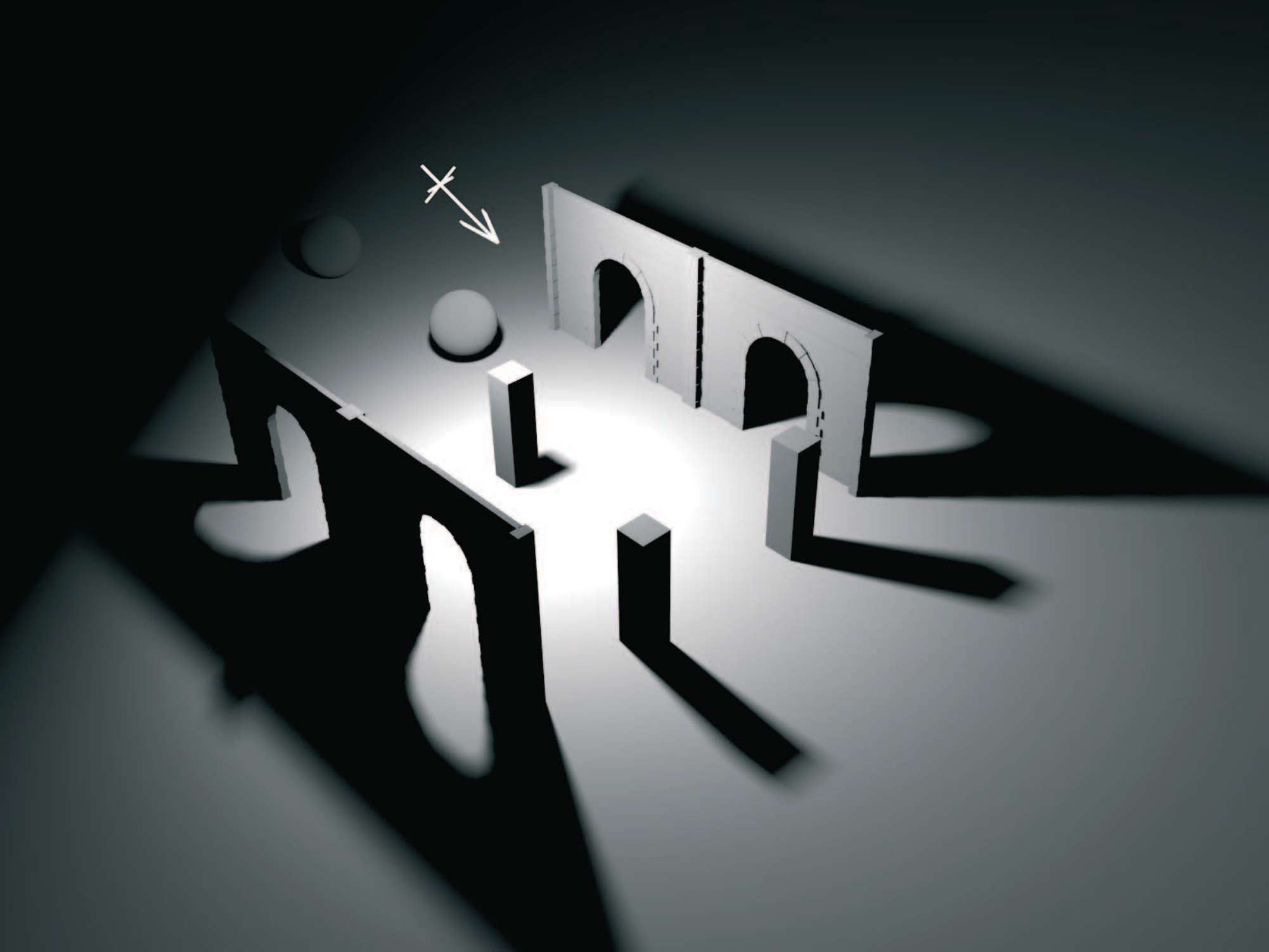


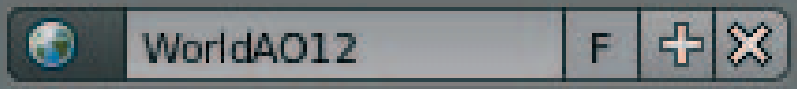




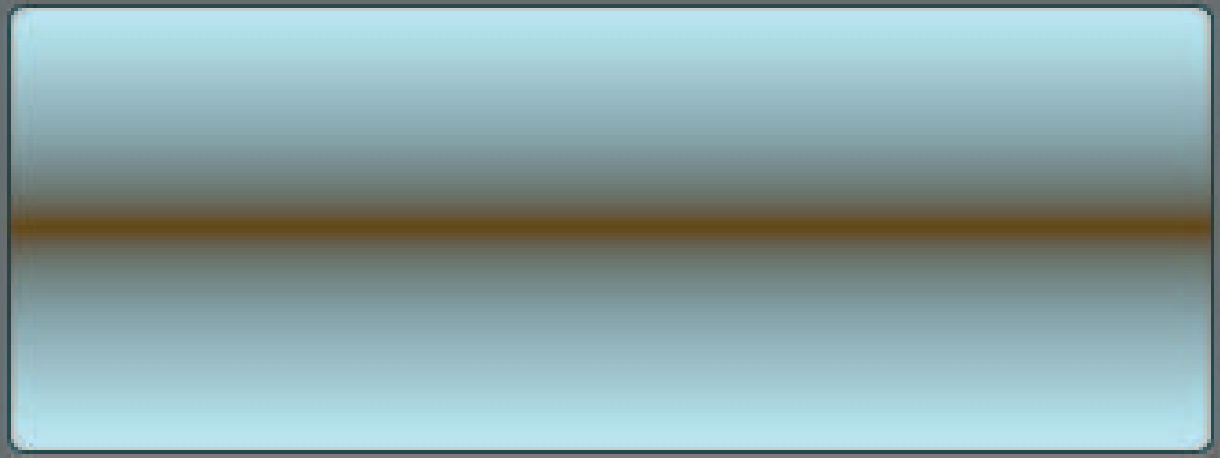



Shadow
No Shadow
Ray Shadow
This Layer Only
Only Shadow
Sampling:
Samples X: 4
Samples Y: 4
Adaptive QMC
Constant QMC
Constant Jittered
Threshold: 0.001
Area Shape
Square
Rectangle
Size X: 2.000
Size Y: 1.000

