

Self-paced
Video Tutorials
Series 1

Twilight Render.

**Presione la flecha para
continuar a la siguiente
diapositiva.**

Materiales en
Twilight
Guía rápida. Parte I



File Edit View Camera Draw Tools Window Plugins Help

J F M A M J J A S O N D 05:40 AM Noon 06:15 PM

Layer0

Render1 LowCam RenderThis Inside PoolWaterTest (Sun-Day) (Sun-High) (TwilightSky)

Materiales en Twilight Guía rápida Parte I

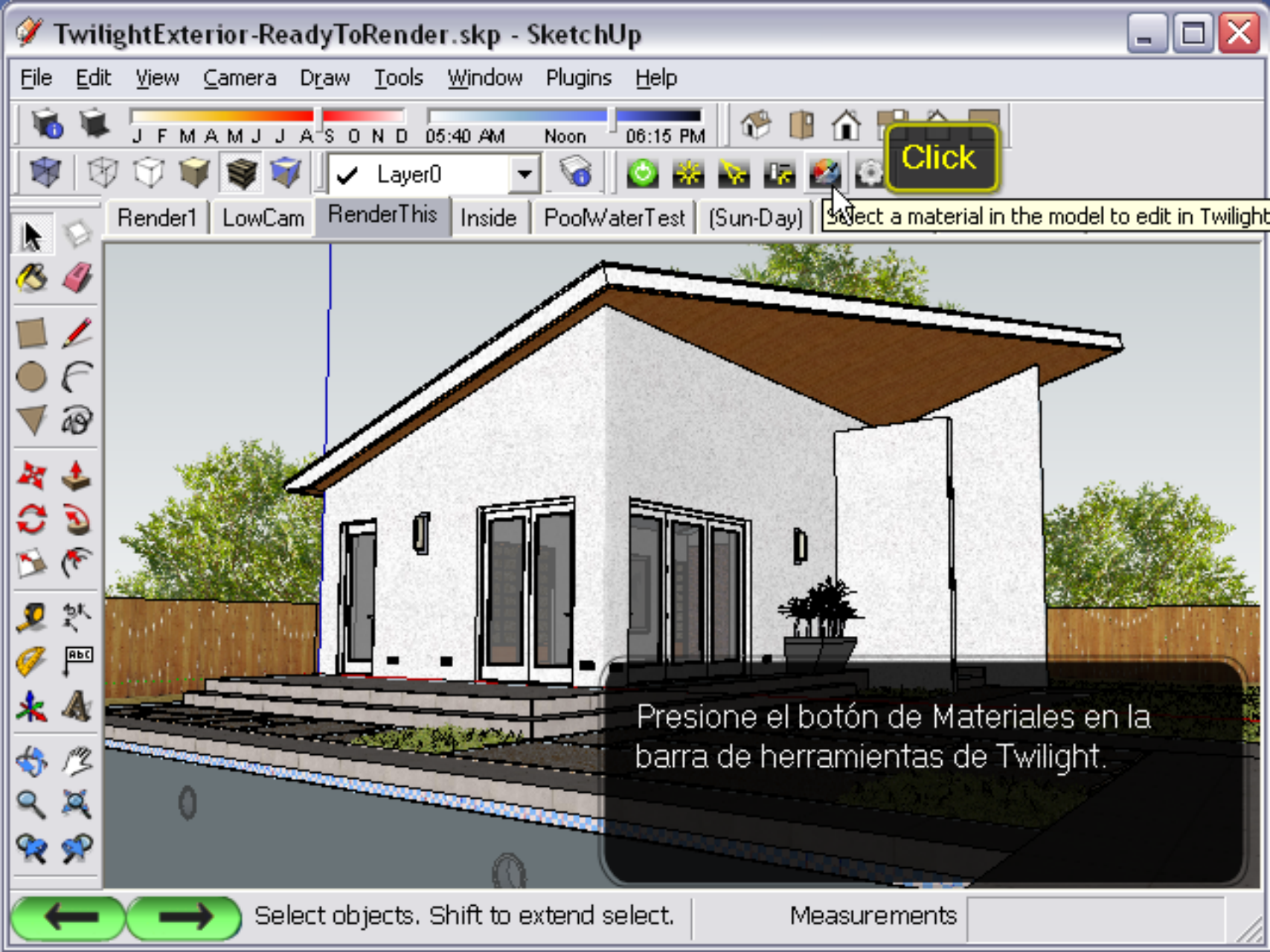
Nuestro modelo está casi listo para renderizar. Apliquemos Plantillas de Materiales de Twilight a 4 materiales de Sketchup.

Trabajemos con:

- Estuco
- Agua
- Vidrio
- Caminero (usando una textura de relieve)

Select objects. Shift to extend select.

Measurements



Click



Presione el botón de Materiales en la barra de herramientas de Twilight.




Type:

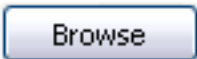



Se activa la herramienta de selección de materiales de Twilight. Si no hay un material de Sketchup aplicado a la cara, no podrá editar el material por defecto.

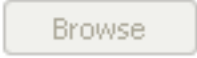


Edit Library

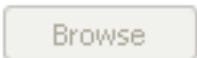
Color | black | 

Texture | C:\Documents and Settings\... | 

Reflection | white | 

Color | 

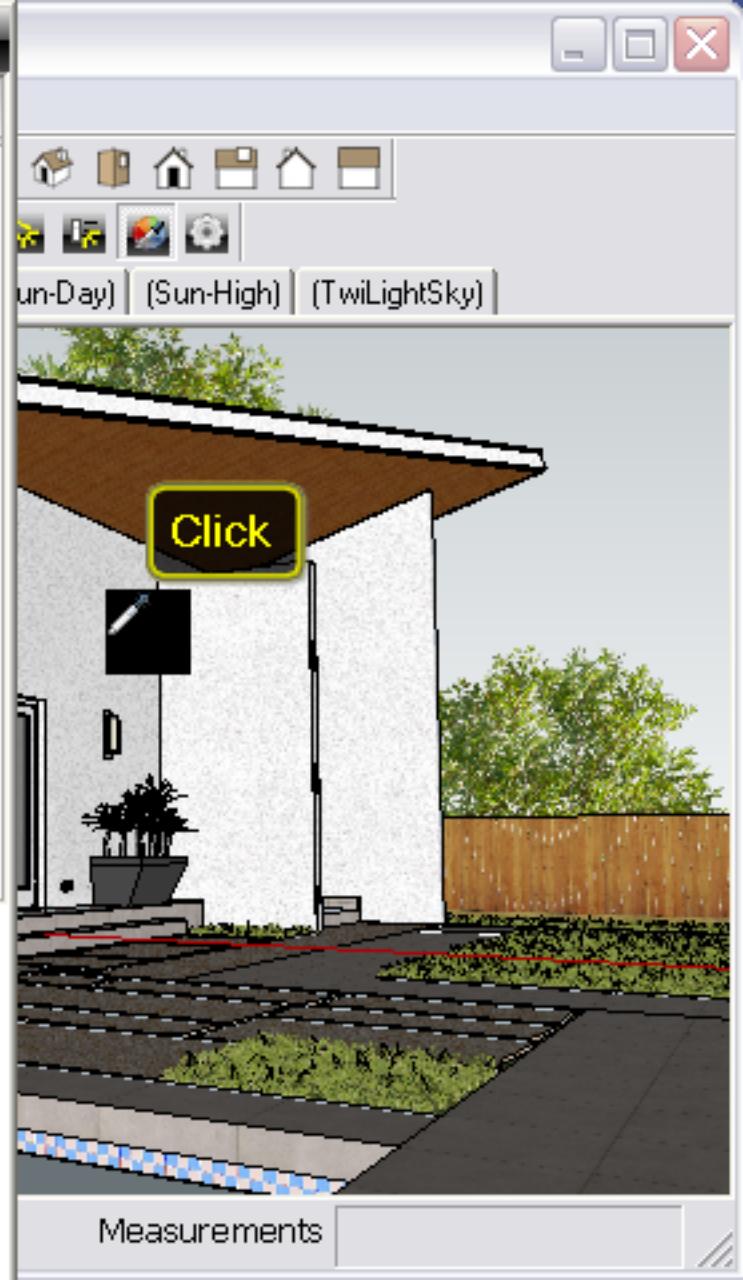
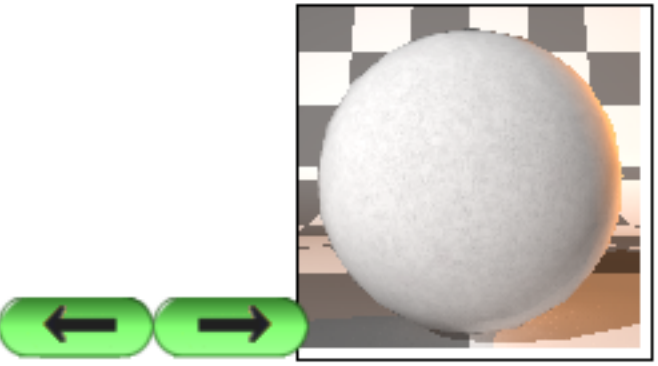
Bump | Size: 1.000 | Invert

