
Suggested Technique for Rendering a Basic Perspective View of a Model

For more dramatic presentation of a model, a perspective view can be very useful. Perspective views can be created within Photorender in a quick and effective manner. For this example, the bulldozer (shown in a default view in Figure 1) will be rendered in a perspective view.

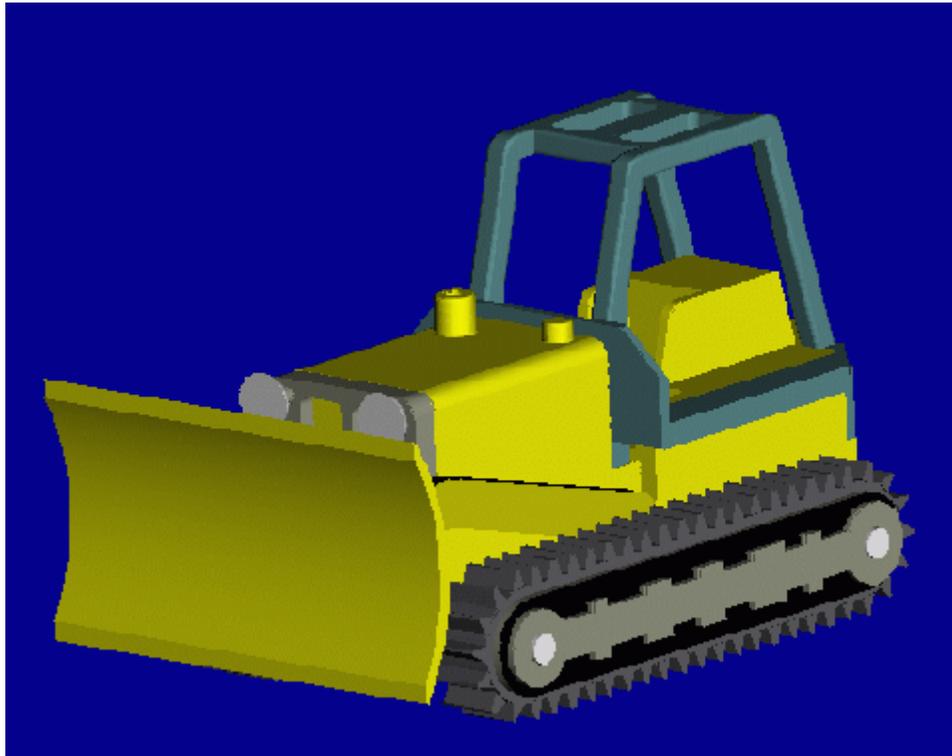


Figure 1

Procedure

1. To set the model up for rendering, select **View, Advanced, Photorender**. First, orient the model so that it is "sitting" on the floor of the room, as shown in Figure 2 (see the [Suggested Technique for Orienting a Room and Model Together](#) for more information). Load in the desired room or wall textures.

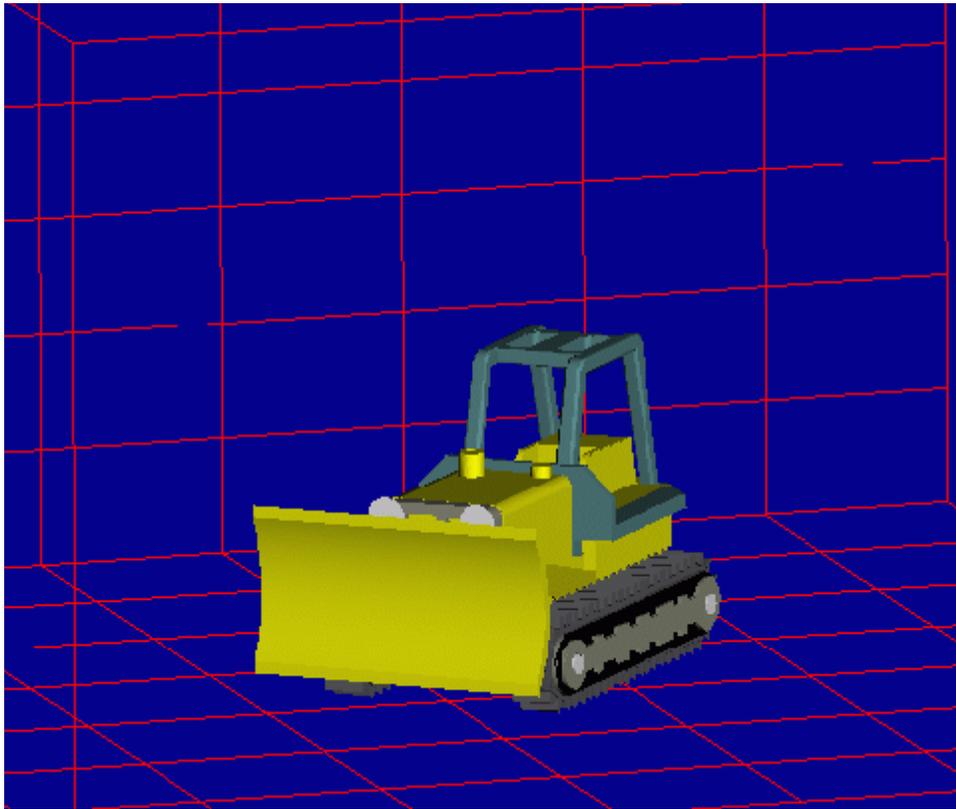


Figure 2

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2. Select the *Modify perspective view* icon from the "PhotoRender" icon bar. The "Perspective" dialog box will appear (see Figure 3).