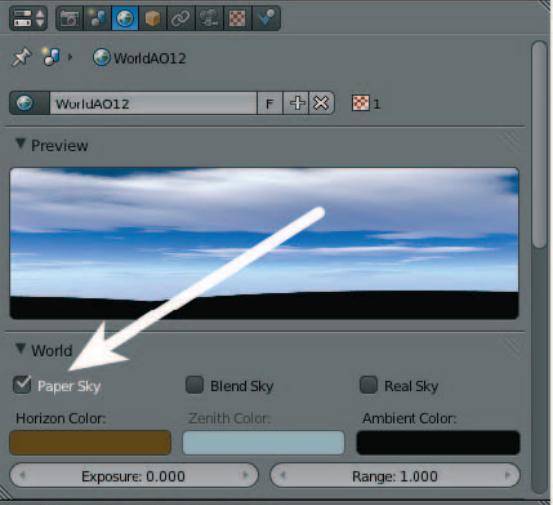


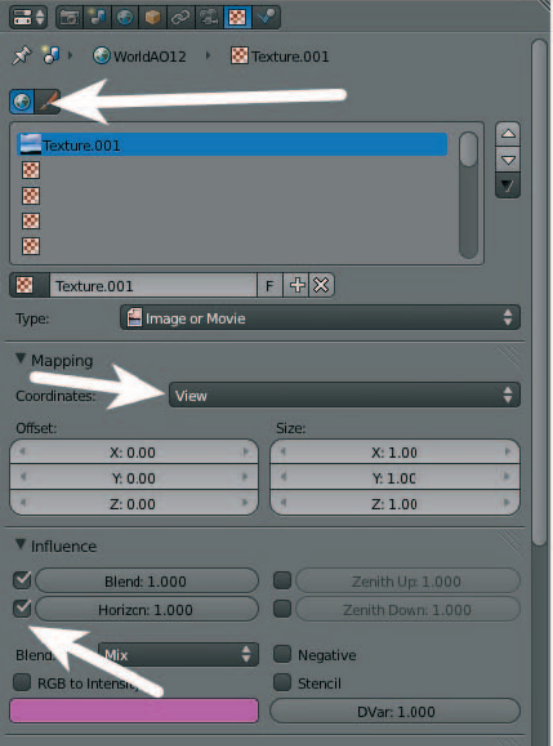


▼ Preview

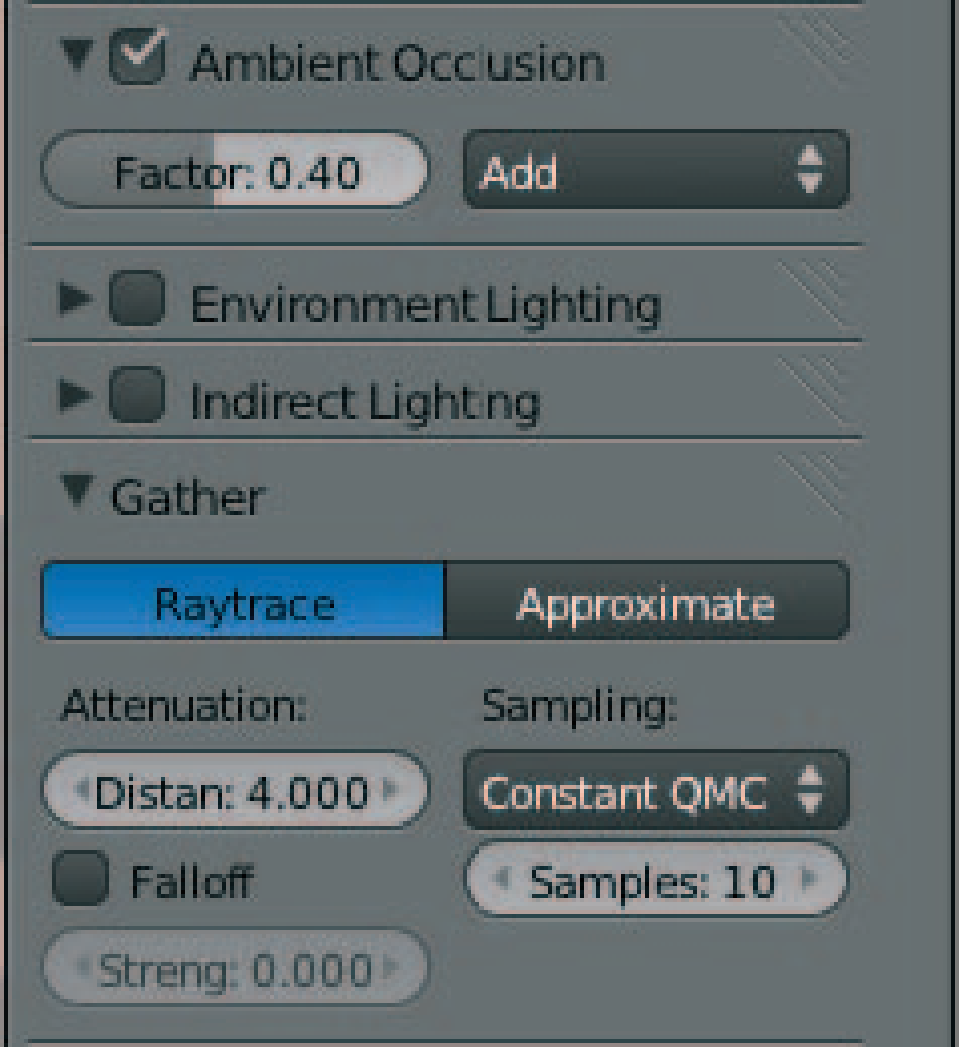


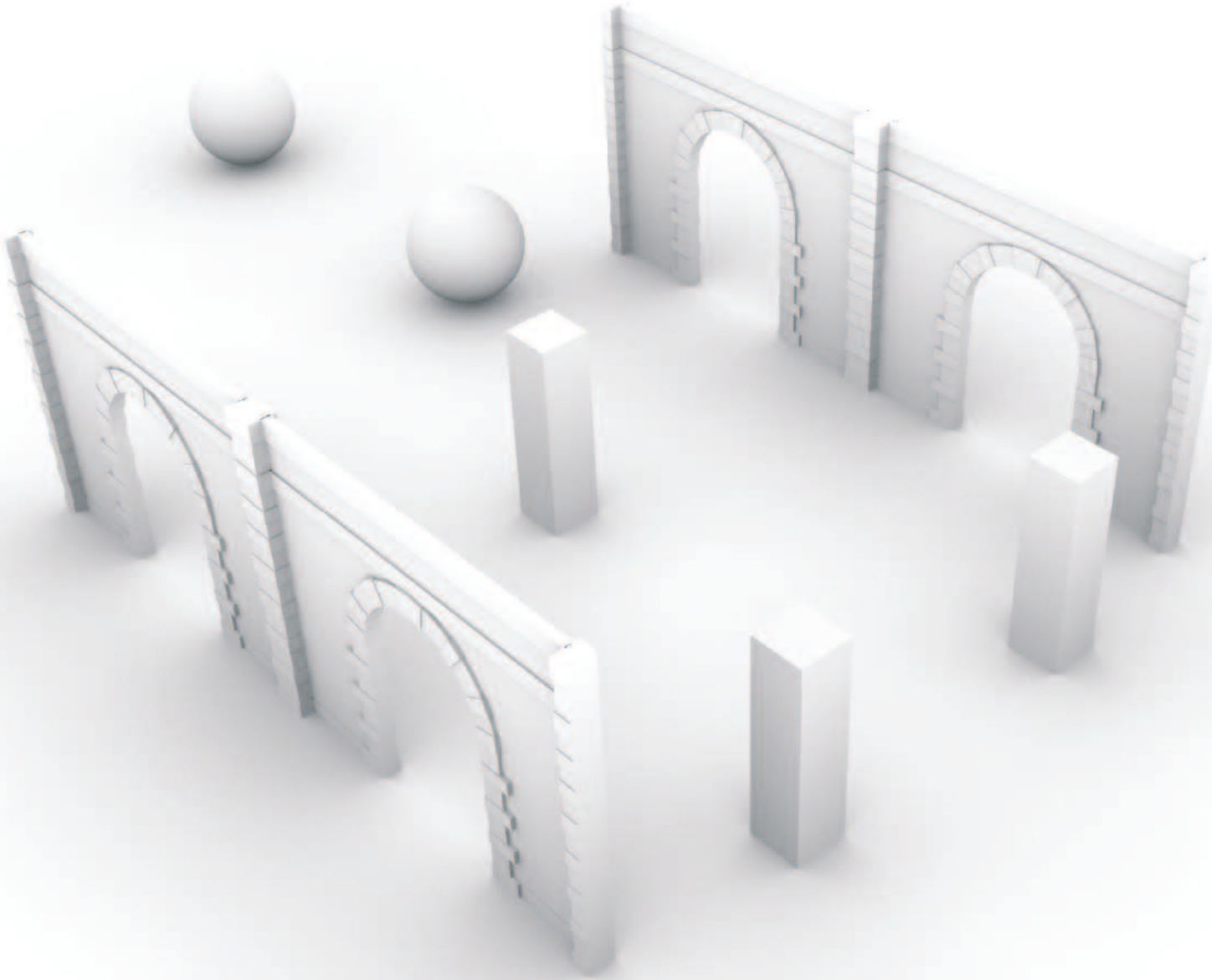
▼ World

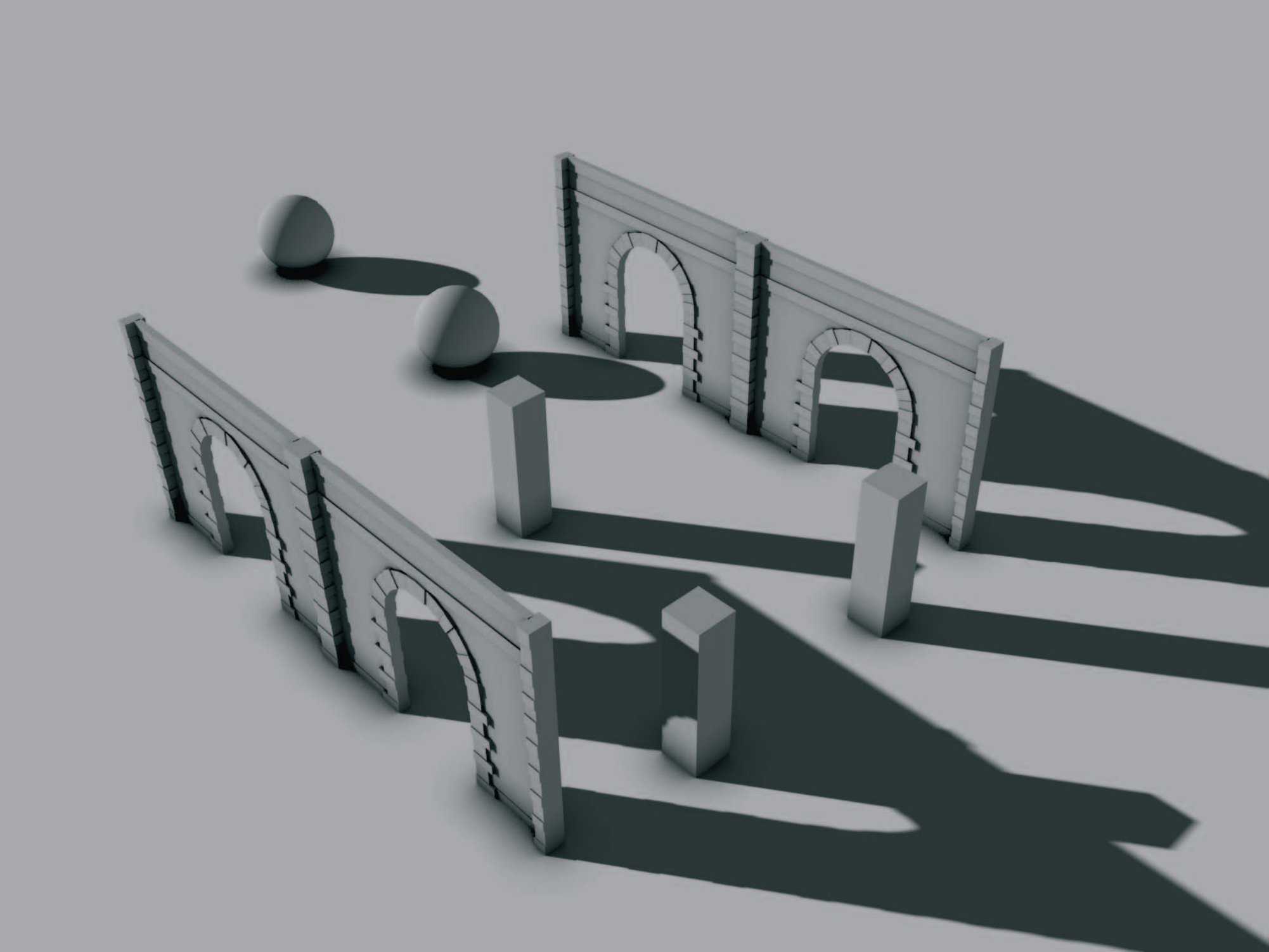

WorldAO12
WorldAO12
F
1
Preview
World
Paper Sky
Blend Sky
Real Sky
Horizon Color:
Zenith Color:
Ambient Color:
Exposure: 0.000
Range: 1.000


WorldAO12
Texture.001
Texture.001
Texture.001
F
Type:
Image or Movie
Mapping
Coordinates:
View
Offset:
X: 0.00
Y: 0.00
Z: 0.00
Size:
X: 1.00
Y: 1.00
Z: 1.00
Influence
Blend: 1.000
Horizon: 1.000
Zenith Up: 1.000
Zenith Down: 1.000
Mix
Negative
Stencil
DVar: 1.000


Preview
Lamp
Sky & Atmosphere
Sky
Classic
Turbidity: 1.00
Blending:
Mix
Factor: 1.000
Color Space:
SMPTE
REC70
CIE
Exposure: 1.000
Horizon:
Brightnes: 10.000
Spread: 0.000
Sun:
Brightness: 2.000
Size: 1.000
Back Light: 0.000
Atmosphere
Intensity:
Sun: 1.000
Distance: 5.000
Scattering:
Inscatterin: 1.000
Extinction: 1.000

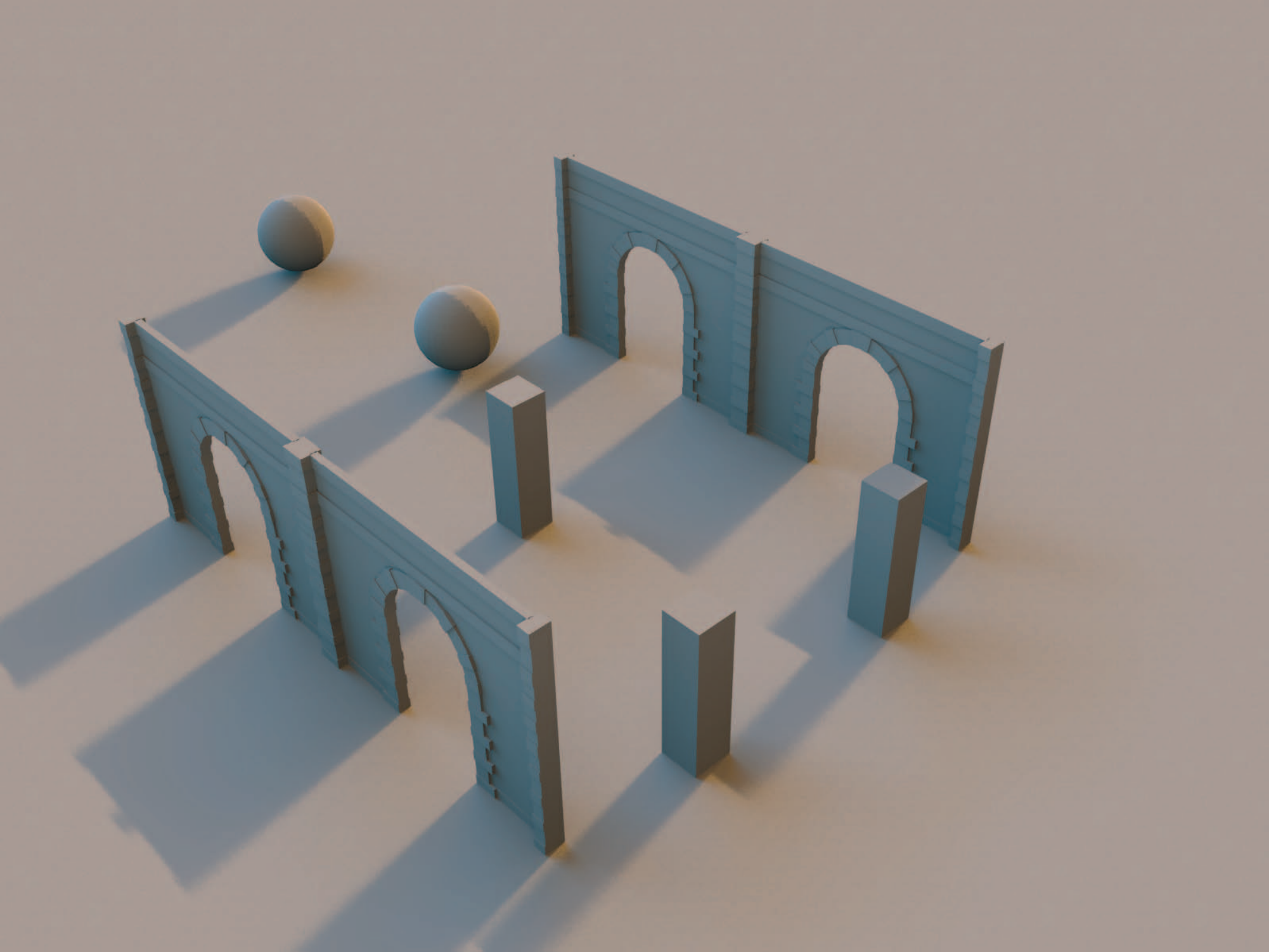

Ambient Occlusion
Factor: 0.40
Add
Environment Lighting
Indirect Lighting
Gather
Raytrace
Approximate
Attenuation:
Distan: 4.000
Falloff
Streng: 0.000
Sampling:
Constant QMC
Samples: 10