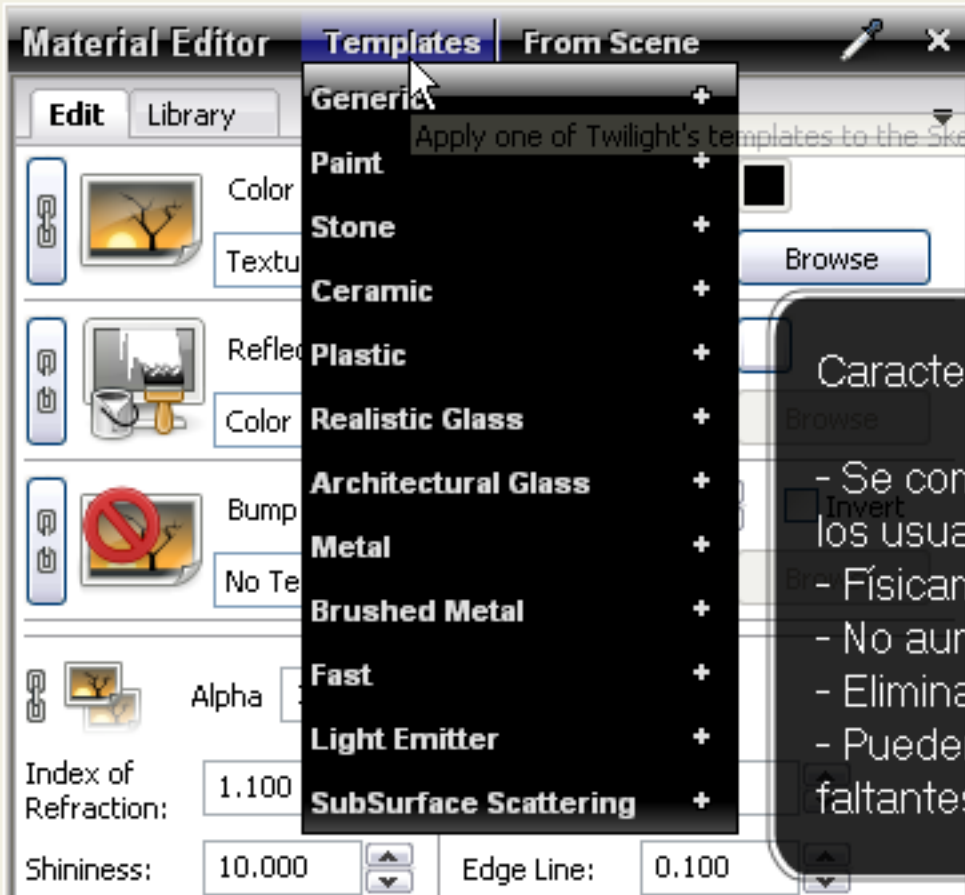
No Texture | 

Alpha | 100.000

Index of Refraction: | 1.100 | **Hard Edge Angle:** | 0

Shininess: | 10.000 | **Edge Line:** | 0.100





Características de Plantillas:

- Se comparten sin problemas entre todos los usuarios.
- Físicamente correctas
- No aumentan el tamaño del archivo.
- Eliminan la necesidad de bibliotecas.
- Pueden ayudar a eliminar texturas faltantes.

Las plantillas de Twilight son una manera rápida y poderosa de crear materiales realistas sin tener que saber cómo construirlos.

Measurements



1 - Creando el "Estuco"
(Utilizando la textura de Sketchup para
crear el relieve del material)

Si queremos que el relieve de este estuco se
note, podemos aplicar la
plantilla Stone (piedra) > Natural.

Measurements

Edit | Library

Color | black

Texture | C:\Documents and Settings\... | Browse

Reflection | white

Color | | Browse

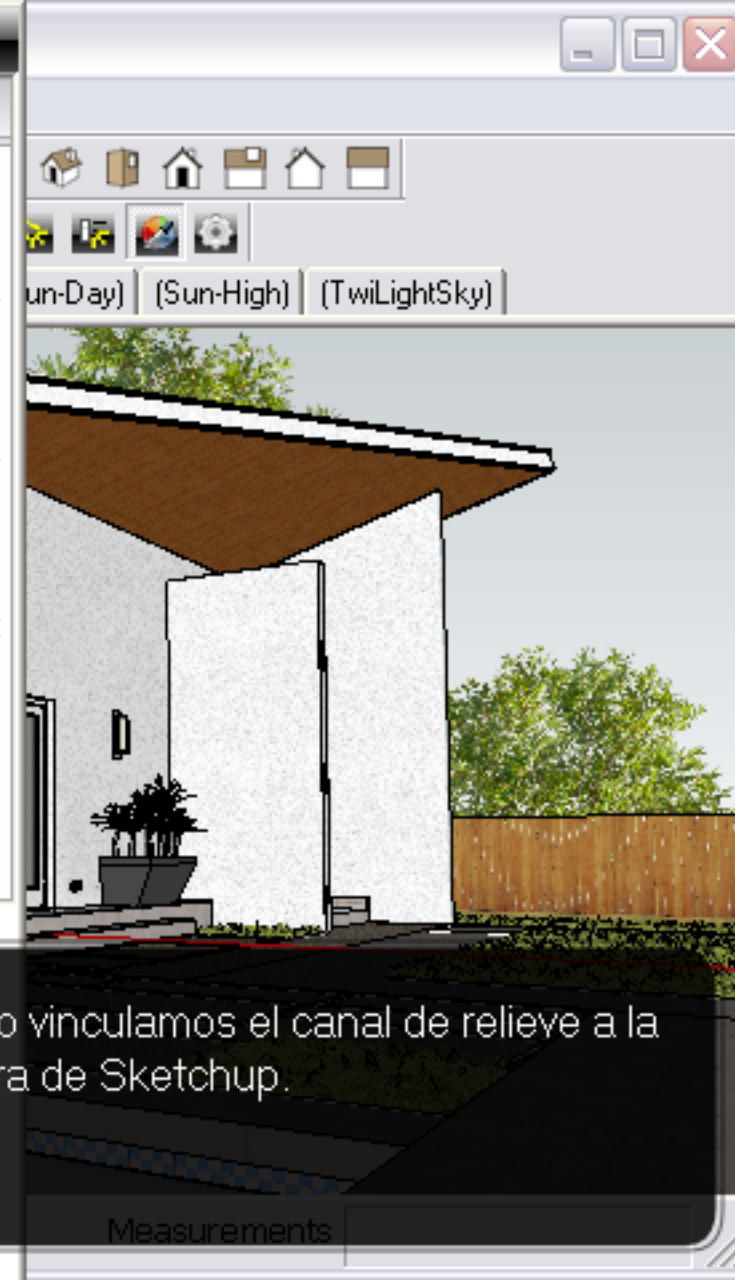
Bump | Size: 1.000 | Invert

No Texture | | Browse

Alpha | 100.000

Index of Refraction: | 1.100 | **Hard Edge Angle:** | 0


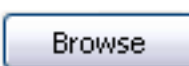
Shininess: | 10.000 | **Edge Line:** | 0.100



Luego vinculamos el canal de relieve a la textura de Sketchup.

Measurements

Edit Library

Color black 
Texture C:\Documents and Settings\... 