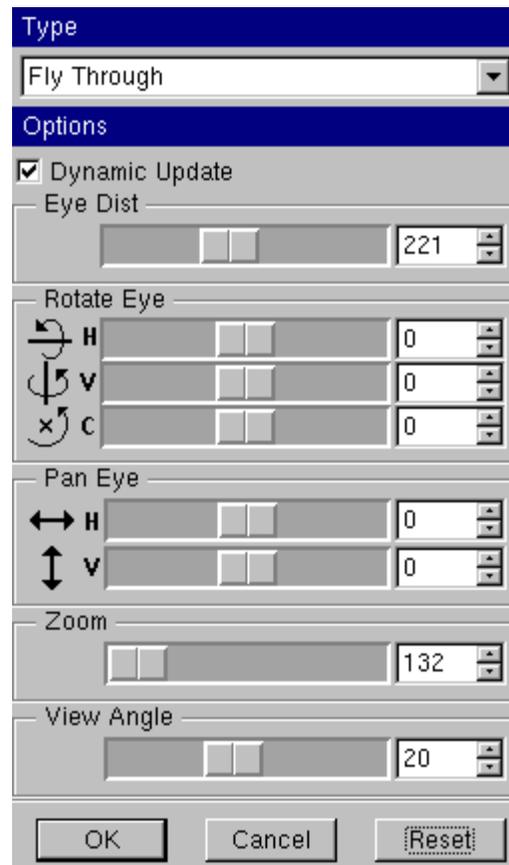


Figure 3

To zoom in, use either the *Eye Dist* slider or the *Zoom* slider. Sliders under *Rotate Eye* and *Pan Eye* will change the pan location. Use dynamic spin to affect the orientation of the model. Leave the *Type* as "Fly Through". Increase the *View Angle* value to get more of a "slanted" perspective of the model. See Figure 4 for the perspective orientation of the model.

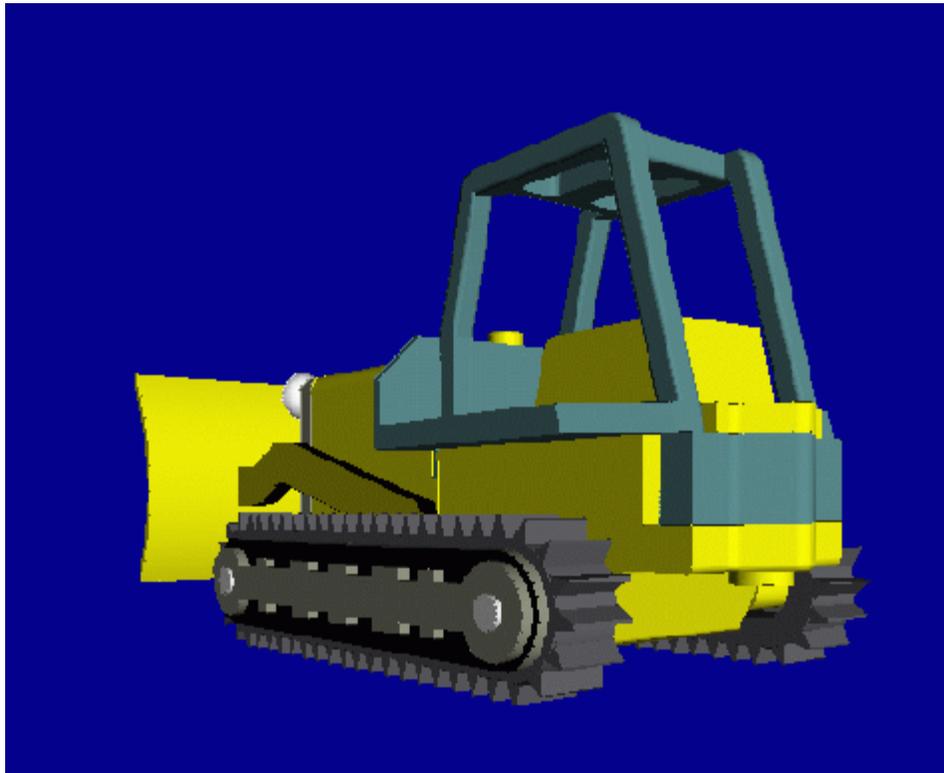


Figure 4

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3. Once the perspective orientation has been obtained, select the *Render model* icon to perform a quick rendering. Adjust the perspective view as needed. Select the *Modify Rendering configuration options* icon, and set any attributes such as shadows or reflections. Change the *Render To:* option from "Full Window (Preview)" to "Full Window", or one of the other output types. Render the model again. Figure 5 shows the fully rendered model in the perspective view.



Figure 5