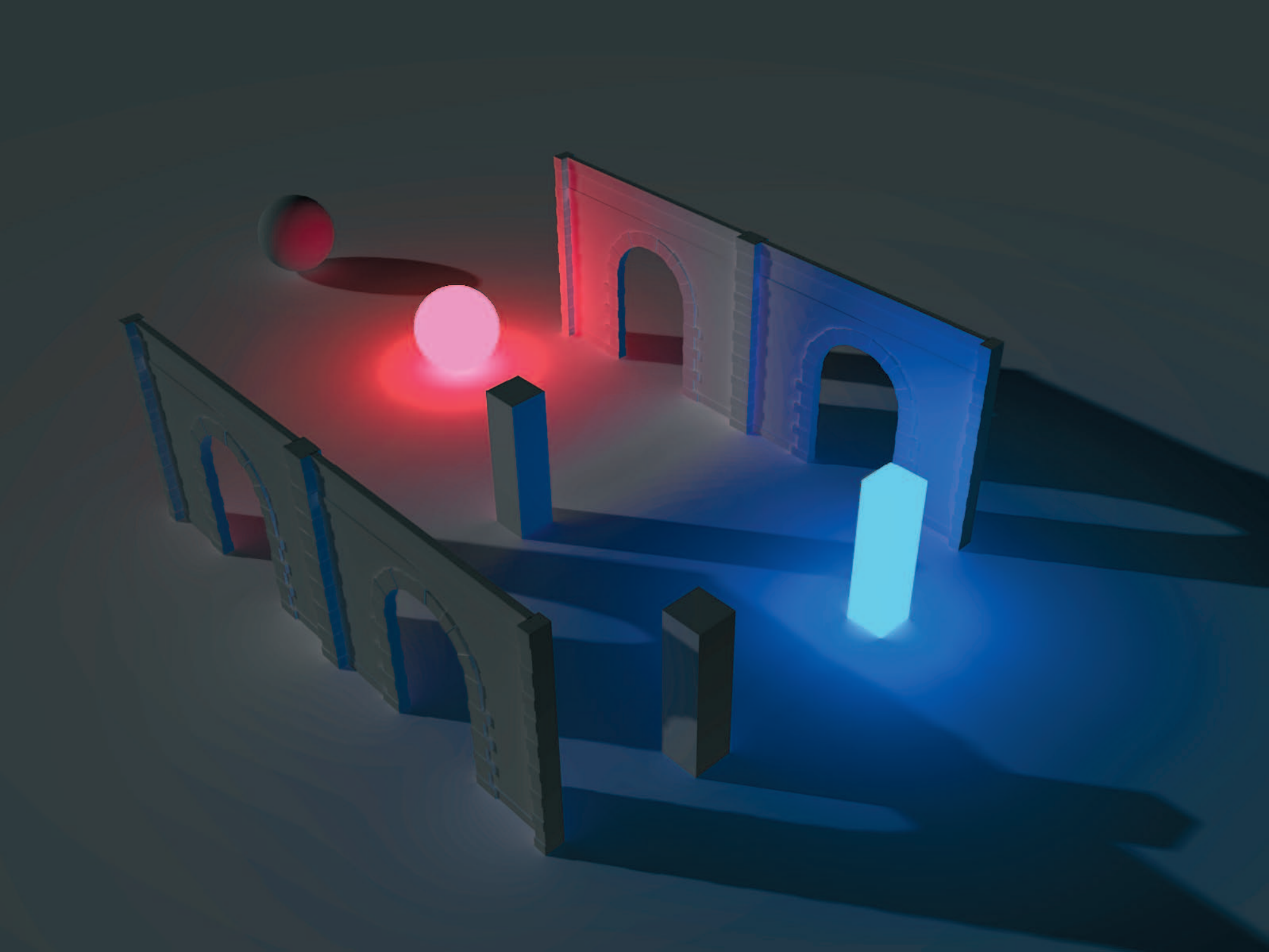


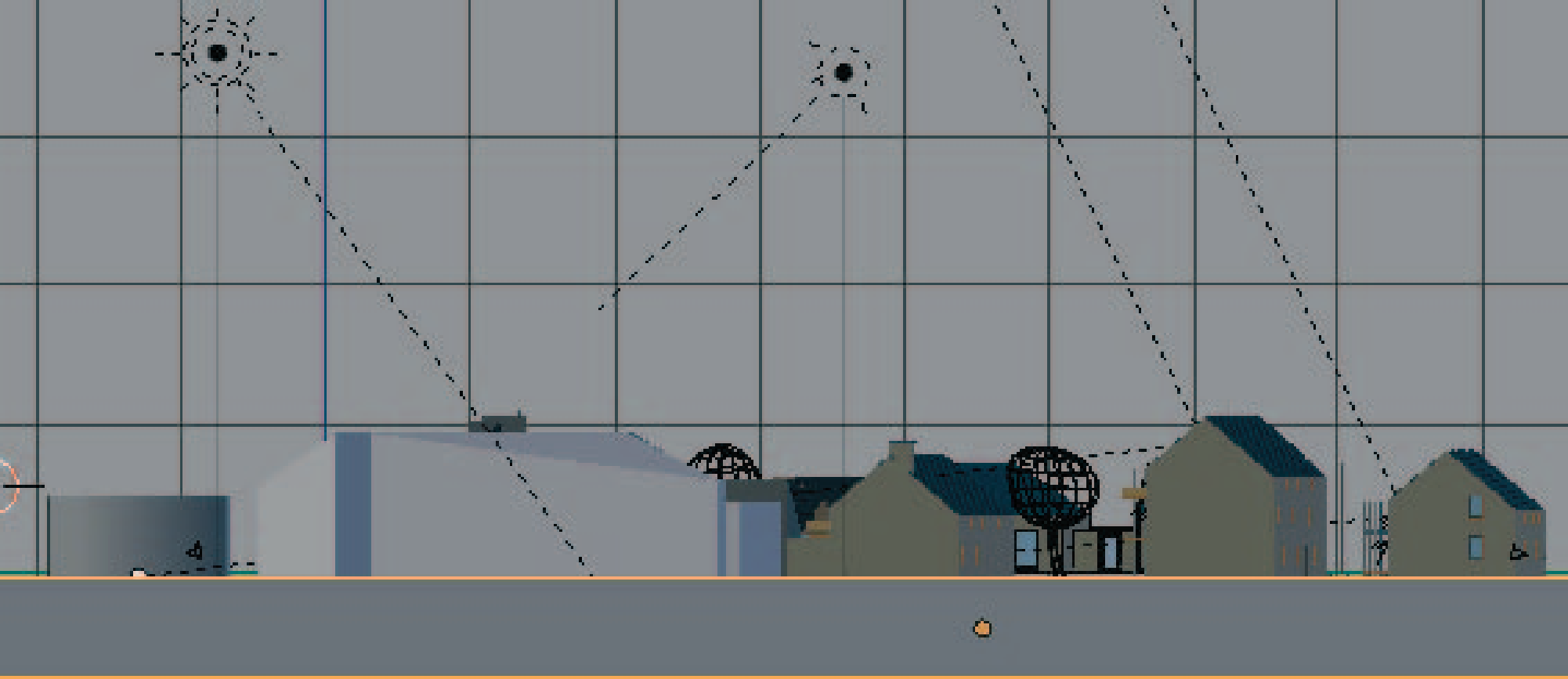


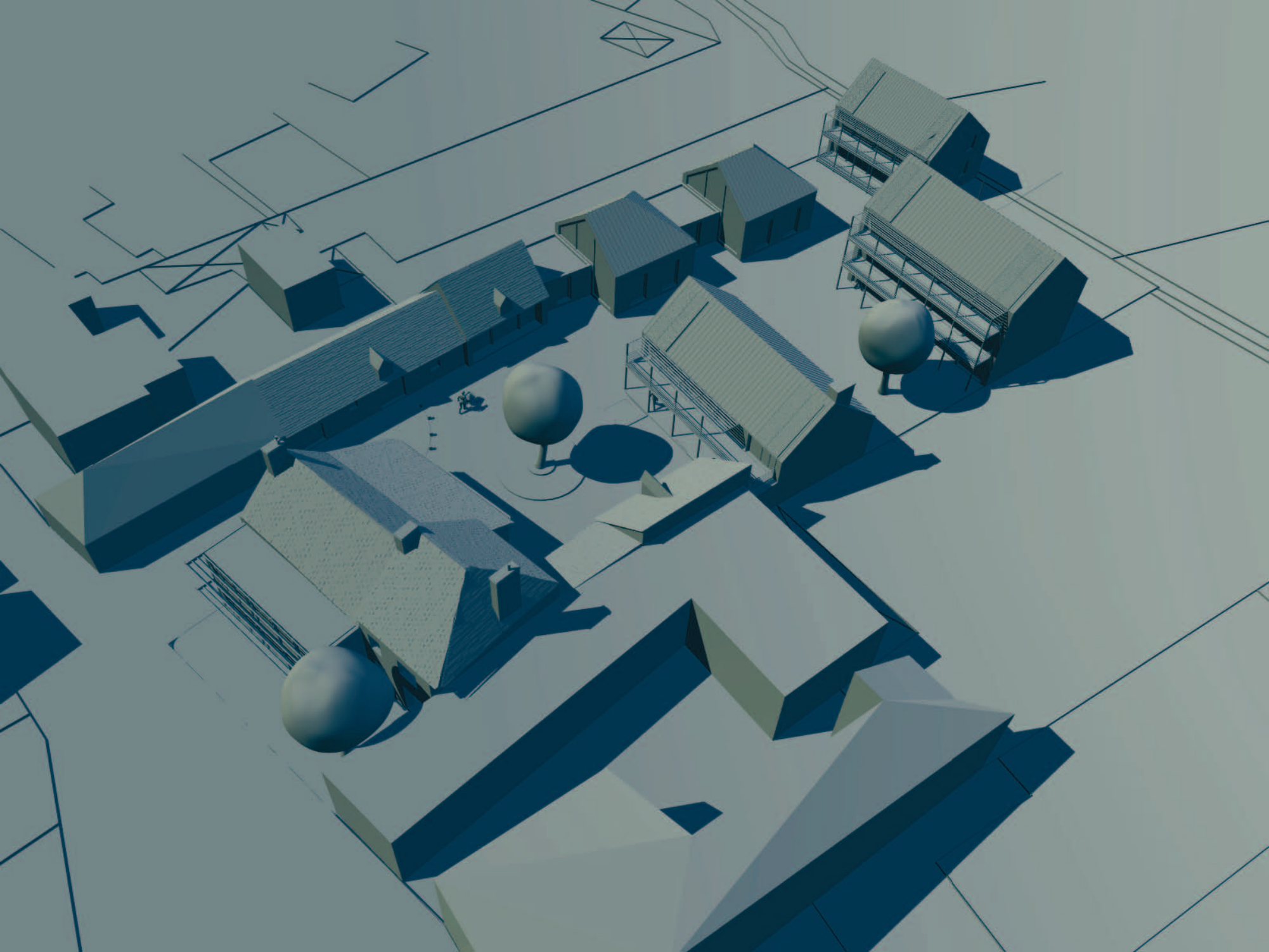

Ambient Occ
Factor: 1.00
Environment
Energy: 1.000
Environment Color
Sky Texture
Sky Color
White
Sky Color

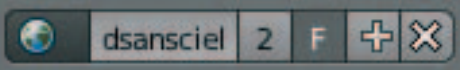

Mapping
Coordinates:
AngMap
Offset:
X: 0.00
Y: 0.00
Z: 0.00
Size:
X: 1.00
Y: 1.00
Z: 1.00
Influence
Blend: 1.000
Horizo: 1.000
Zenith : 1.000
Zenith : 1.000
Blend:
Mix
Negative
RGB to Intensity
Stencil
DVar: 1.000











▼ Preview

▼ World

Paper Sky Blend Sky Real Sky

Horizon Color: Zenith Color: Ambient Color:

Exposure: 0.000 Range: 1.000

▼ Ambient Occlusion

Factor: 0.49 Multiply

▼ Environment Lighting

Energy: 0.600 Sky Texture

▼ Indirect Lighting

Factor: 0.00 Bounces: 1

Only works with Approximate gather method

▼ Gather

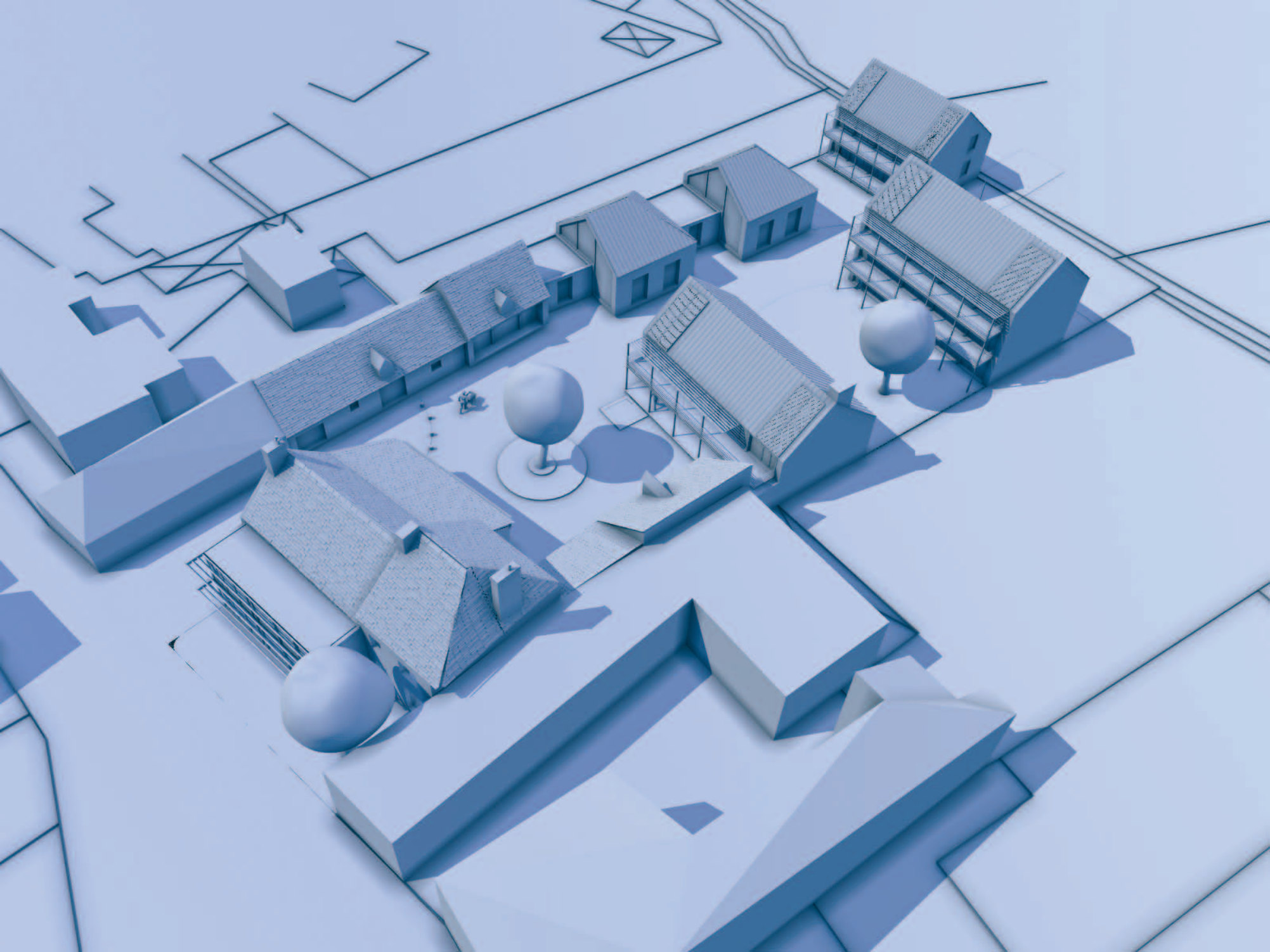
Raytrace Approximate

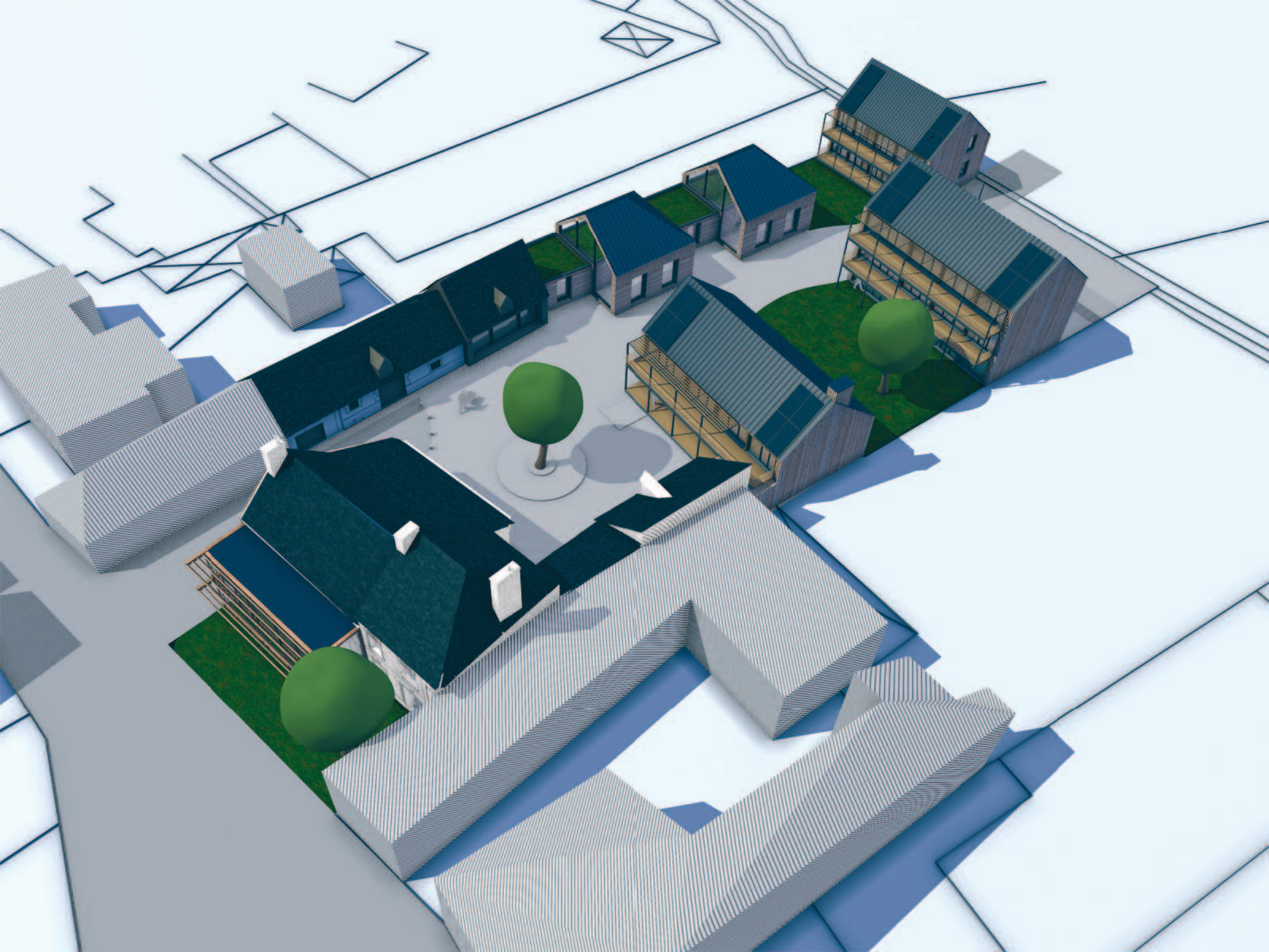
Attenuation: Sampling:

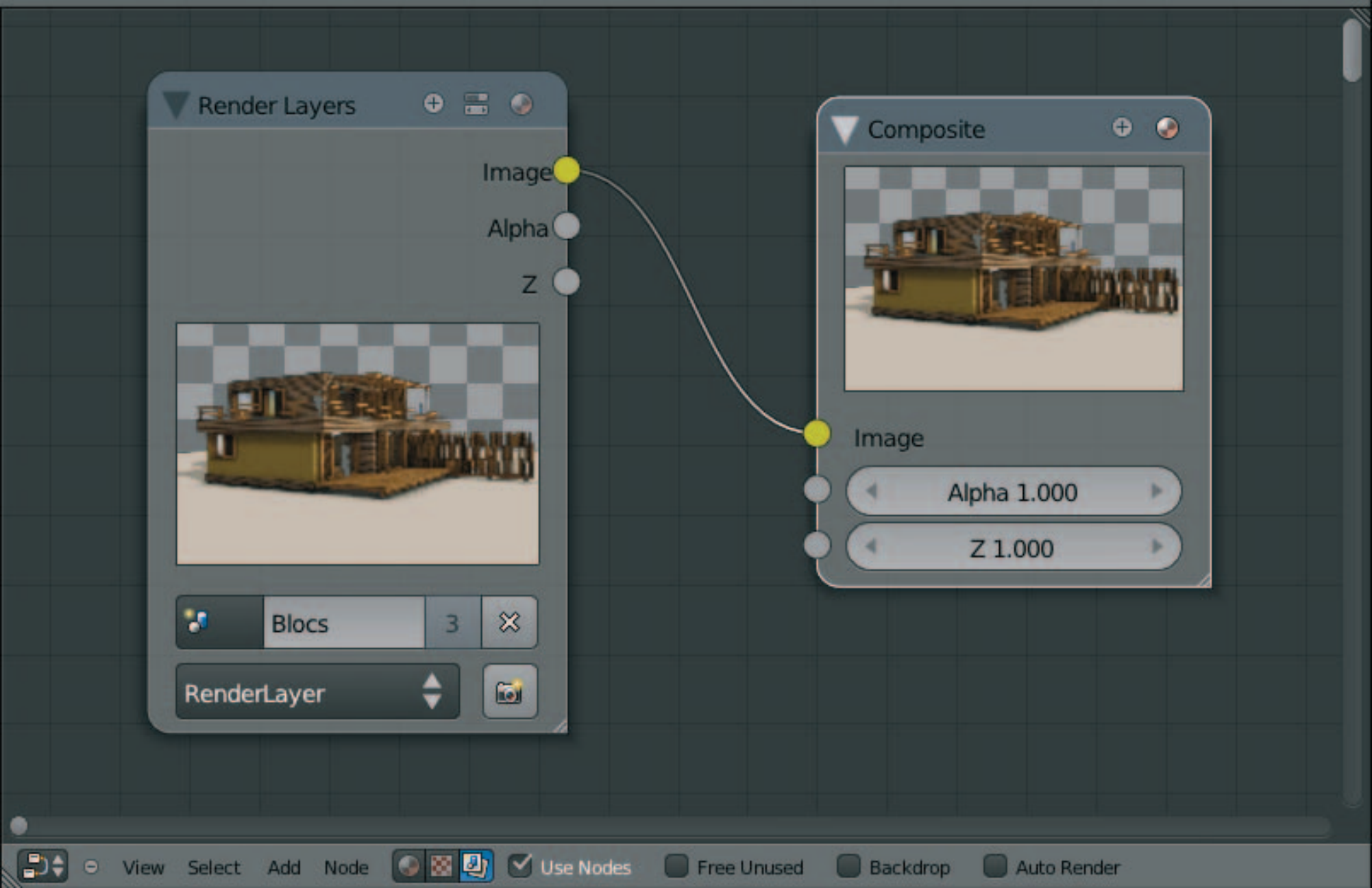
Distance: 1.200 Constant Jittered

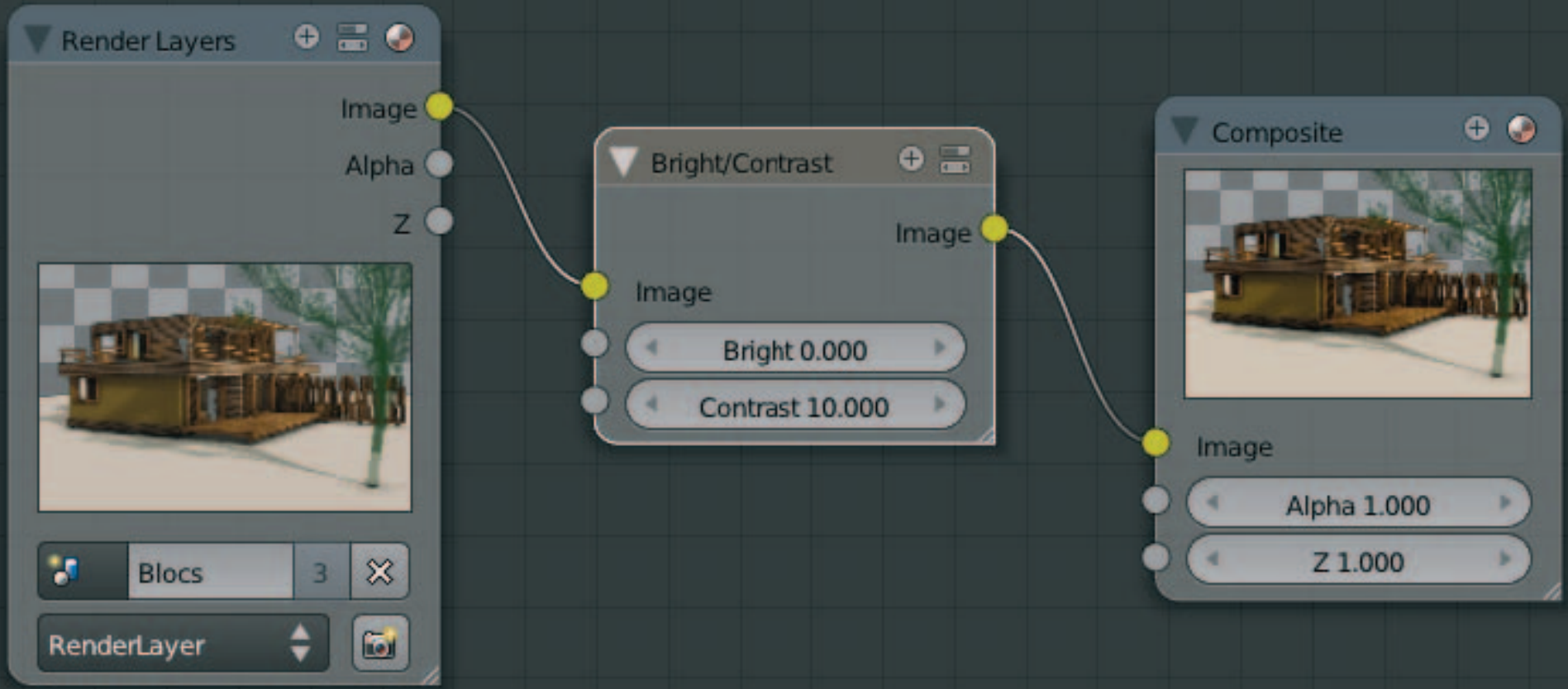
Falloff Samples: 12

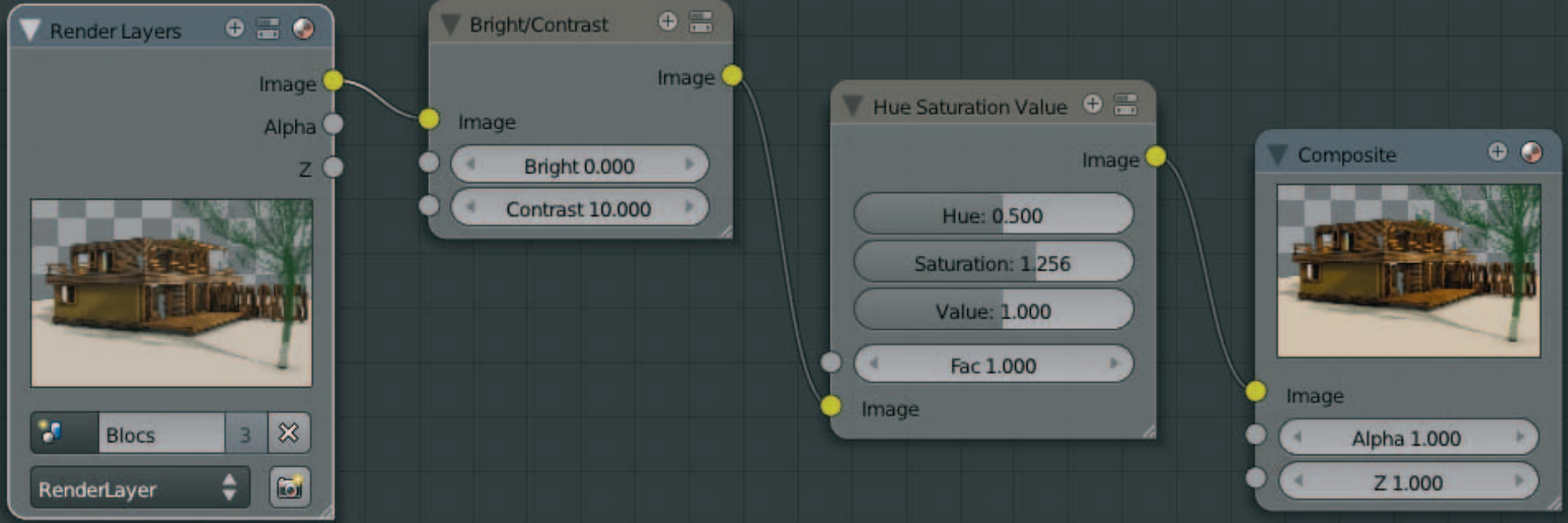
Strength: 1.000 Bias: 0.050

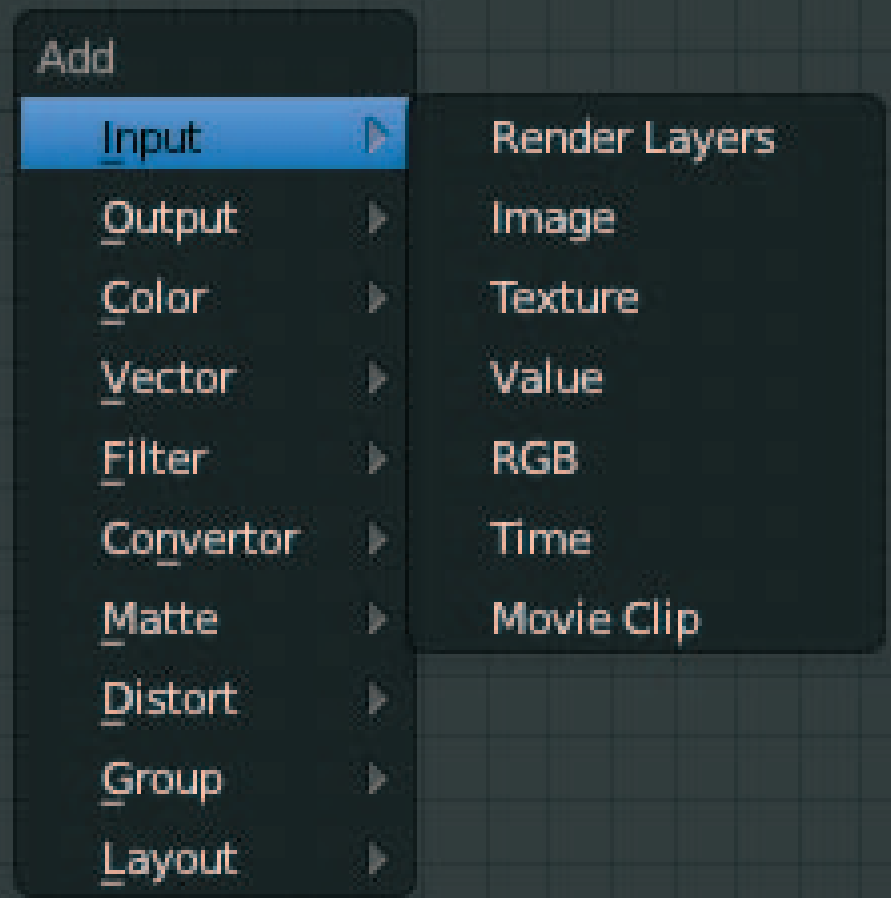




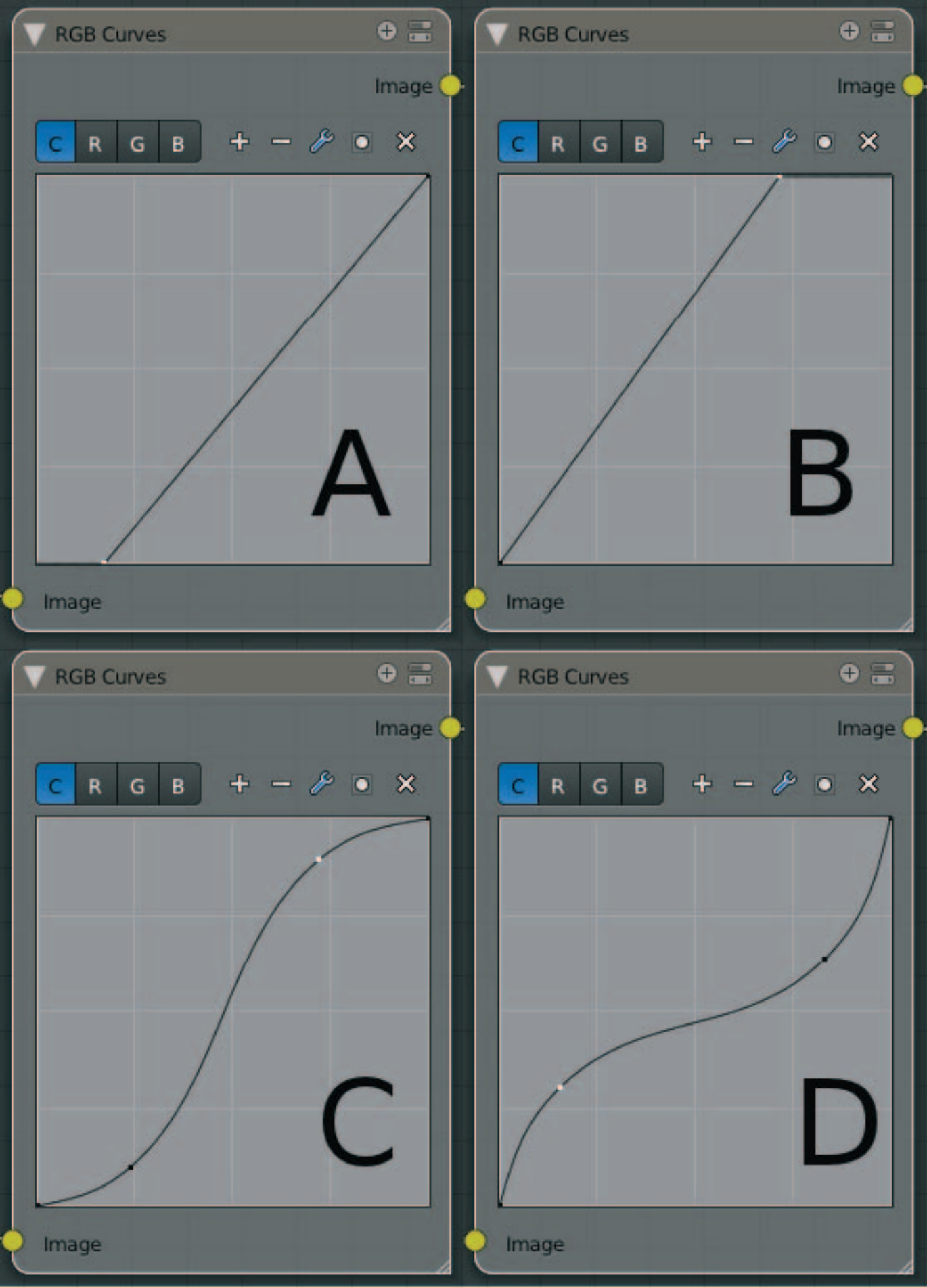

Render Layers
Image
Alpha
Z
Blocs
3
RenderLayer
Composite
Image
Alpha 1.000
Z 1.000
View
Select
Add
Node
Use Nodes
Free Unused
Backdrop
Auto Render

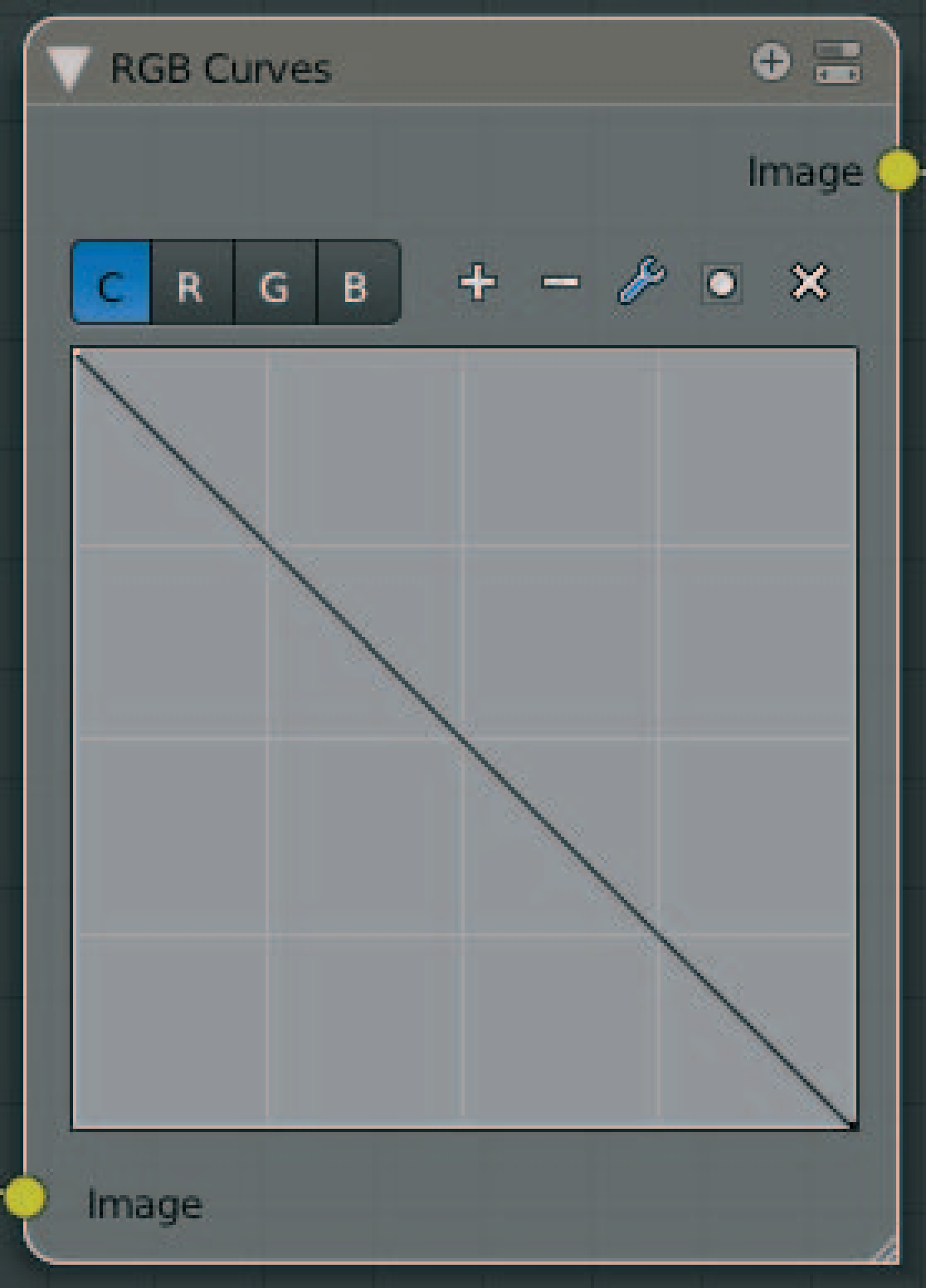

Render Layers
Image
Alpha
Z
Blocs
3
RenderLayer
Bright/Contrast
Image
Image
Bright 0.000
Contrast 10.000
Composite
Image
Alpha 1.000
Z 1.000