Reflection white 
Color 

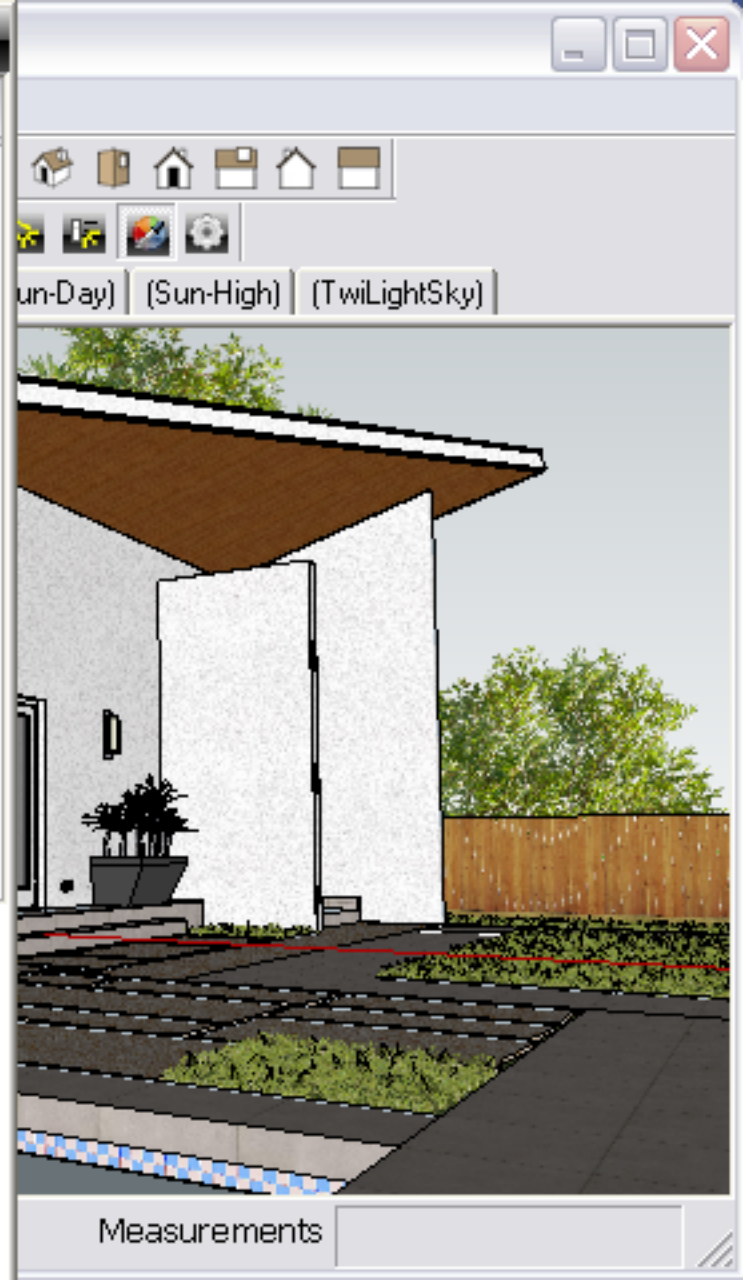
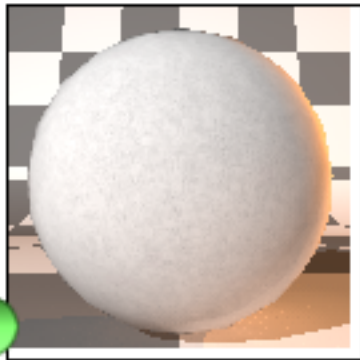
Bump Size: 1.000 Invert
No Texture 

Click


Alpha 100.000

Index of Refraction: 1.100 Hard Edge Angle: 0


Shininess: 10.000 Edge Line: 0.100

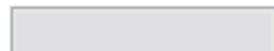


Edit Library

Color black 

Texture C:\Documents and S... **Browse**

Reflection white 

Color  **Browse**

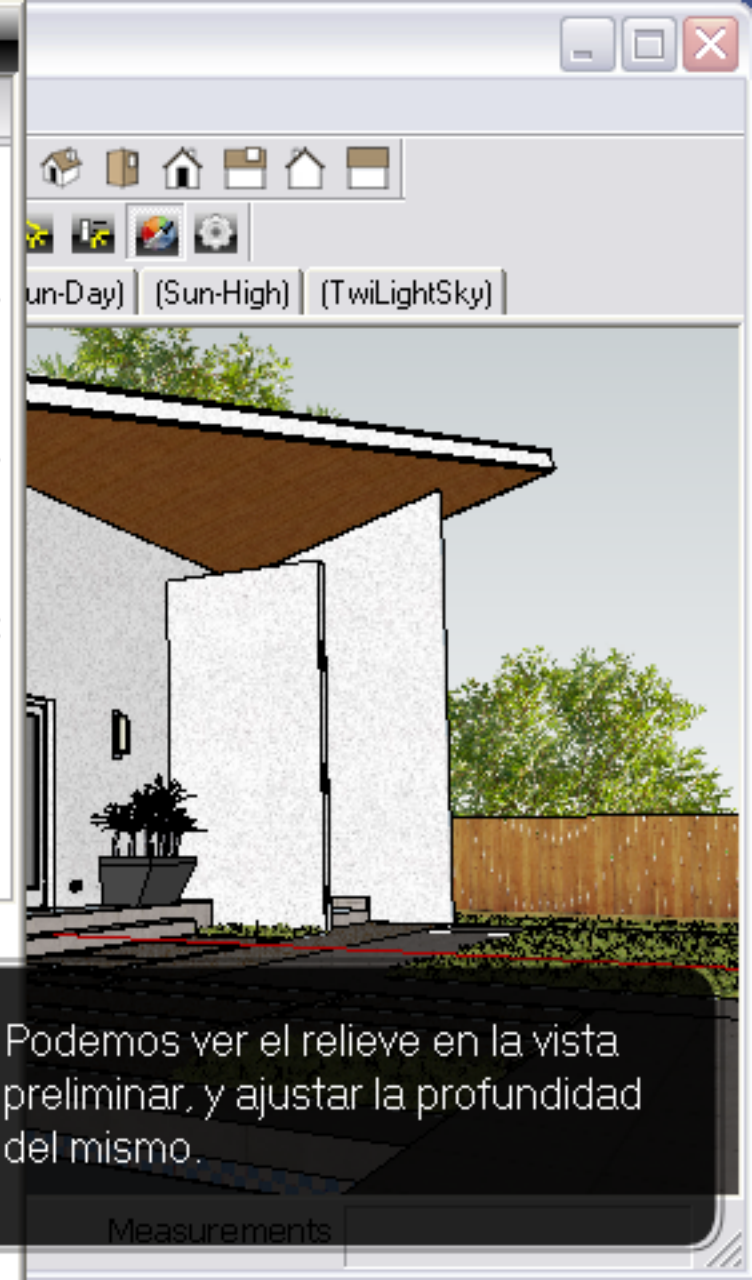
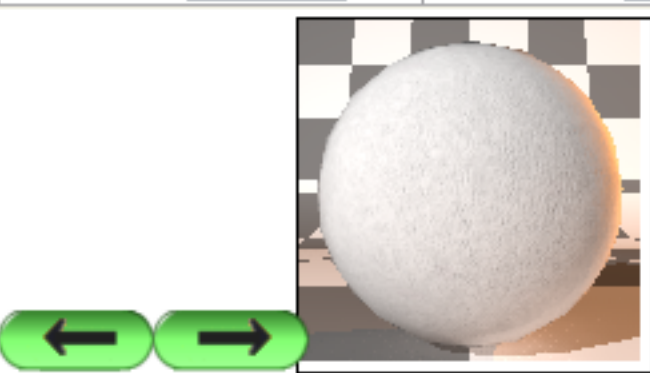
Bump Size: 1.000 Invert

Texture C:\Documents and S... **Browse**

Alpha 100.000

Index of Refraction: 1.100 **Hard Edge Angle:** 0


Shininess: 10.000 **Edge Line:** 0.100





Podemos ver el relieve en la vista preliminar, y ajustar la profundidad del mismo.

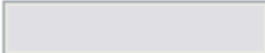
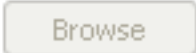
Measurements