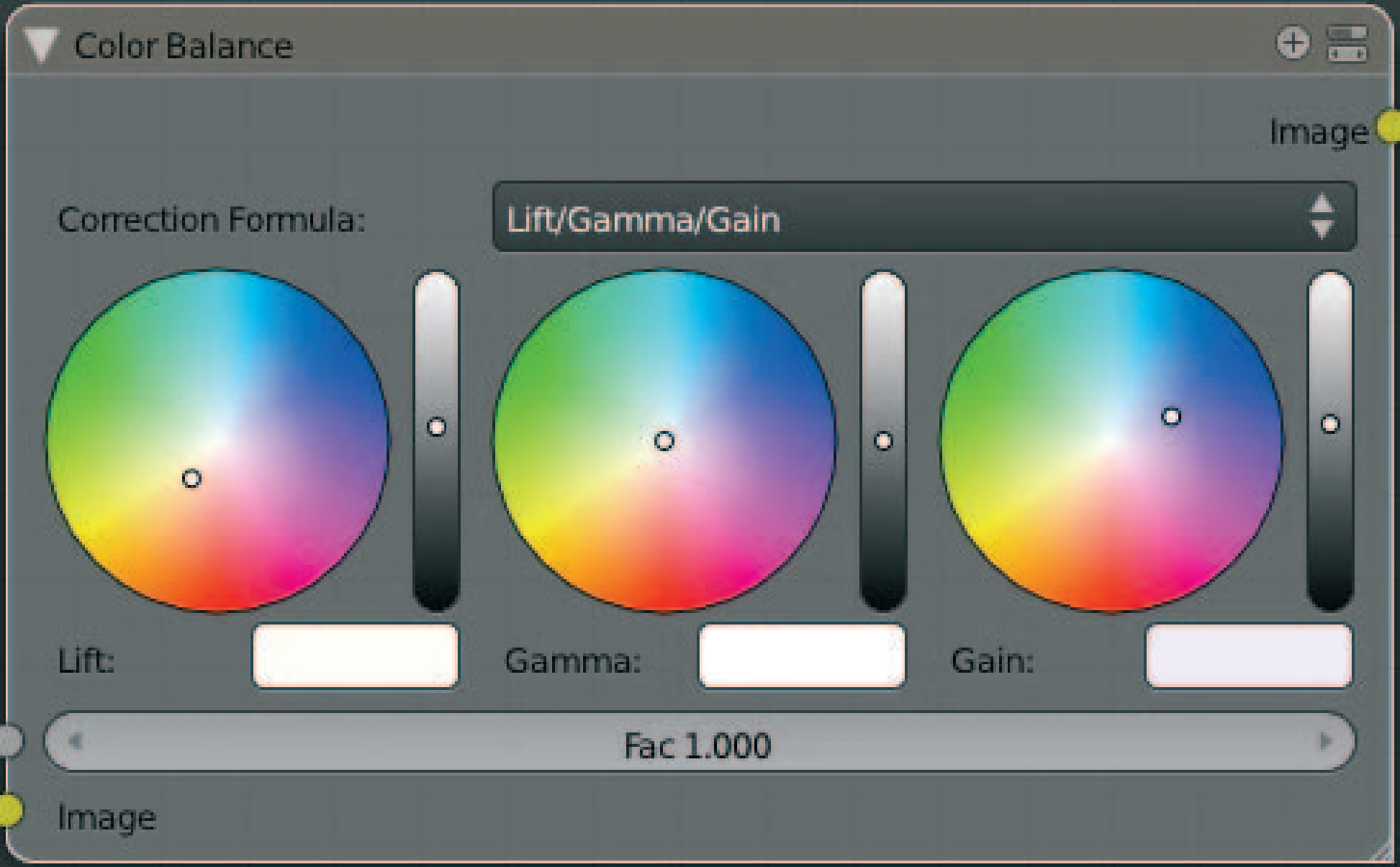

Render Layers
Image
Alpha
Z
Blocs
3
RenderLayer
Bright/Contrast
Image
Image
Bright 0.000
Contrast 10.000
Hue Saturation Value
Image
Hue: 0.500
Saturation: 1.256
Value: 1.000
Fac 1.000
Image
Composite
Image
Alpha 1.000
Z 1.000

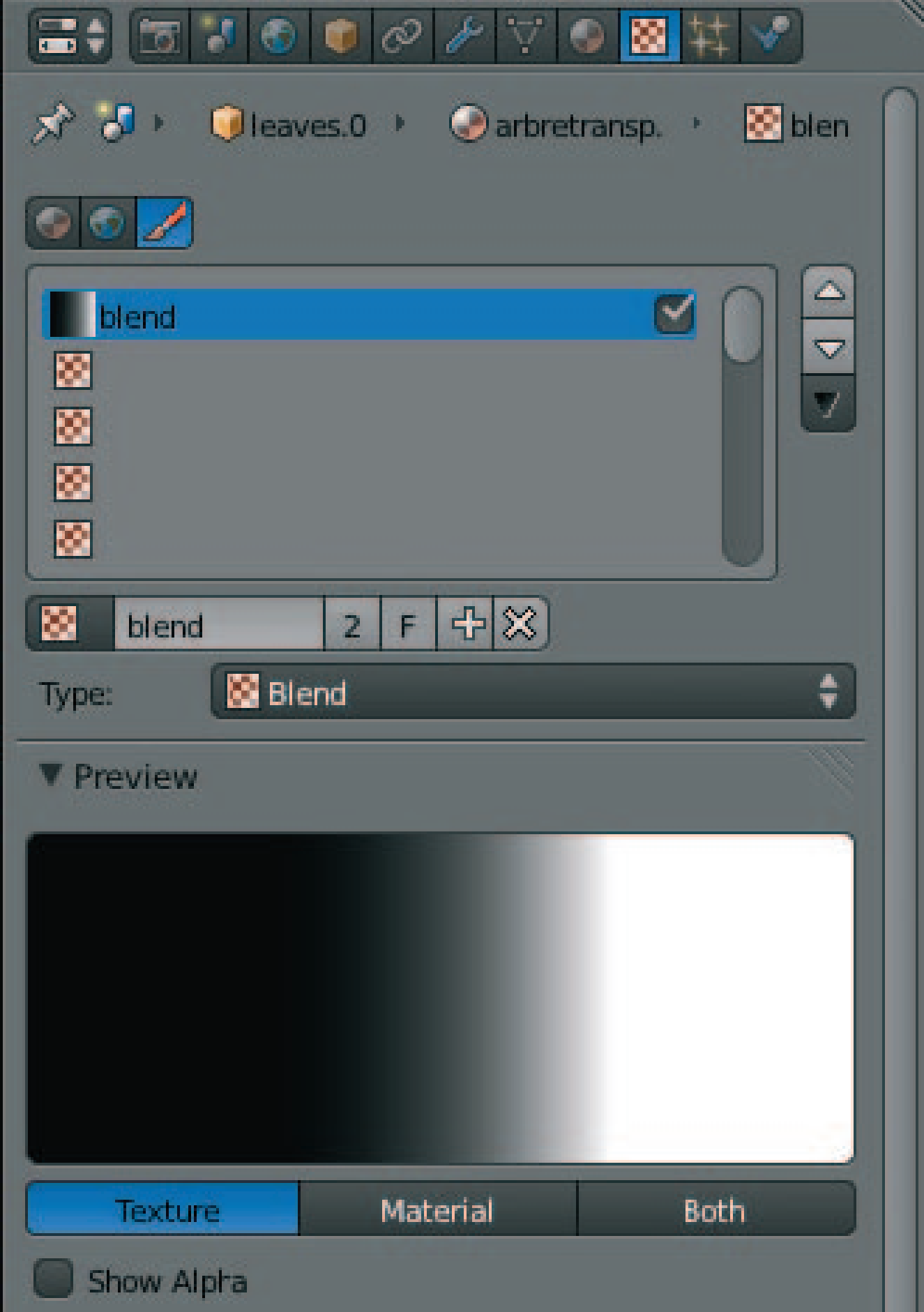

Add
Input
Output
Color
Vector
Filter
Convertor
Matte
Distort
Group
Layout
Render Layers
Image
Texture
Value
RGB
Time
Movie Clip

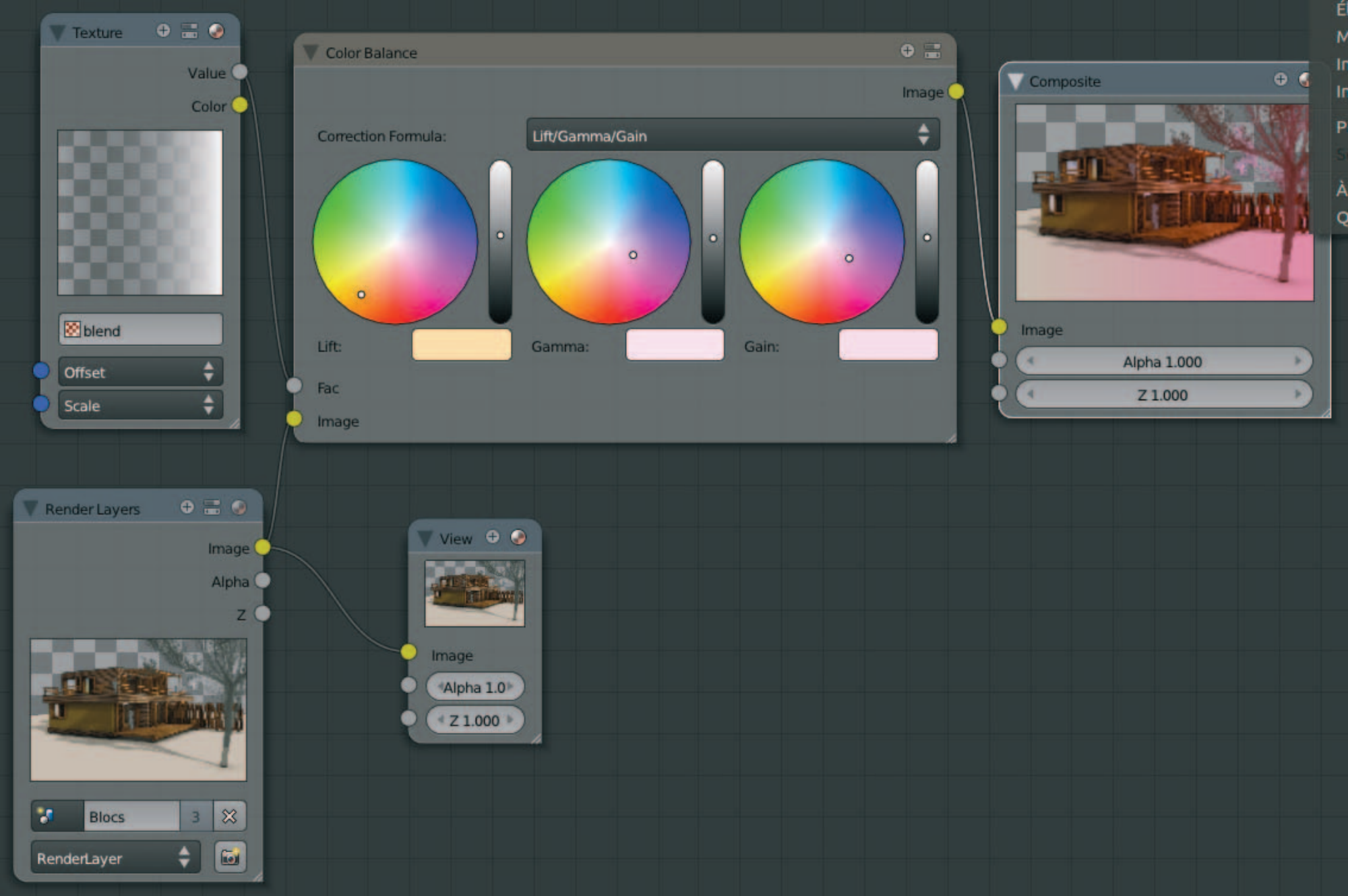

Render Layers
Image
Alpha
Z
Blocs
5
principal
Normalize
Value
Value
Viewer
Image
Alpha 1.000
Z 1.000
Add
Node
Use Nodes
Free Unused
Backdrop
Auto Render

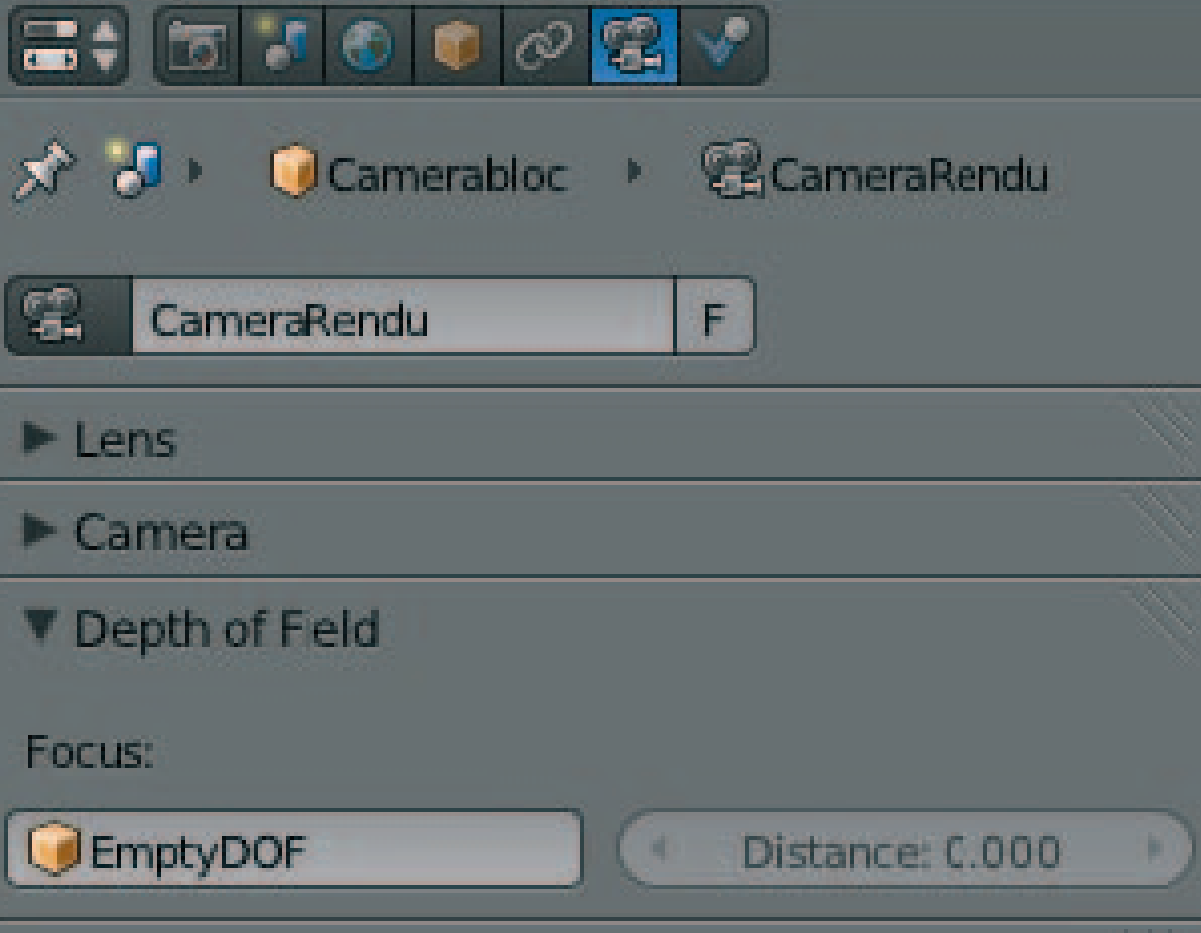

RGB Curves
Image
C
R
G
B
A
Image
RGB Curves
Image
C
R
G
B
B
Image
RGB Curves
Image
C
R
G
B
C
Image
RGB Curves
Image
C
R
G
B
D
Image