Edit | Library


Color | black | 


Texture | C:\Documents and S... | 



Reflection | white | 



Color |  | 

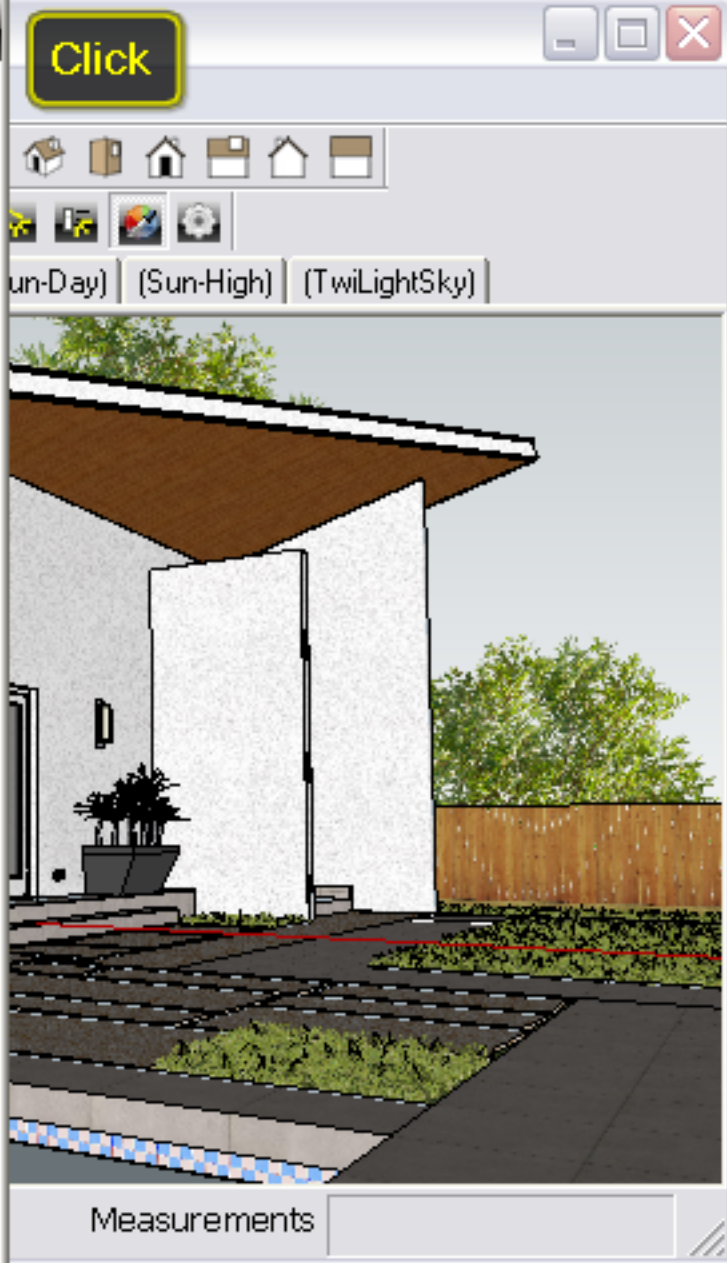
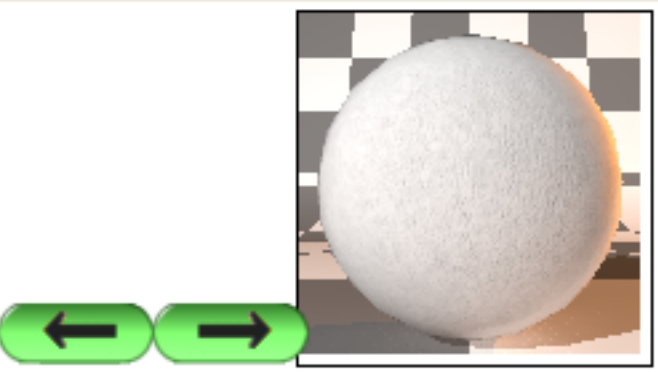
Bump | Size: .5 |  Invert

Texture | C:\Documents and S... | 

Alpha | 100.000 | 

Index of Refraction: | 1.100 |  | **Hard Edge Angle:** | 0 | 

Shininess: | 10.000 |  | **Edge Line:** | 0.100 | 





TwilightExterior-ReadyToRender.skp - SketchUp



File Edit View Camera Draw Tools Window Plugins Help

J F M A M J J A S O N D 05:40 AM Noon 06:15 PM

Layer0

Render1 LowCam RenderThis Inside PoolWaterTest (Sun-Day) (Sun-High) (TwilightSky)



Click

Edit. PoolWater

La herramienta de selección de materiales de Twilight permanece activa aunque cerremos la ventana, y si pasamos el cursor sobre cada material, nos dirá cuál editaremos a continuación.

← → Hover over face to display tip with its

Measurements



- Generic + Common
- Paint + Flint
- Stone + Water
- Ceramic + Diamond
- Plastic + Light Frosted
- Realistic Glass - Heavy Frosted
- Architectural Glass + Plexiglass
- Metal +
- Brushed Metal +
- Fast +
- Light Emitter +
- SubSurface Scattering +

2 - Creando "Agua"
(Para olas, aplique un mapa de relieve,
o modélelas como en este ejemplo.)

Aquí hay algunos materiales transparentes que dependen del espesor, "Común" es vidrio grueso, por ejemplo. Aquí también tenemos Agua. El agua puede ser un simple plano en la piscina, pero asegúrese que la cubra bien por completo.

Measurements

Edit Library

Color

Reflection

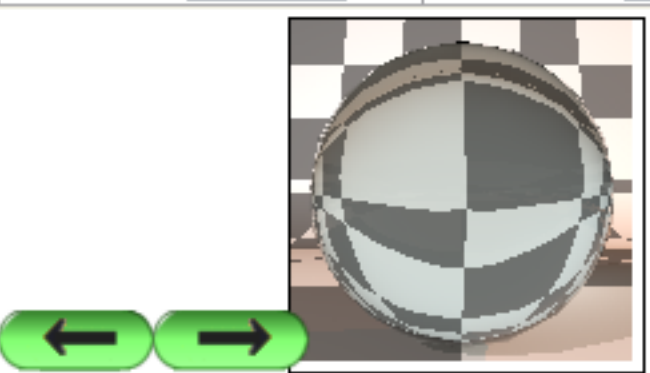
Bump Size: Invert

No Texture

Alpha

Index of Refraction: **Hard Edge Angle:**

Shininess: **Edge Line:**



Select the color to use for the Color channel



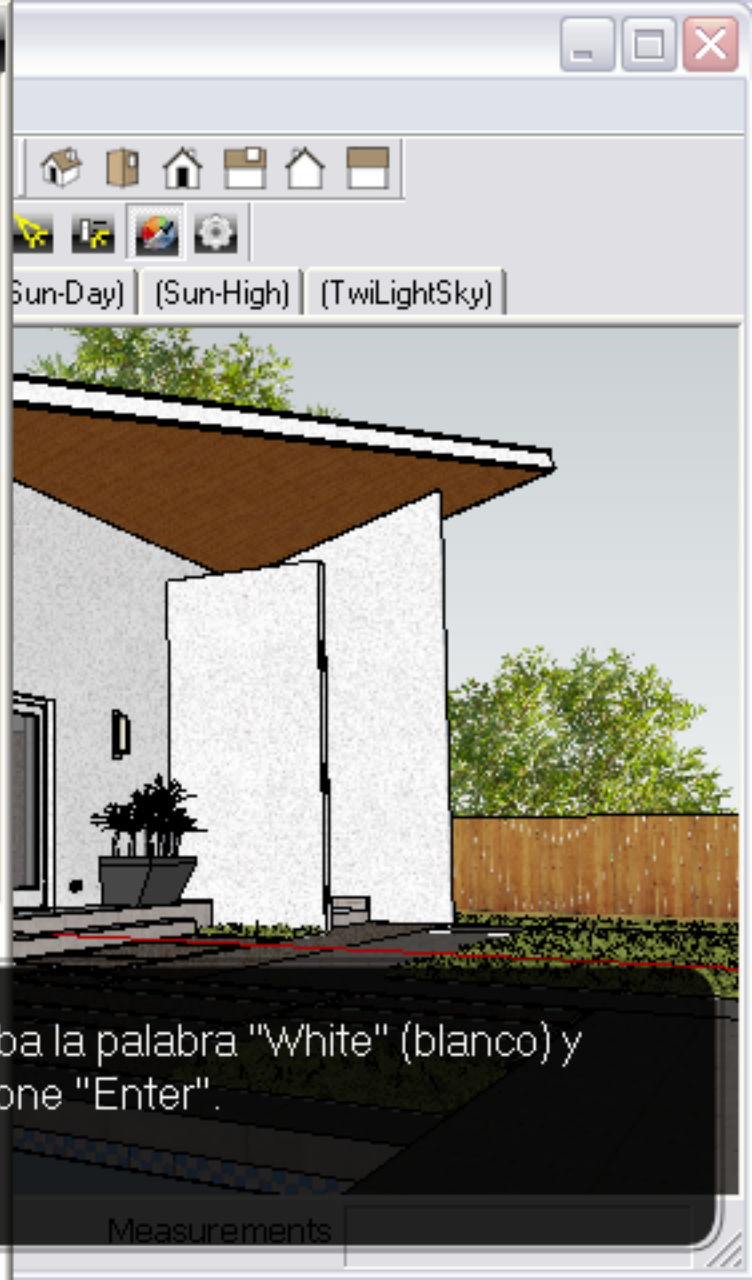
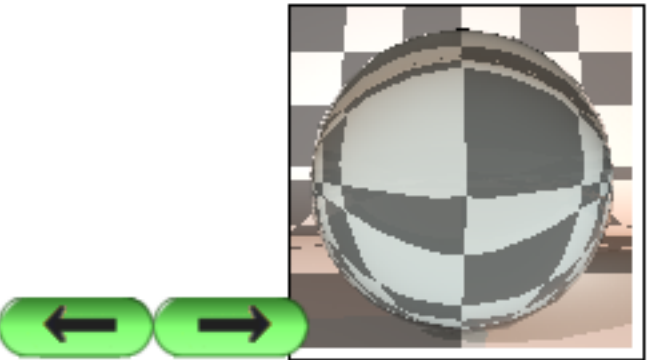
El color del material fue copiado de Sketchup. Hagámoslo blanco. La opacidad (Alpha=30) se fijó automáticamente, y se vinculó al material definido en Sketchup, el cual ha cambiado en la vista.

Measurements

Edit Library

	Color	white	<input type="checkbox"/>
	Color		Browse
	Reflection	white	<input type="checkbox"/>
	Color		Browse
	Bump	Size: 0.100	<input type="checkbox"/> Invert
	No Texture		Browse

	Alpha	30.000	<input type="checkbox"/>
Index of Refraction:	1.333	Hard Edge Angle:	0
Shininess:	128.000	Edge Line:	0.100



Escriba la palabra "White" (blanco) y presione "Enter".

Measurements

Edit Library

Color white

Color Browse

Reflection white

Color Browse

Bump Size: 0.100 Invert

No Texture Browse

Alpha 30.000

Index of Refraction: 1.333

Shininess: 128.000

SSS Density: 1.000

Cast Shadow

Hard Edge Angle: 0

Edge Line: 0.100

Weld Vertices

Use Edge Lines



Para agua de piscina, desmarquemos la opción de "Proyectar Sombras". Esto funcionará con los métodos de renderizado "Easy" 1-8.

Edit Library

Color white

Color Browse

Reflection white

Color Browse

Bump Size: 0.100 Invert

No Texture Browse

Alpha 30.000

Index of Refraction: 1.333

Shininess: 128.000

SSS Density: 1.000

Cast Shadow

Hard Edge Angle: 0

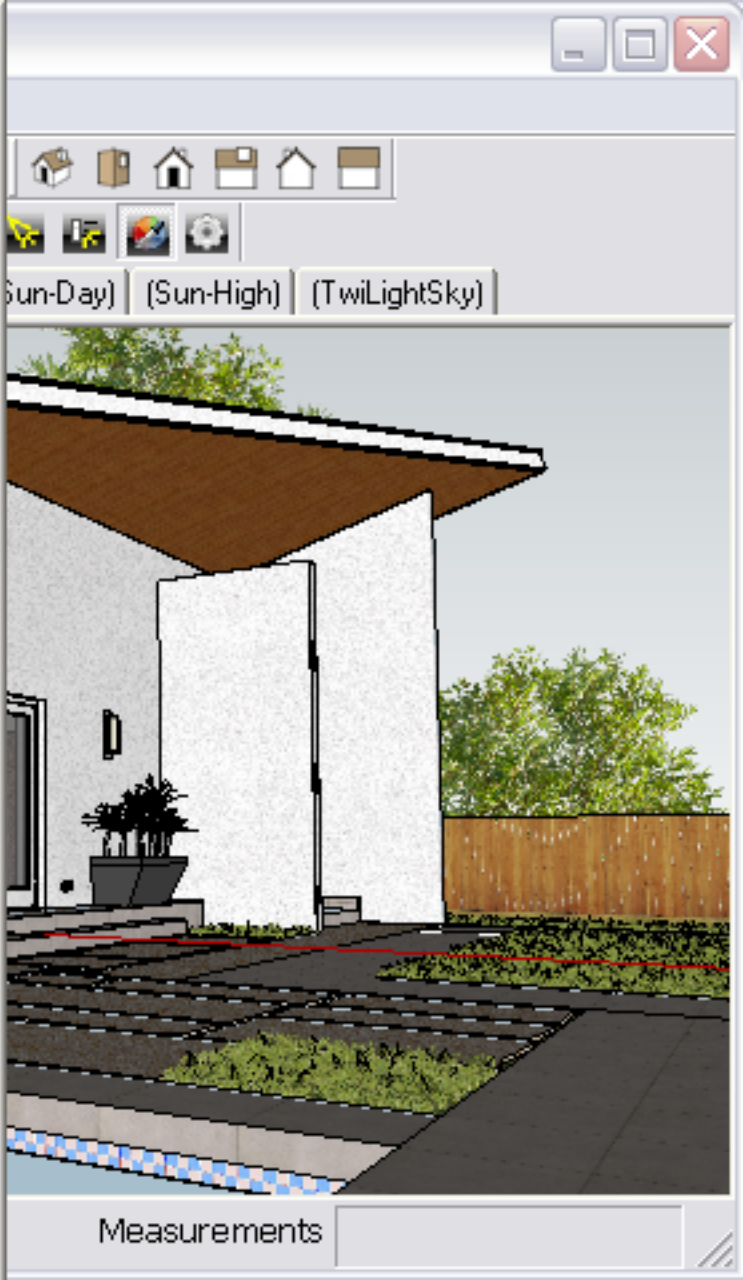
Edge Line: 0.100

Weld Vertices

Use Edge Lines

Click

← →



Click



Edit | Library

Color white

Color Browse

Reflection white

Color Browse

Bump Size: 0.100 Invert

No Texture Browse

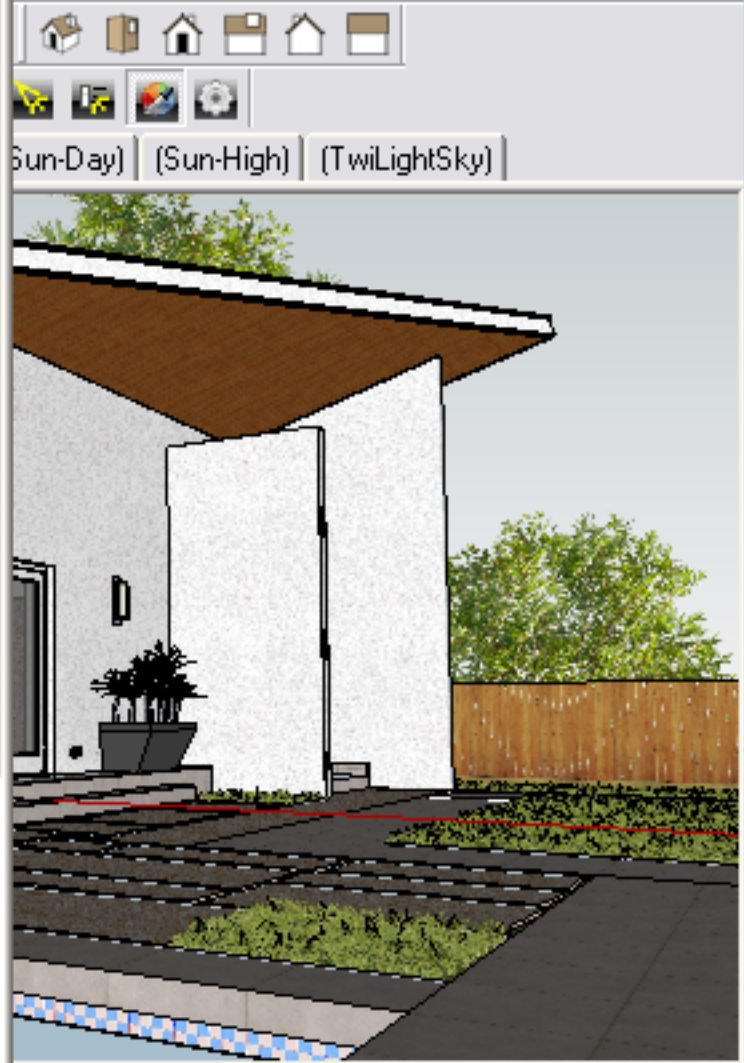
Alpha 30.000

Index of Refraction: 1.333 Hard Edge Angle: 0

Shininess: 128.000 Edge Line: 0.100



Close window.



Measurements



Hover over face to display tip with its

Measurements



Material Editor

Templates From Scene

Edit Library

Color
Color

Reflected
Color

Bump
No Texture

Alpha
Index of Refraction: 1.000

Shininess: 128.000
Edge Line: 0.100

- Generic + Common
- Paint + No Shadow
- Stone + Mirrored Glass
- Ceramic + Perfect Mirror
- Plastic +
- Realistic Glass +
- Architectural Glass -**
- Metal +
- Brushed Metal +
- Fast +
- Light Emitter +
- SubSurface Scattering +

Click


3 - Creando "Vidrio de Ventanas" (Vidrio delgado o "Arquitectónico")

Para la mayoría de aplicaciones arquitectónicas, usaremos Architectural Glass (vidrio arquitectónico). Para que se vea bien, requiere modelar solo una cara.

Measurements

Material Editor Templates From Scene

Edit Library

Color rgb(110, 110, 110) 

Color C:\Documents and S... Browse

Bump Size: 0.000 Invert

No Texture C:\Documents and S... Browse

Alpha 10.000

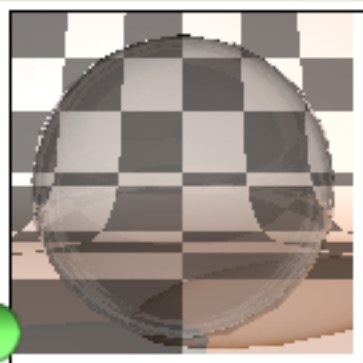
Index of Refraction: 1.520 Hard Edge Angle 0


Shininess: 128.000 Edge Line: 0.100


SSS 1.000 Weld Vertices

Density: Use Edge Lines

Cast Shadow



Home icons: 

Material icons: 

Material names: (Sun-Day) (Sun-High) (TwiLightSky)



Click

Haciendo click con el botón medio del ratón en la vista de Sketchup, se reenfojará la herramienta en el modelo, para ver los nombres de los materiales.