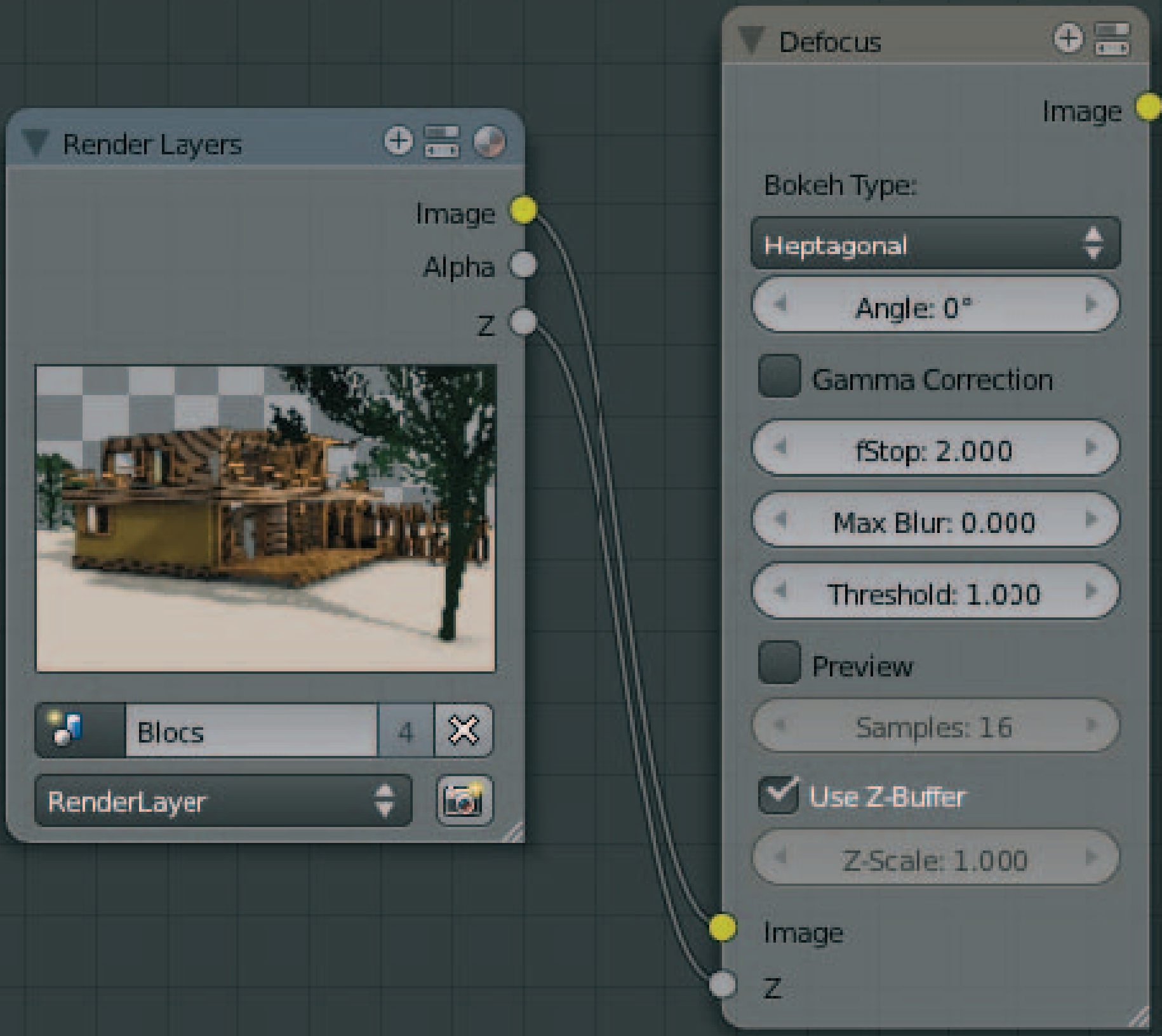

RGB Curves
Image
C
R
G
B
Image


Color Balance
Image
Correction Formula:
Lift/Gamma/Gain
Lift:
Gamma:
Gain:
Fac 1.000
Image


leaves.0
arbretransp.
blen
blend
blend
2
F
Type:
Blend
Preview
Texture
Material
Both
Show Alpha


Texture
Value
Color
blend
Offset
Scale
Color Balance
Image
Correction Formula:
Lift/Gamma/Gain
Lift:
Gamma:
Gain:
Fac
Image
Composite
Image
Alpha 1.000
Z 1.000
Render Layers
Image
Alpha
Z
Blocs
3
RenderLayer
View
Image
Alpha 1.0
Z 1.000


Camerabloc
CameraRendu
CameraRendu
F
Lens
Camera
Depth of Field
Focus:
EmptyDOF
Distance: 0.000


Render Layers
Image
Alpha
Z
Blocs
4
RenderLayer
Defocus
Image
Bokeh Type:
Heptagonal
Angle: 0°
Gamma Correction
fStop: 2.000
Max Blur: 0.000
Threshold: 1.000
Preview
Samples: 16
Use Z-Buffer
Z-Scale: 1.000
Image
Z

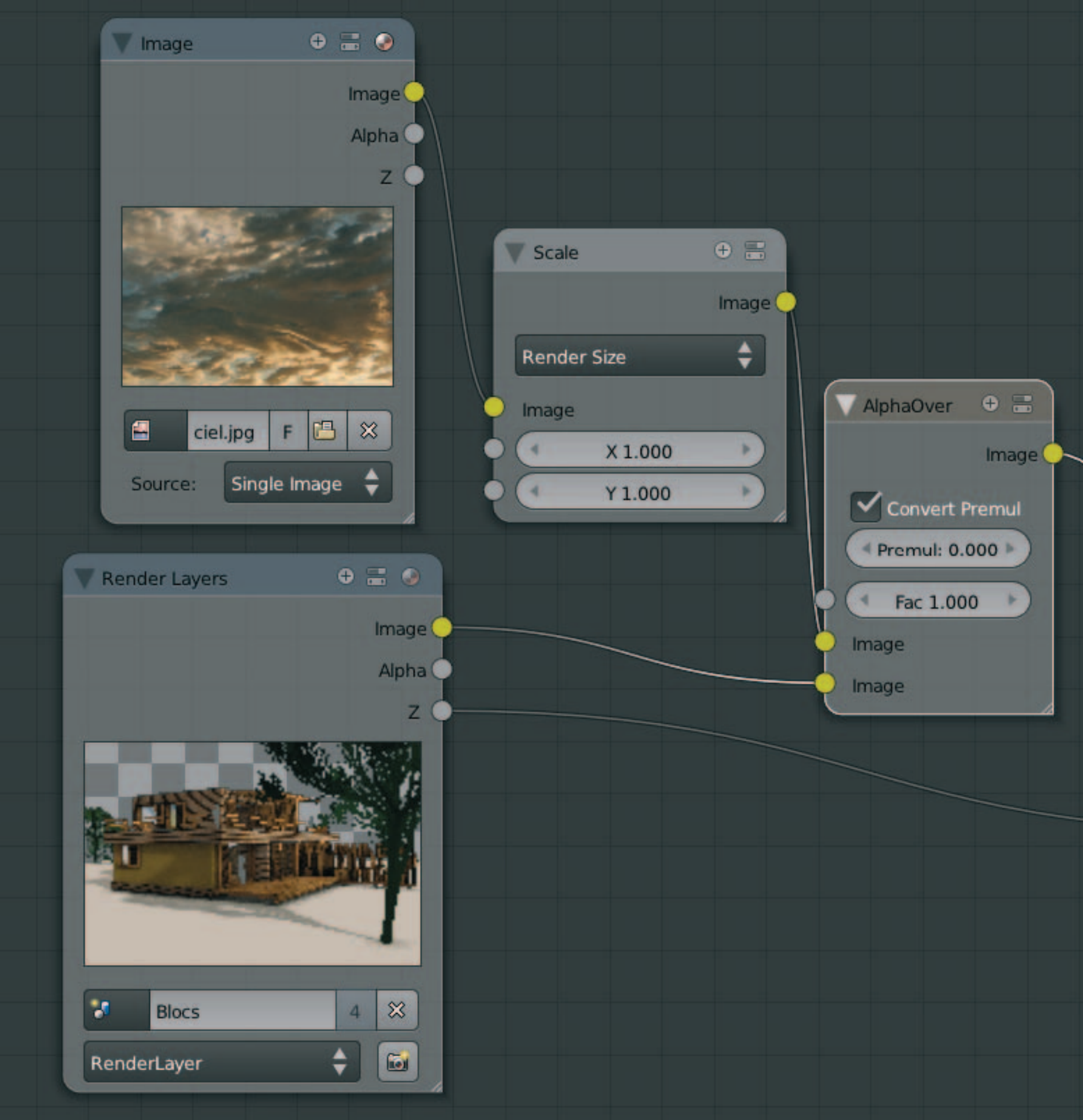


Image
Image
Alpha
Z
ciel.jpg
F
Source:
Single Image
Scale
Image
Render Size
Image
X 1.000
Y 1.000
AlphaOver
Image
Convert Premul
Premul: 0.000
Fac 1.000
Image
Image
Render Layers
Image
Alpha
Z
Blocs
4
RenderLayer

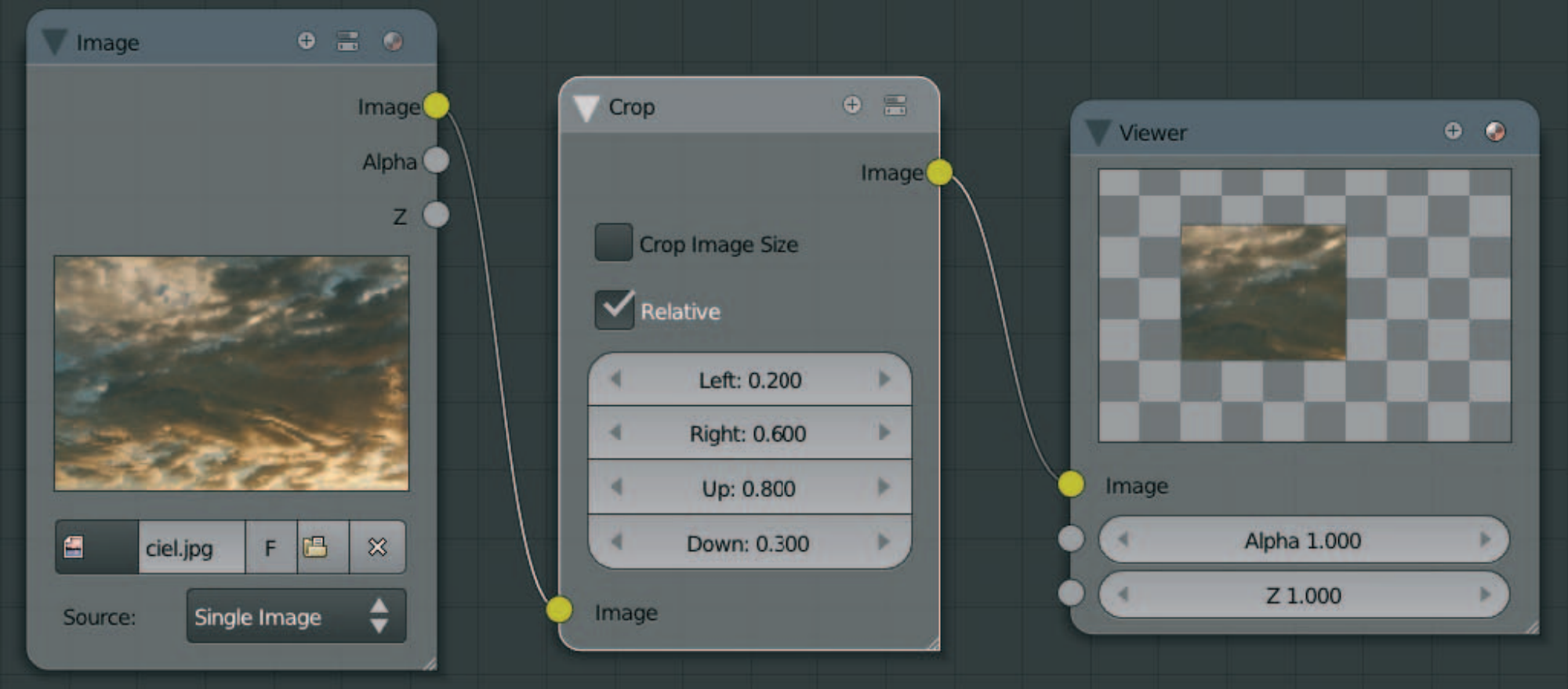


Image
Image
Alpha
Z
ciel.jpg
F
Source:
Single Image
Crop
Image
Crop Image Size
Relative
Left: 0.200
Right: 0.600
Up: 0.800
Down: 0.300
Image
Viewer
Image
Alpha 1.000
Z 1.000

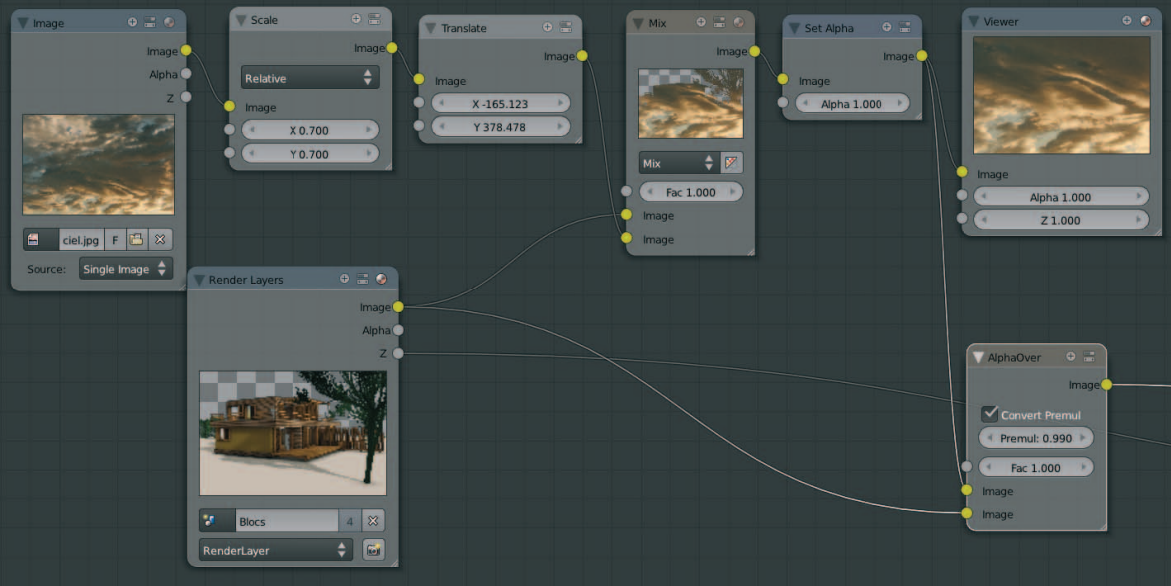


Image
Image
Alpha
Z
ciel.jpg
F
Source:
Single Image
Scale
Image
Relative
Image
X 0.700
Y 0.700
Translate
Image
Image
X -165.123
Y 378.478
Mix
Image
Mix
Fac 1.000
Image
Image
Set Alpha
Image
Image
Alpha 1.000
Viewer
Image
Alpha 1.000
Z 1.000
Render Layers
Image
Alpha
Z
Blocs
4
RenderLayer
AlphaOver
Image
Convert Premul
Premul: 0.990
Fac 1.000
Image
Image

▼ Render

Image | Animation

Display: Image Editor

▼ Layers

principal

Premierplan

Name: principal

Scene: | Layer:

Mask Layers:

Light:

Material

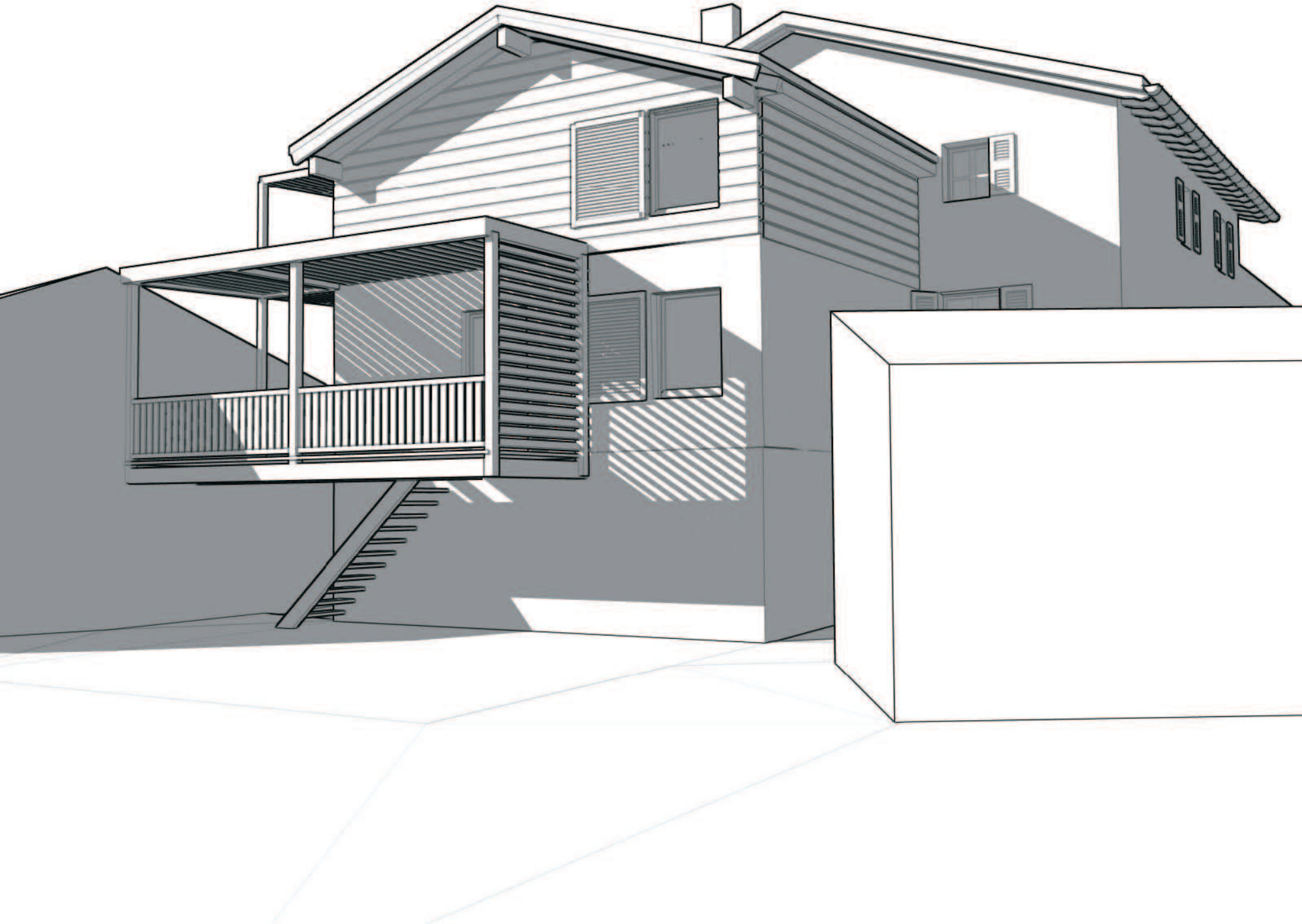
Include:

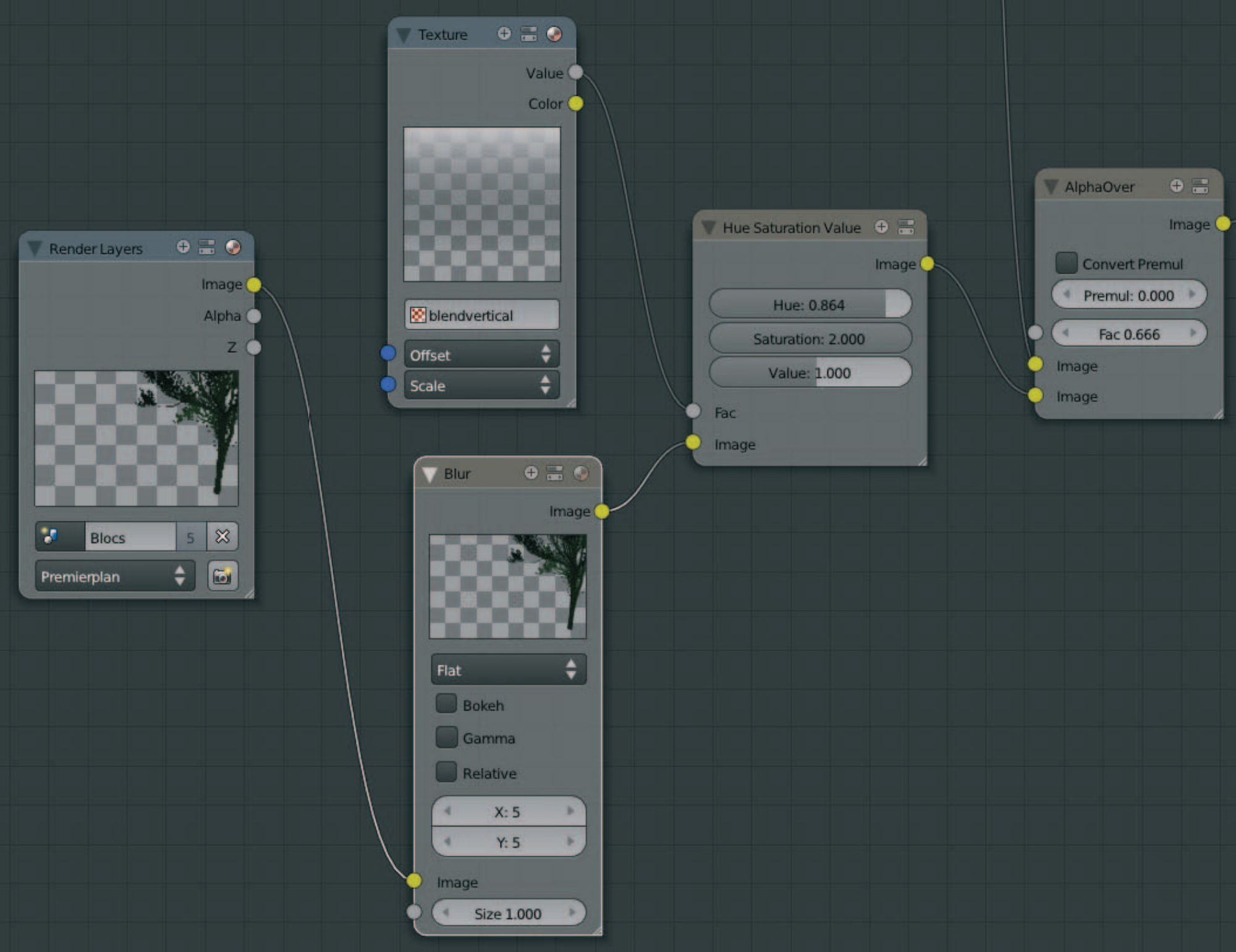
Zmask | Solid | Sky

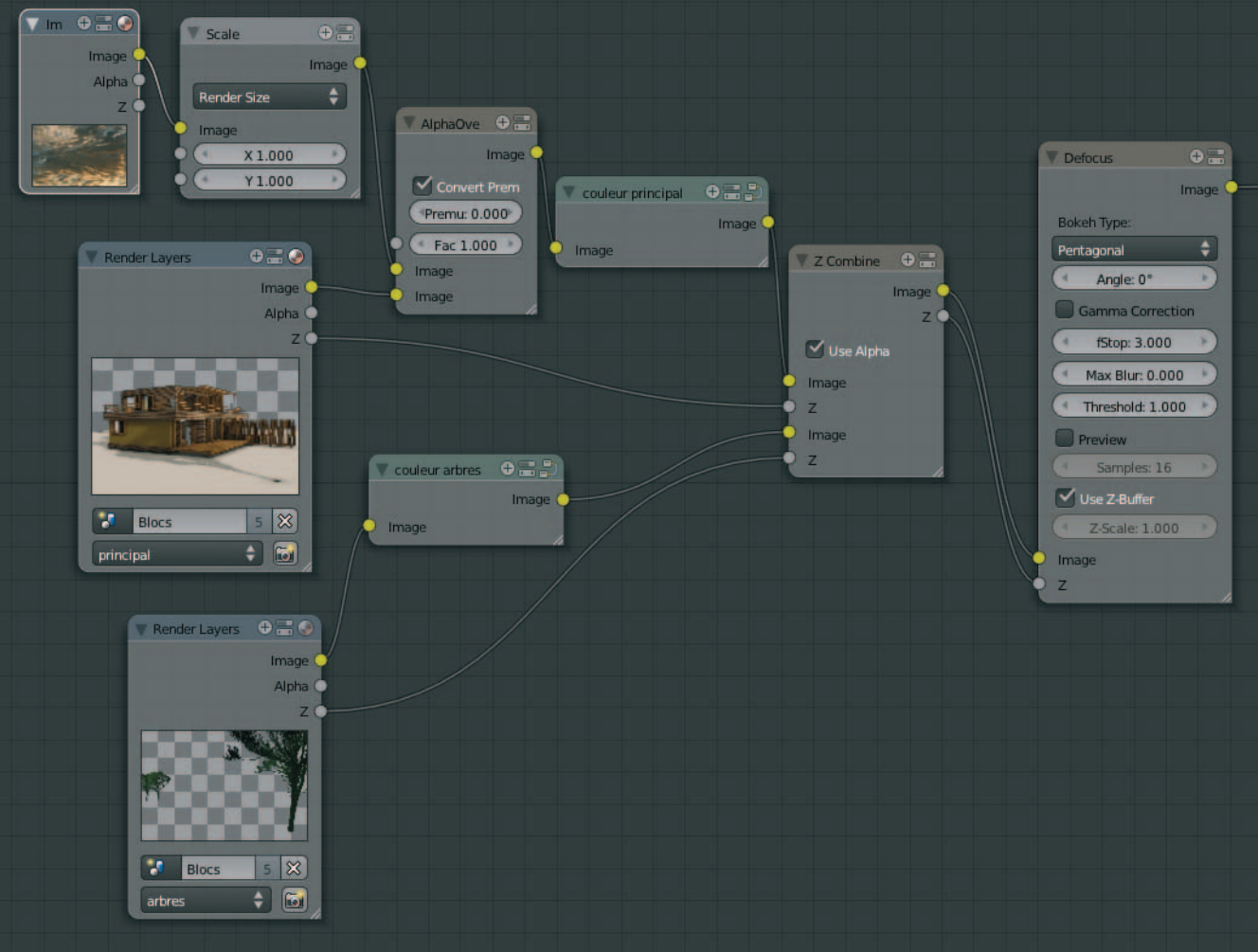
Negate | Halo | Edge

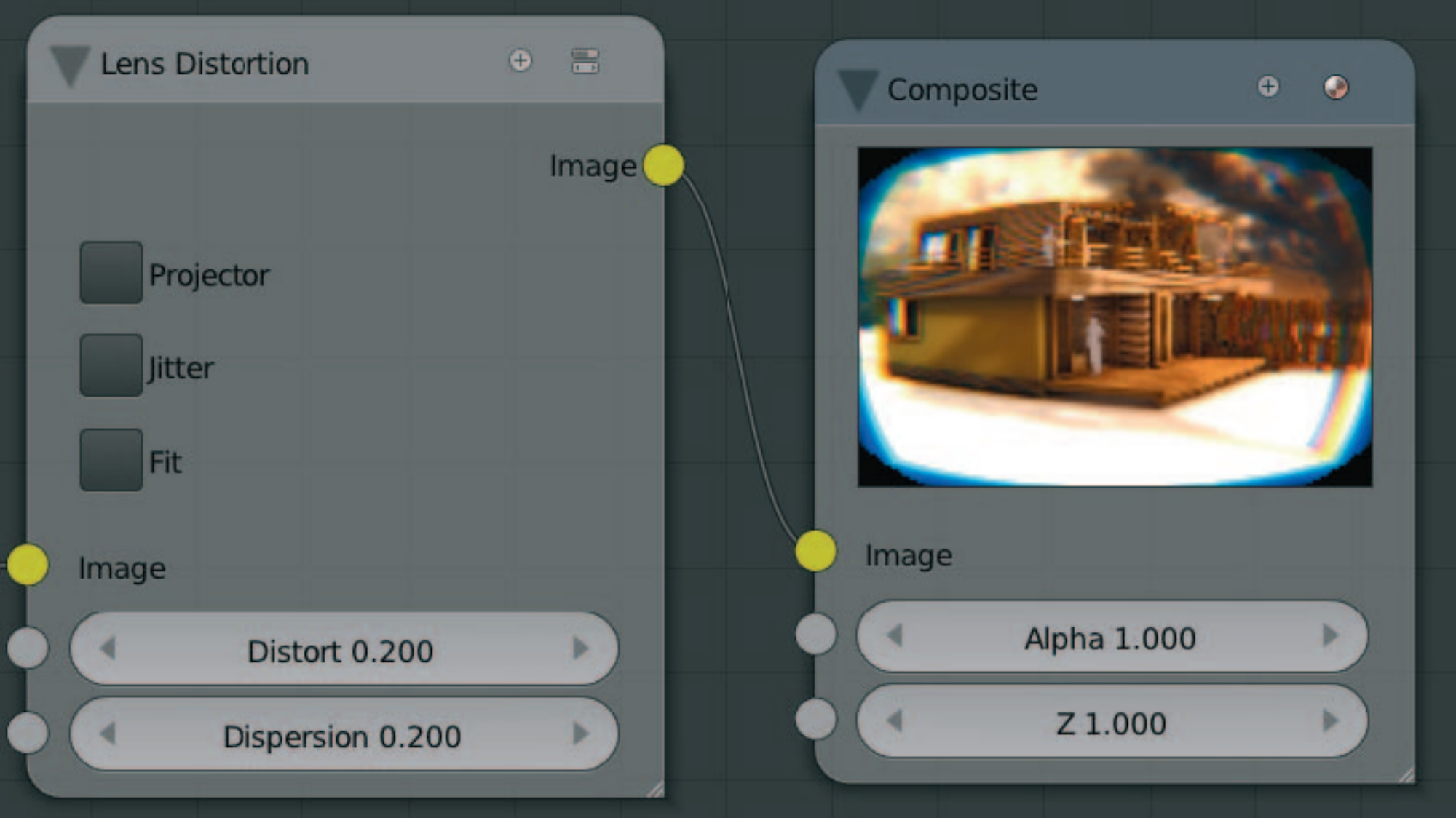
All Z | ZTransp | Strand

Passes:

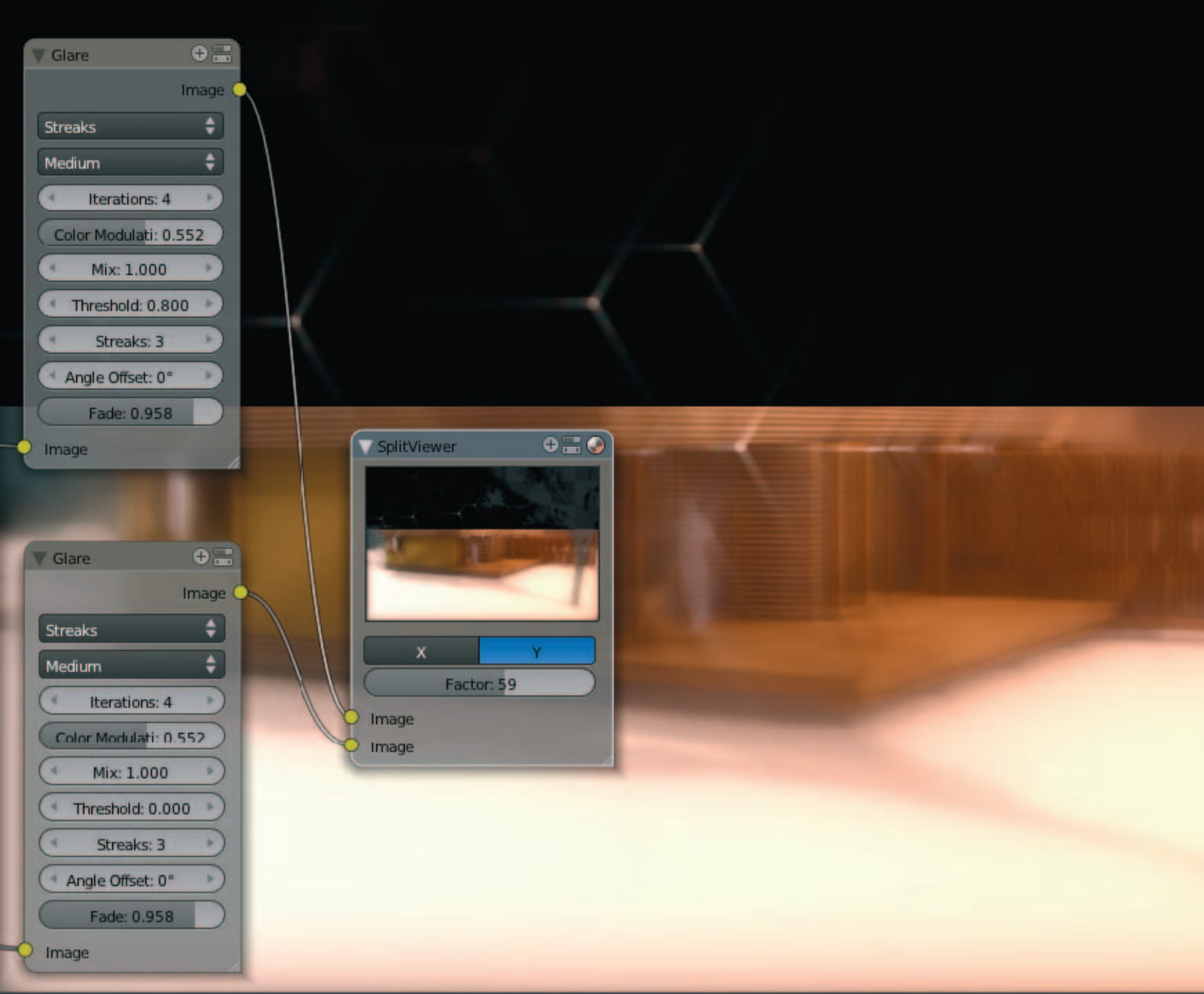


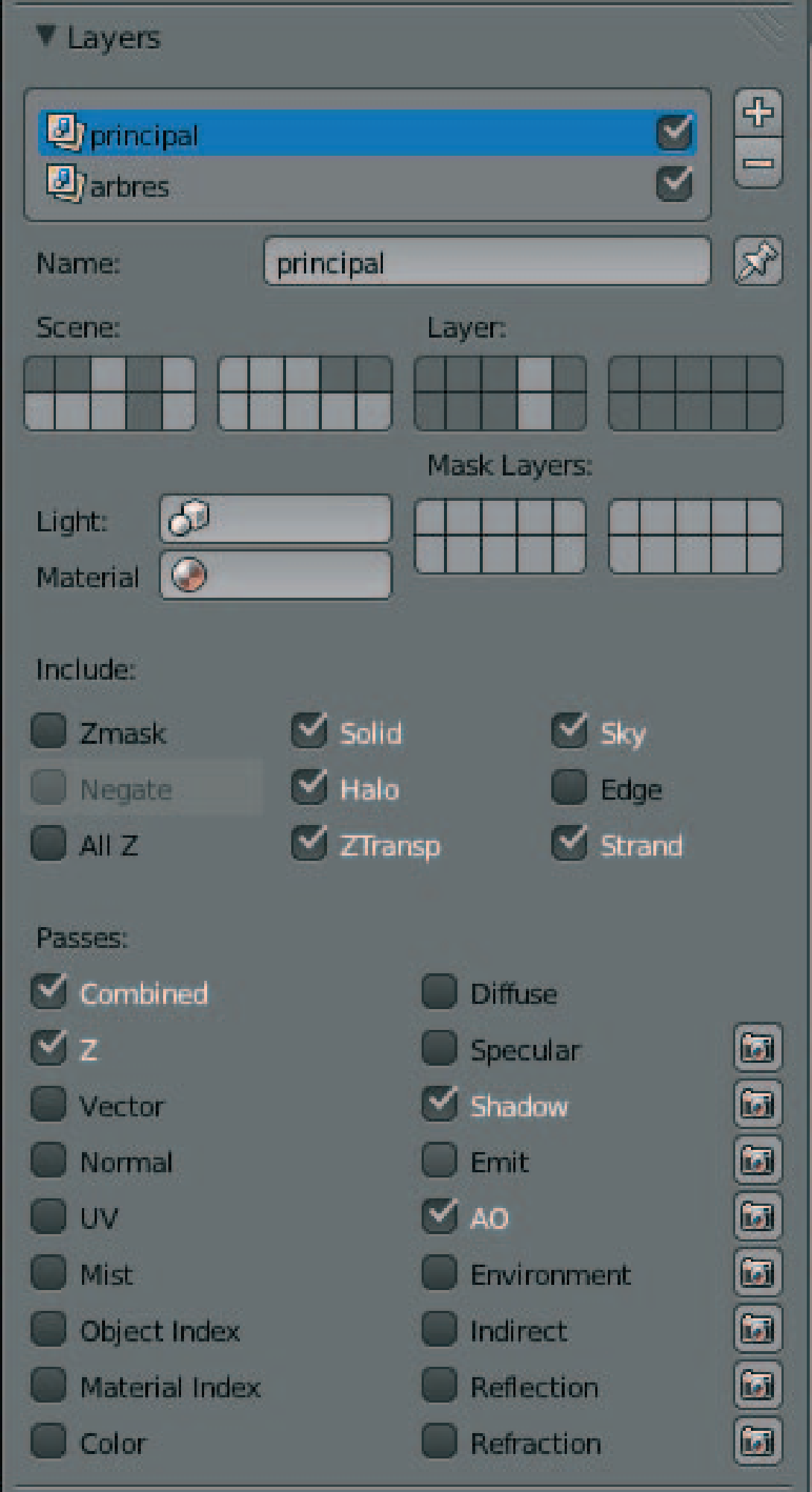

Texture
Value
Color
blendvertical
Offset
Scale
Render Layers
Image
Alpha
Z
Blocs
5
Premierplan
Hue Saturation Value
Image
Hue: 0.864
Saturation: 2.000
Value: 1.000
Fac
Image
AlphaOver
Image
Convert Premul
Premul: 0.000
Fac 0.666
Image
Image
Blur
Image
Flat
Bokeh
Gamma
Relative
X: 5
Y: 5
Image
Size 1.000


Im
Image
Alpha
Z
Scale
Image
Render Size
Image
X 1.000
Y 1.000
AlphaOve
Image
Convert Prem
Premu: 0.000
Fac 1.000
Image
Image
couleur principal
Image
Image
Render Layers
Image
Alpha
Z
Blocs
5
principal
Z Combine
Image
Z
Use Alpha
Image
Z
Image
Z
Defocus
Image
Bokeh Type:
Pentagonal
Angle: 0°
Gamma Correction
fStop: 3.000
Max Blur: 0.000
Threshold: 1.000
Preview
Samples: 16
Use Z-Buffer
Z-Scale: 1.000
Image
Z
couleur arbres
Image
Image
Render Layers
Image
Alpha
Z
Blocs
5
arbres

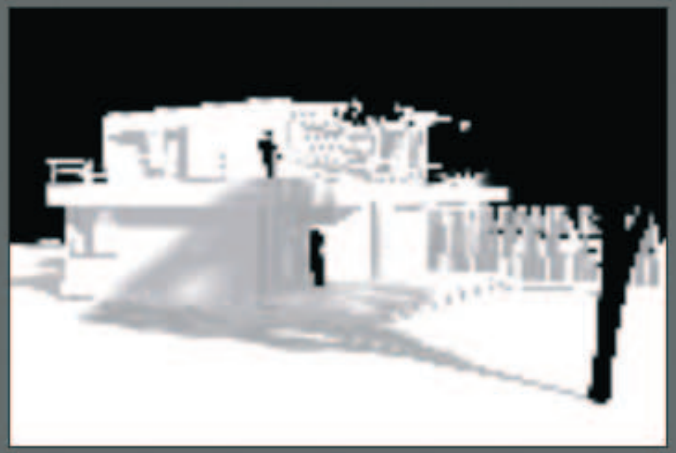

Lens Distortion
Image
Projector
Jitter
Fit
Image
Distort 0.200
Dispersion 0.200
Composite
Image
Alpha 1.000
Z 1.000


Glare
Image
Streaks
Medium
Iterations: 4
Color Modulati: 0.000
Mix: -0.500
Threshold: 0.200
Streaks: 5
Angle Offset: 0°
Fade: 0.900
Image


Glare
Image
Streaks
Medium
Iterations: 4
Color Modulati: 0.552
Mix: 1.000
Threshold: 0.800
Streaks: 3
Angle Offset: 0°
Fade: 0.958
Image
SplitViewer
X
Y
Factor: 59
Image
Image
Glare
Image
Streaks
Medium
Iterations: 4
Color Modulati: 0.552
Mix: 1.000
Threshold: 0.000
Streaks: 3
Angle Offset: 0°
Fade: 0.958
Image


Layers
principal
arbres
Name:
principal
Scene:
Layer:
Mask Layers:
Light:
Material
Include:
Zmask
Negate
All Z
Solid
Halo
ZTransp
Sky
Edge
Strand
Passes:
Combined
Z
Vector
Normal
UV
Mist
Object Index
Material Index
Color
Diffuse
Specular
Shadow
Emit
AO
Environment
Indirect
Reflection
Refraction

Viewer



Image

Alpha 1.000

Z 1.000

Render Layers

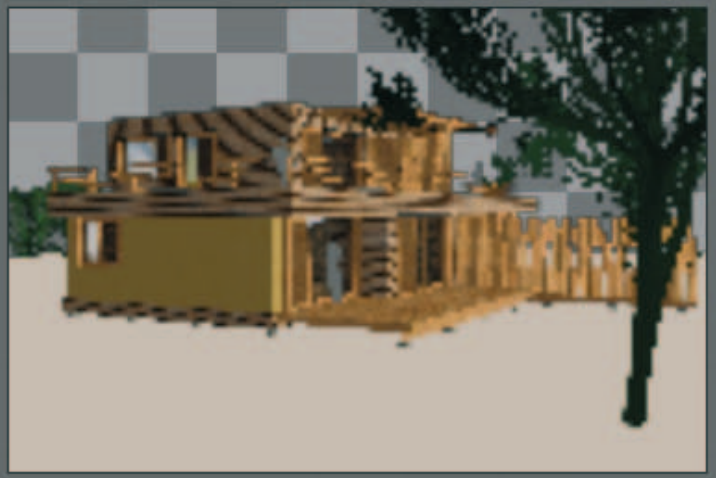
Image

Alpha

Z

Shadow

AO



Blocs 5

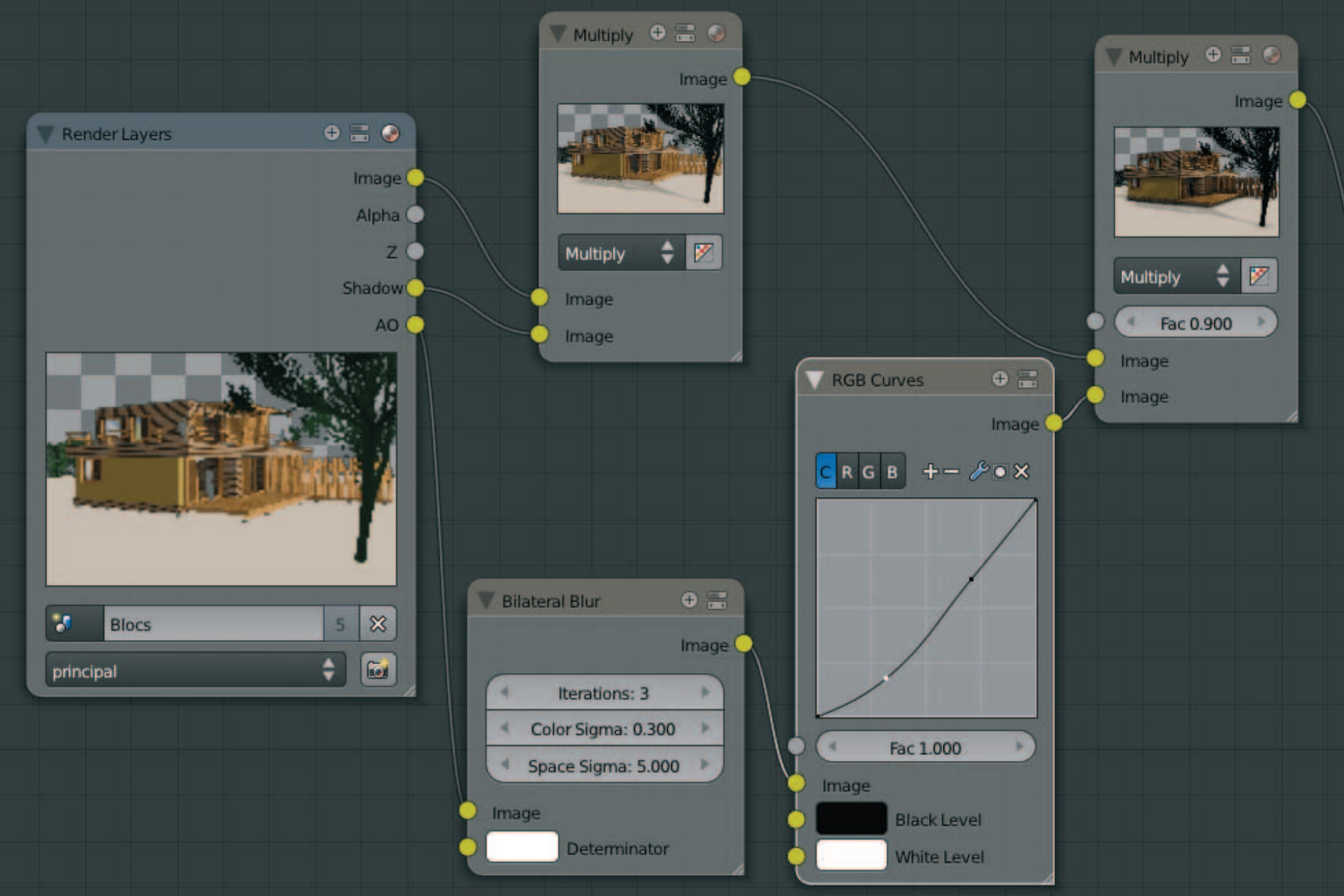
principal

Viewer

Image

Alpha 1.000

Z 1.000


Render Layers
Image
Alpha
Z
Shadow
AO
Blocs
5
principal
Multiply
Image
Multiply
Image
Image
Multiply
Image
Multiply
Fac 0.900
Image
Image
RGB Curves
Image
C
R
G
B
Fac 1.000
Image
Black Level
White Level
Bilateral Blur
Image
Iterations: 3
Color Sigma: 0.300
Space Sigma: 5.000
Image
Determinator

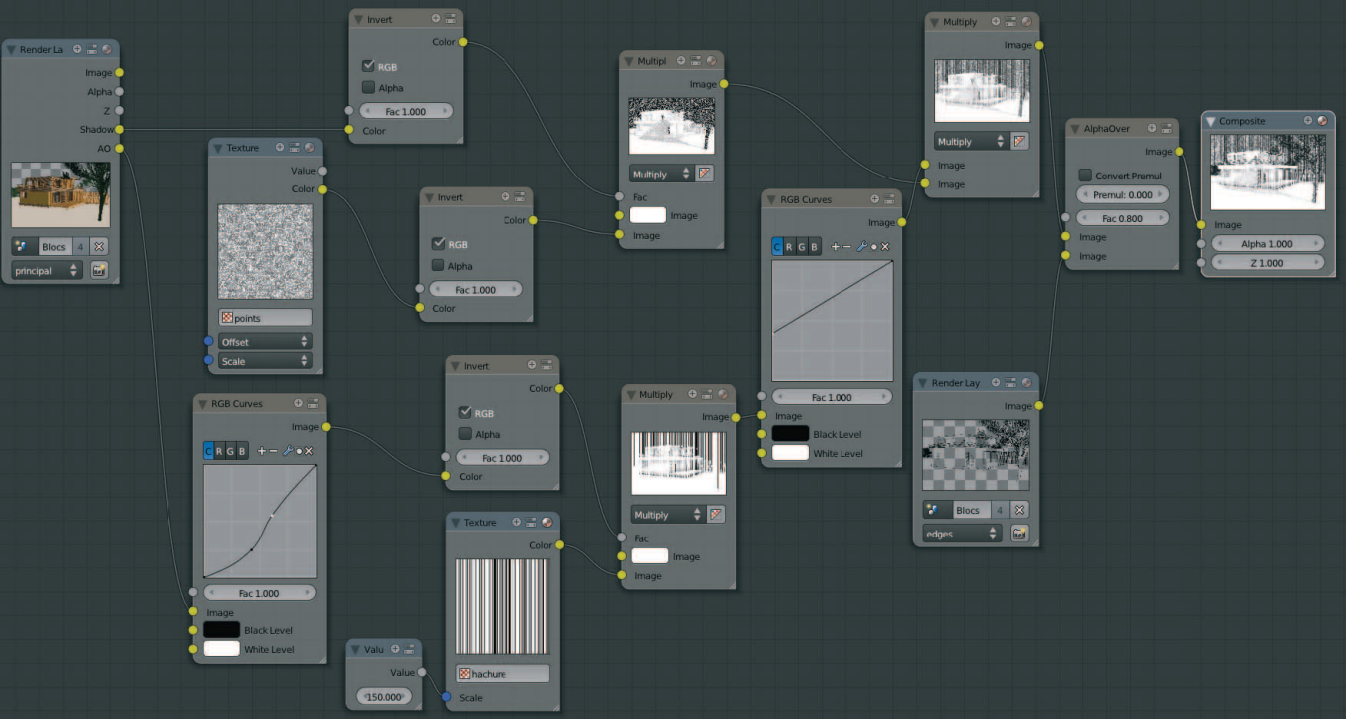

Render La
Image
Alpha
Z
Shadow
AO
Blocs
4
principal
Invert
Color
RGB
Alpha
Fac 1.000
Color
Texture
Value
Color
points
Offset
Scale
Invert
Color
RGB
Alpha
Fac 1.000
Color
Multipl
Image
Multiply
Fac
Image
Image
Multiply
Image
Multiply
Image
Image
RGB Curves
Image
C R G B
Fac 1.000
Image
Black Level
White Level
Invert
Color
RGB
Alpha
Fac 1.000
Color
Multiply
Image
Multiply
Fac
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Image
Texture
Color
hachure
Scale
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Value
150.000
RGB Curves
Image
C R G B
Fac 1.000
Image
Black Level
White Level
Render Lay
Image
Blocs
4
edges
AlphaOver
Image
Convert Premul
Premul: 0.000
Fac 0.800
Image
Image
Composite
Image
Image
Alpha 1.000
Z 1.000