Measurements

Edit Library

  Color 
Color

  Bump Size: Invert
No Texture

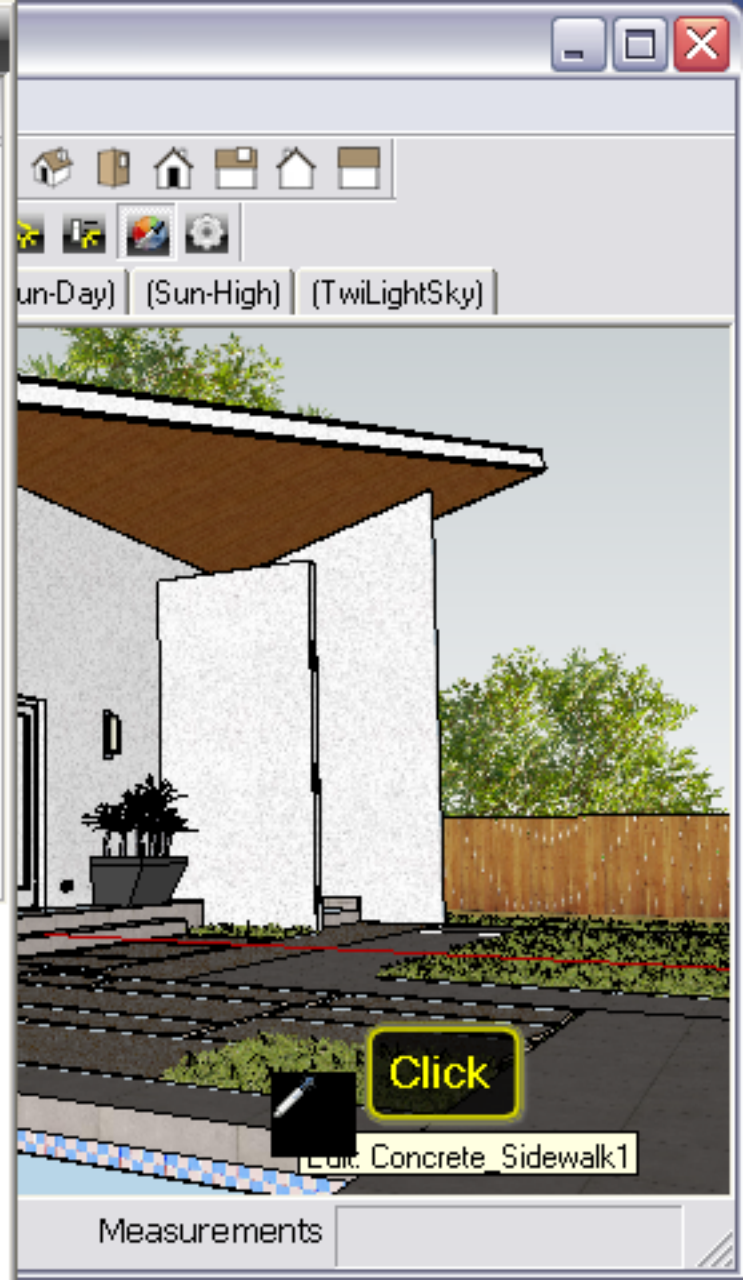
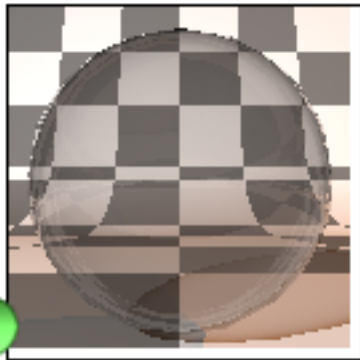
  Alpha

Index of Refraction: Hard Edge Angle:

Shininess: Edge Line:

SSS Density: Weld Vertices
 Use Edge Lines

Cast Shadow



Material Editor **Templates** From Scene

Edit Library

Color Textu

Reflec

Color

Bump

No Te

Alpha

Index of Refraction: 1.000

Shininess: 128.000 Edge Line: 0.100

- Generic + Natural
- Paint + Rough
- Stone - Polished**
- Ceramic +
- Plastic +
- Realistic Glass +
- Architectural Glass +
- Metal +
- Brushed Metal +
- Fast +
- Light Emitter +
- SubSurface Scattering +

Click

sun-Day (Sun-High) (TwilightSky)

Measurements



Edit | Library

Color | rgb(110, 110, 110) |

Texture | C:\Documents and Settings\... |

Reflection | white |

Color | |

Bump | Size: 1.000 | Invert

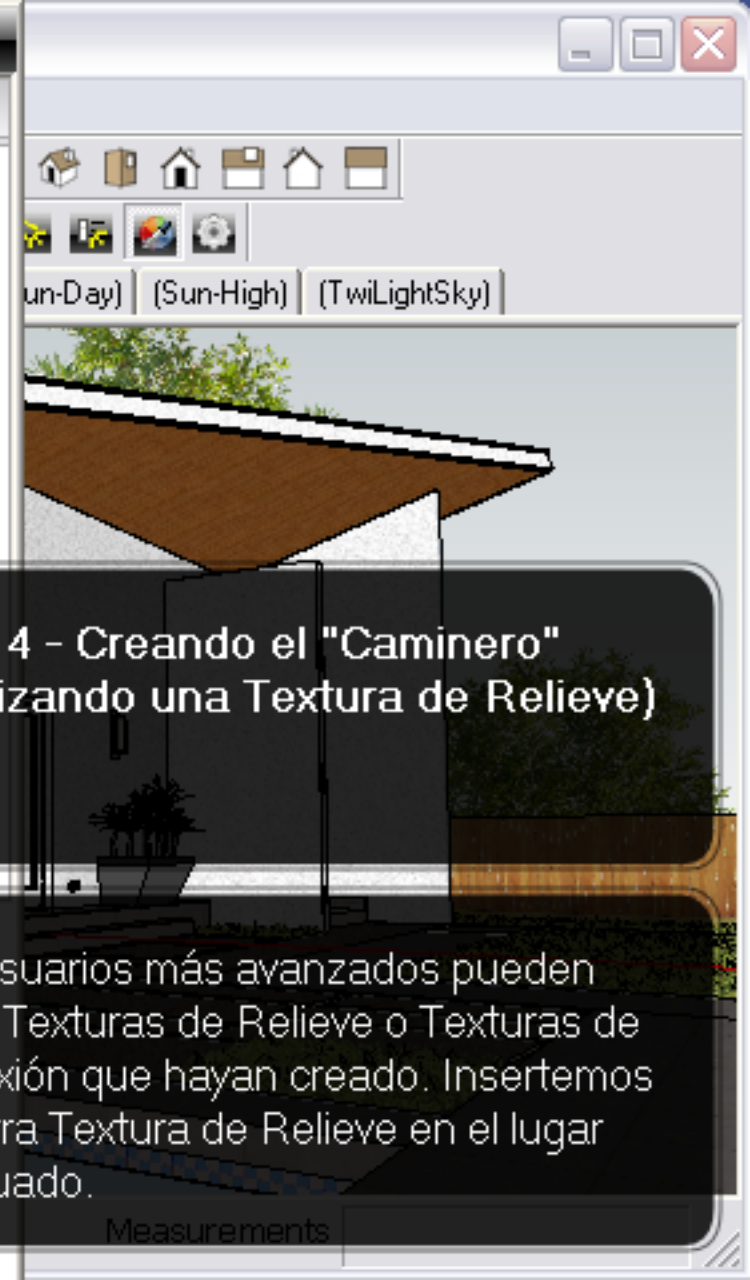
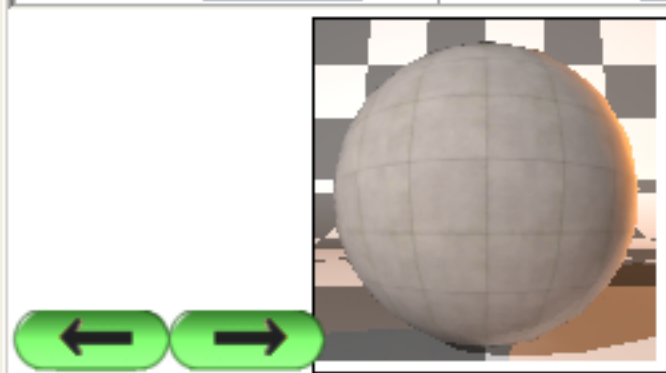
No Texture | |

Alpha | 100.000

Index of Refraction: | 1.100 | **Hard Edge Angle:** | 0

Shininess: | 10.000 | **Edge Line:** | 0.100

Click



4 - Creando el "Caminero" (Utilizando una Textura de Relieve)

Los usuarios más avanzados pueden tener Texturas de Relieve o Texturas de Reflexión que hayan creado. Insertemos nuestra Textura de Relieve en el lugar adecuado.

Measurements

Edit Library

Color:

Texture:

Reflection:

Color:

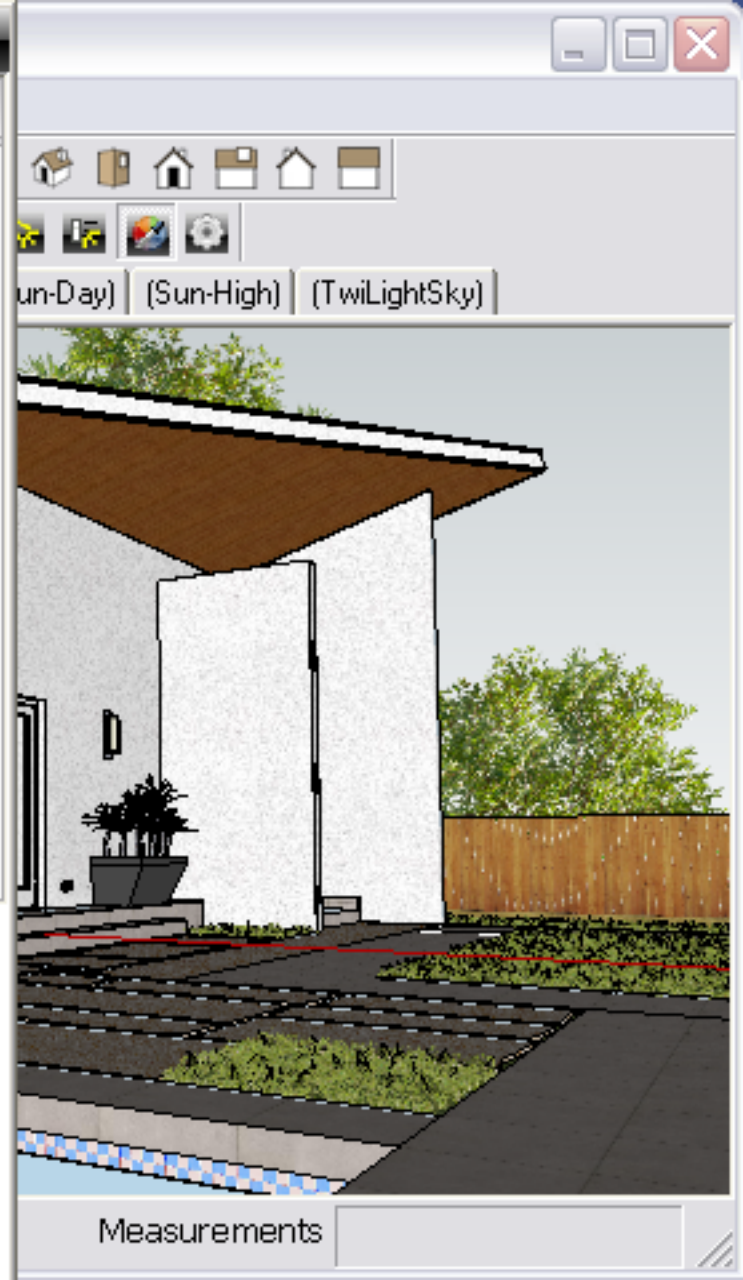
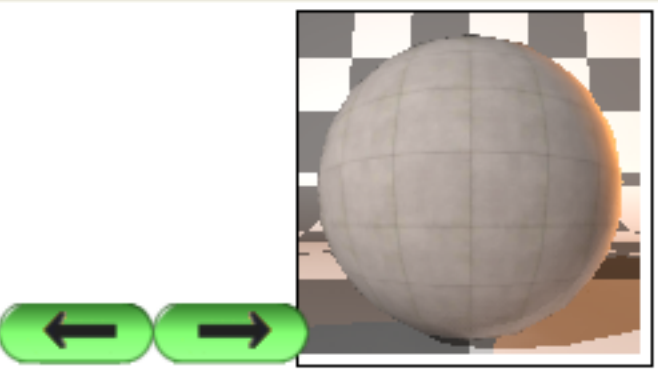
Bump:

Alpha:




Click

Index of Refraction:



Shininess:



Edit Library

  Color 
Texture

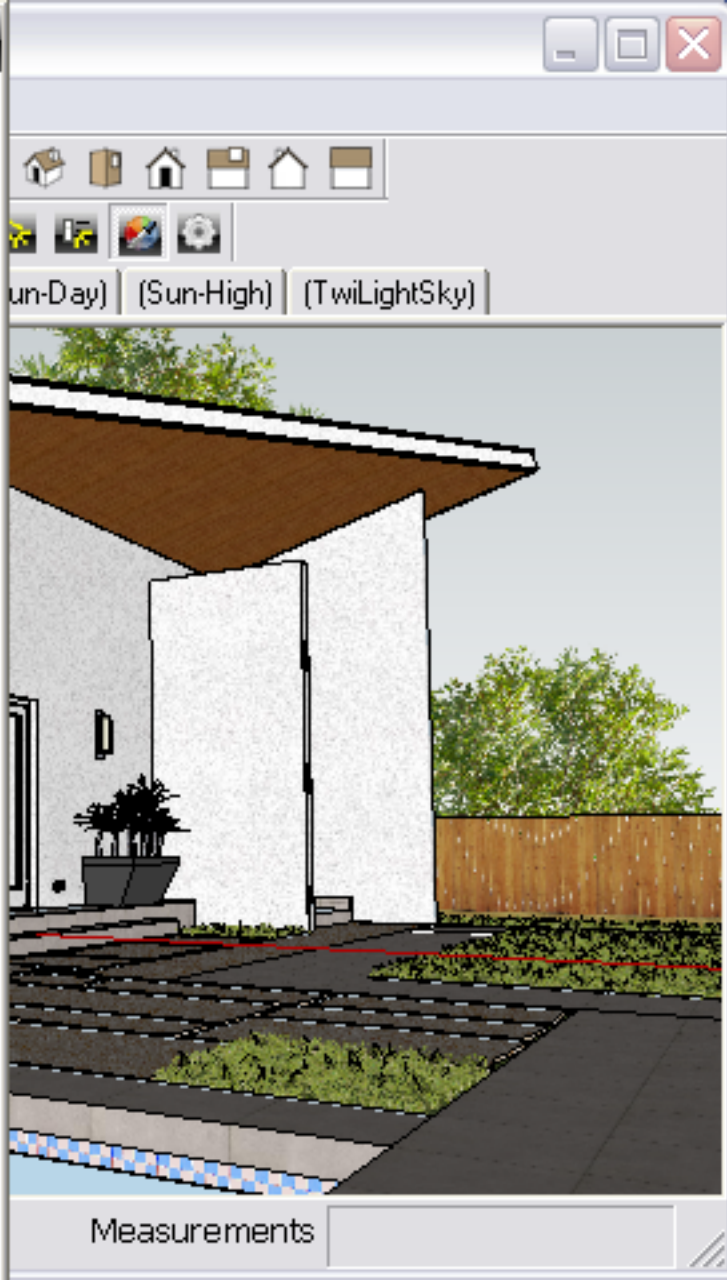
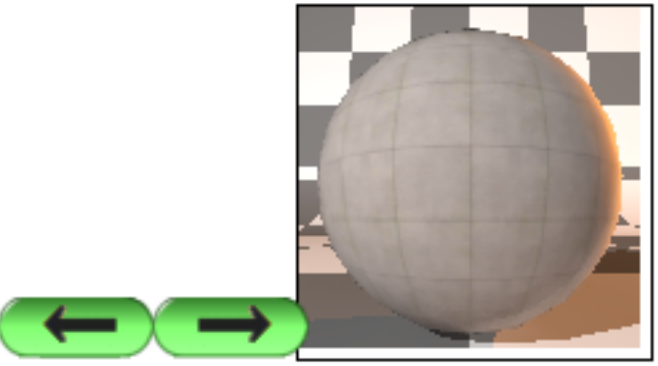
  Reflection 
Color

  Bump Size: Invert
Texture

  Alpha

Index of Refraction: Hard Edge Angle:
Shininess: Edge Line:

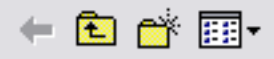
Click



Select an image texture



Look in: Exterior_Pool



My Recent Documents



Desktop



My Documents



My Computer



Exterior_Pool_Render...	LightComponents	TwilightVegetation
Concrete_Sidewalk_Bu...	Concrete_Sidewalk_No...	Grass_Twilight.png

File name: Concrete_Sidewalk_Bump.jpg

Files of type: Common (*.jpg, *.jpeg, *.png, *.bmp, *.gif, *.tif, *)

Open

Cancel

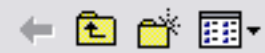


Measurements

Select an image texture



Look in: Exterior_Pool



My Recent Documents



Desktop



My Documents



My Computer



Index Refra Shini



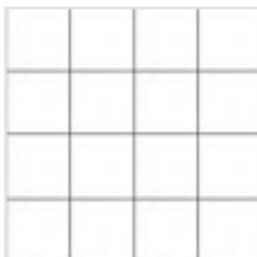
Exterior_Pool_Render...



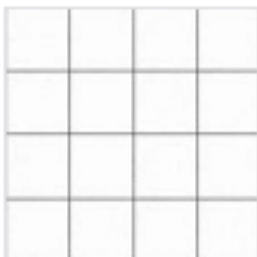
LightComponents



TwilightVegetation



Concrete_Sidewalk_Bu...



Concrete_Sidewalk_No...



Grass_Twilight.png

Click

File name: Concrete_Sidewalk_Bump.jpg

Files of type: Common (*.jpg, *.jpeg, *.png, *.bmp, *.gif, *.tif, *)



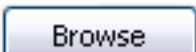

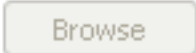



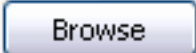
Open












Cancel



Measurements

Edit Library 

	Color	rgb(110, 110, 110)	
	Texture	C:\Documents and S...	
	Reflection	white	<input type="checkbox"/>
	Color		
	Bump	Size: 1.000  	<input type="checkbox"/> Invert
	Texture	C:\Documents and S...	

	Alpha	100.000  
Index of Refraction:	1.100  	Hard Edge Angle: 0  
Shininess:	10.000  	Edge Line: 0.100  

Sets the amount of shininess in the material which effects how reflective it is.



(Sun-Day) (Sun-High) (TwilightSky)

Measurements

Si nos parece que nuestro material tiene demasiada Brillantez, lo podemos ajustar aquí... o aplicar una plantilla diferente. Al aplicar una plantilla diferente no se sobrescribirá el mapa de relieves.

Click



Close window.

Edit | Library

Color

Texture

Reflection

Color

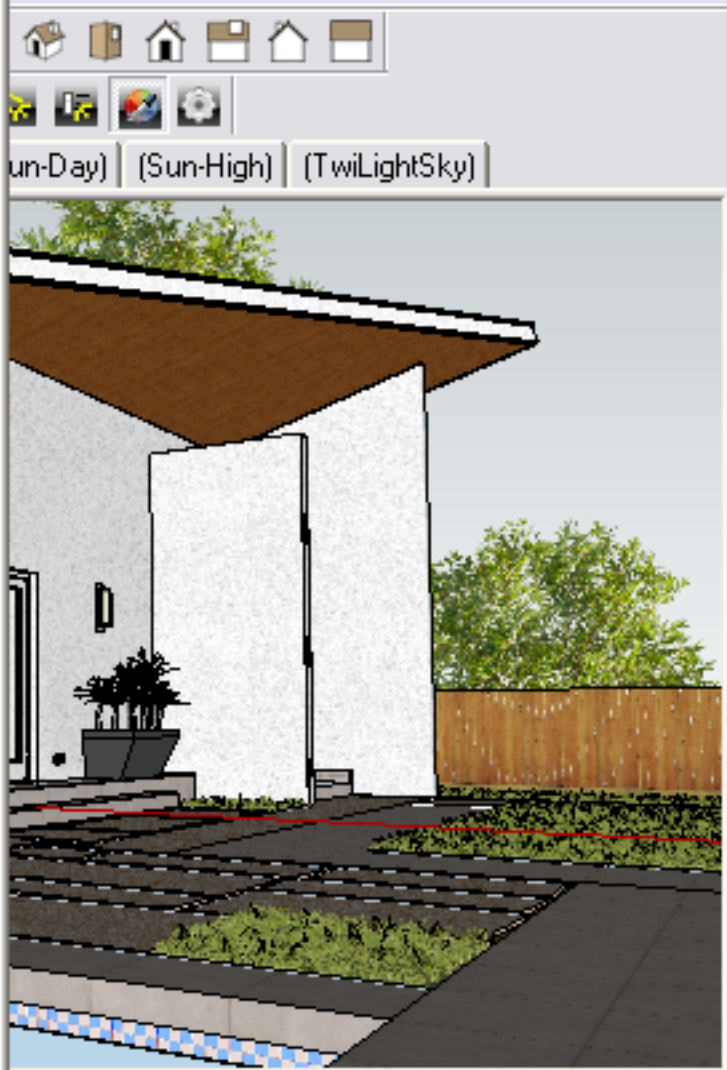
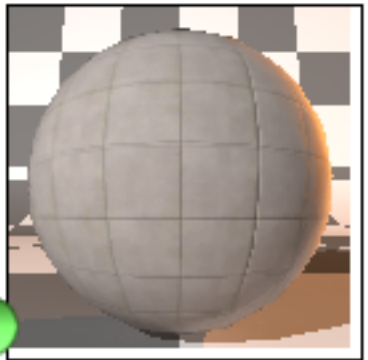
Bump

Texture

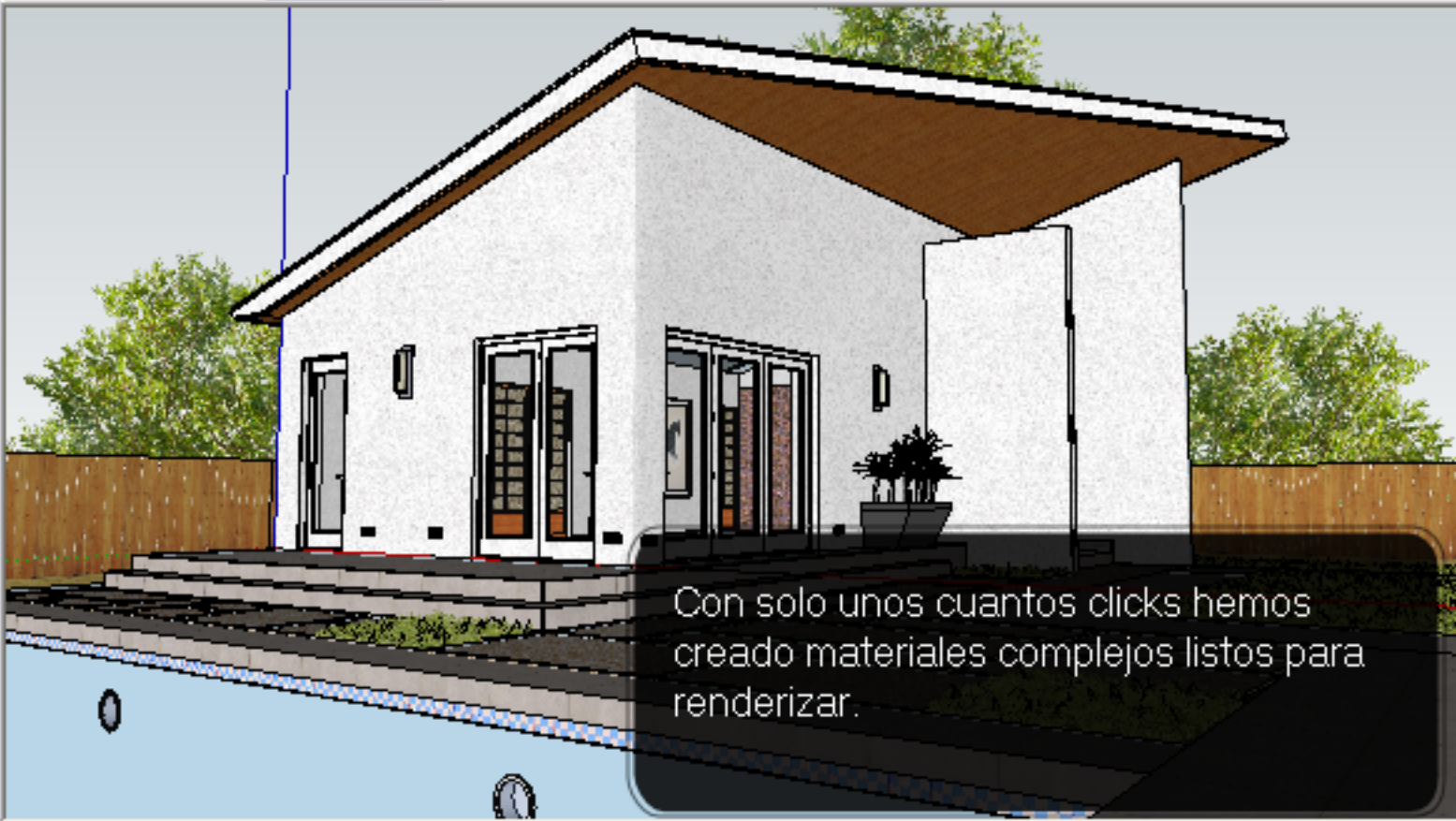
Alpha

Index of Refraction: **Hard Edge Angle:**

Shininess: **Edge Line:**



Measurements



Con solo unos cuantos clicks hemos creado materiales complejos listos para renderizar.