

Self-paced  
Video Tutorials  
Series 1

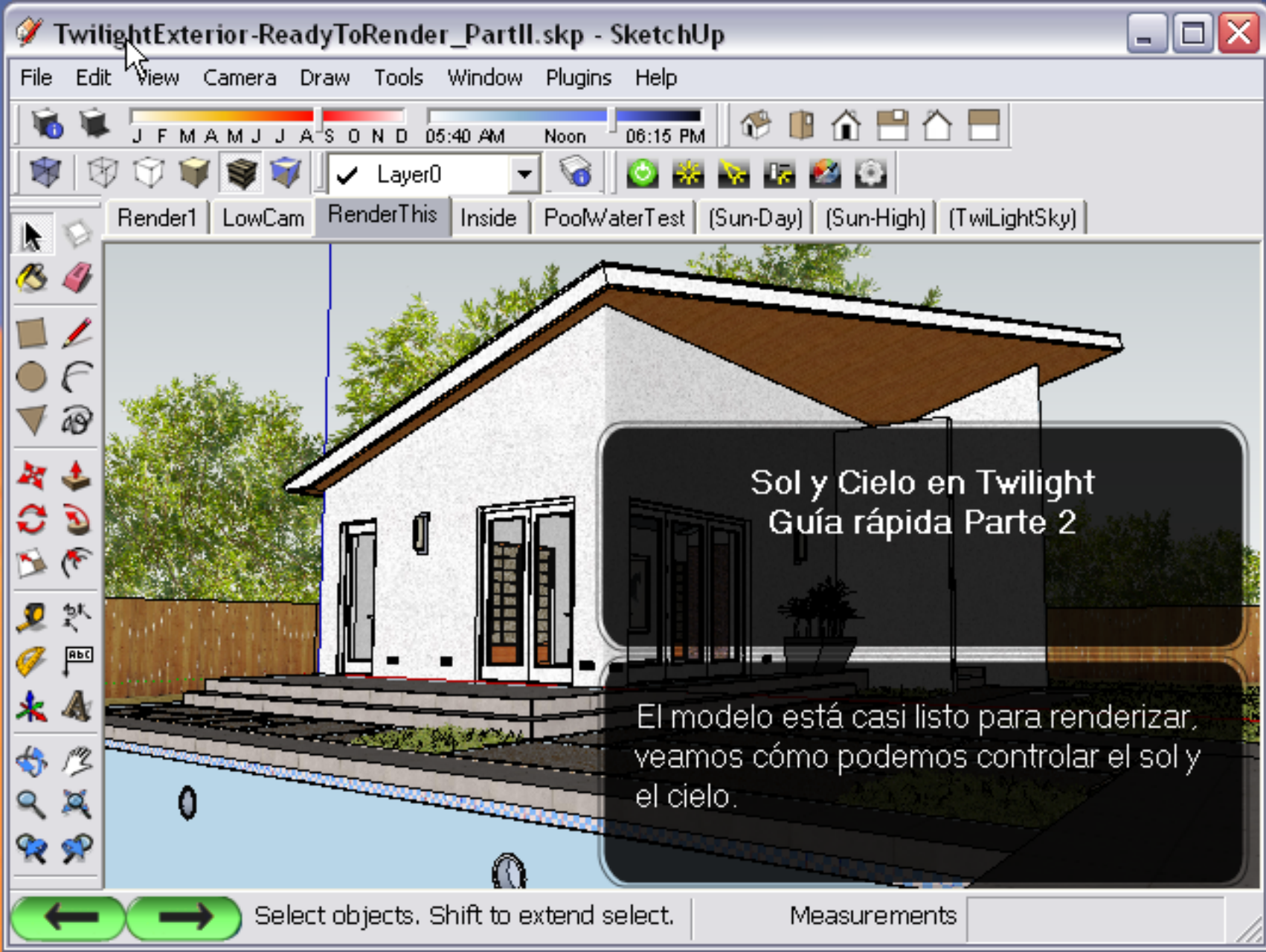
# Twilight Render.

## Sol y Cielo en Twilight Guía rápida Parte 2



Presione el botón de  
flecha para continuar.





### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **02:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light:

Dark:

Use sun for shading

Display:

On faces  On ground  From edges

Click

Con la barra de Sombras de SketchUp, ajustemos el sol a nuestro gusto.

### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **03:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges

Click





### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **02:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light:

Dark:

Use sun for shading

Display:

On faces  On ground  From edges





**Shadow Settings**

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges

Click



### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

Light: 80

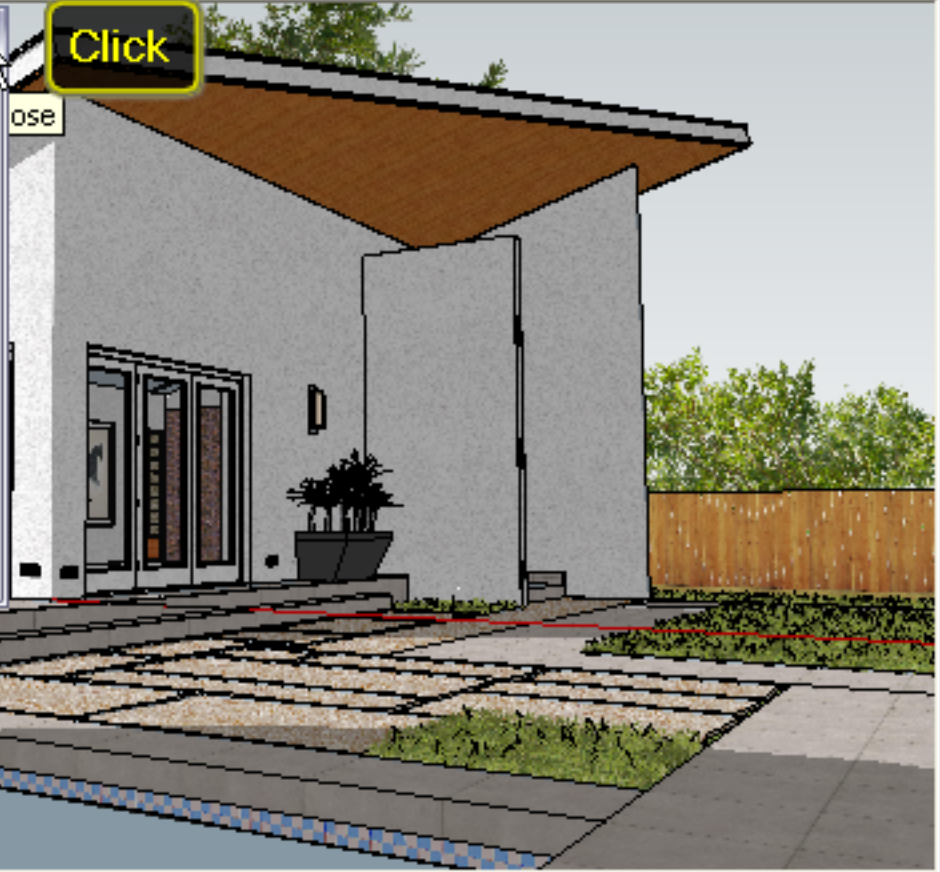
Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges

Click



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

Open Twilight Light Editor



El Sol y Cielo de Twilight se controlan con el ajuste de Sombras de SketchUp. El Cielo Físico de Twilight está activo por defecto, así que cambia de color según la hora del día, anima el sol con las pestañas de escena, y contribuye luz a la escena desde todas direcciones.



Select objects. Shift to extend select.

Measurements



**Click**  
Open Twilight Light Editor



Twilight también tiene una ventana de Editor de Luces. Aquí podemos controlar fácilmente todas las luces de la escena. Incluye una pestaña donde podemos controlar el Sol y el Cielo.



Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

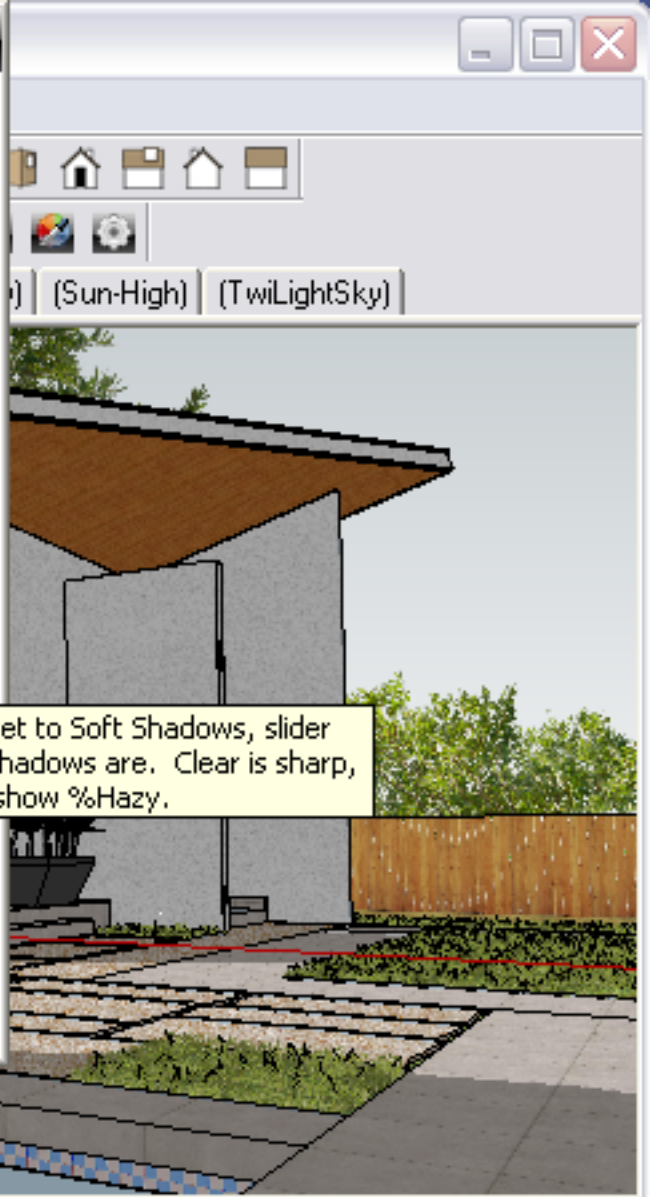
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 0 100

Click Maximum Sun

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

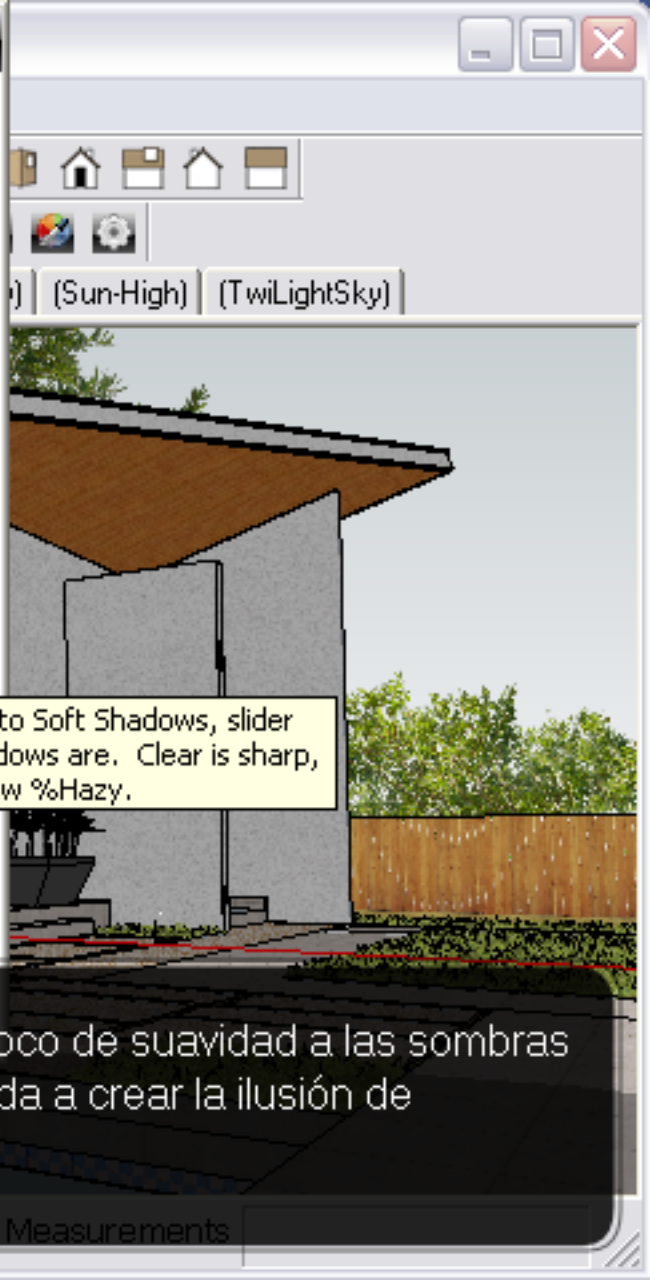
- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 24 100

**Drag-n-drop**

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.



Darle un poco de suavidad a las sombras del sol ayuda a crear la ilusión de realidad.

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

**Release**  
Maximum

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.



También podemos usar las flechas del teclado para hacer ajustes precisos en Twilight.



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:

Physical Sky

Click

- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

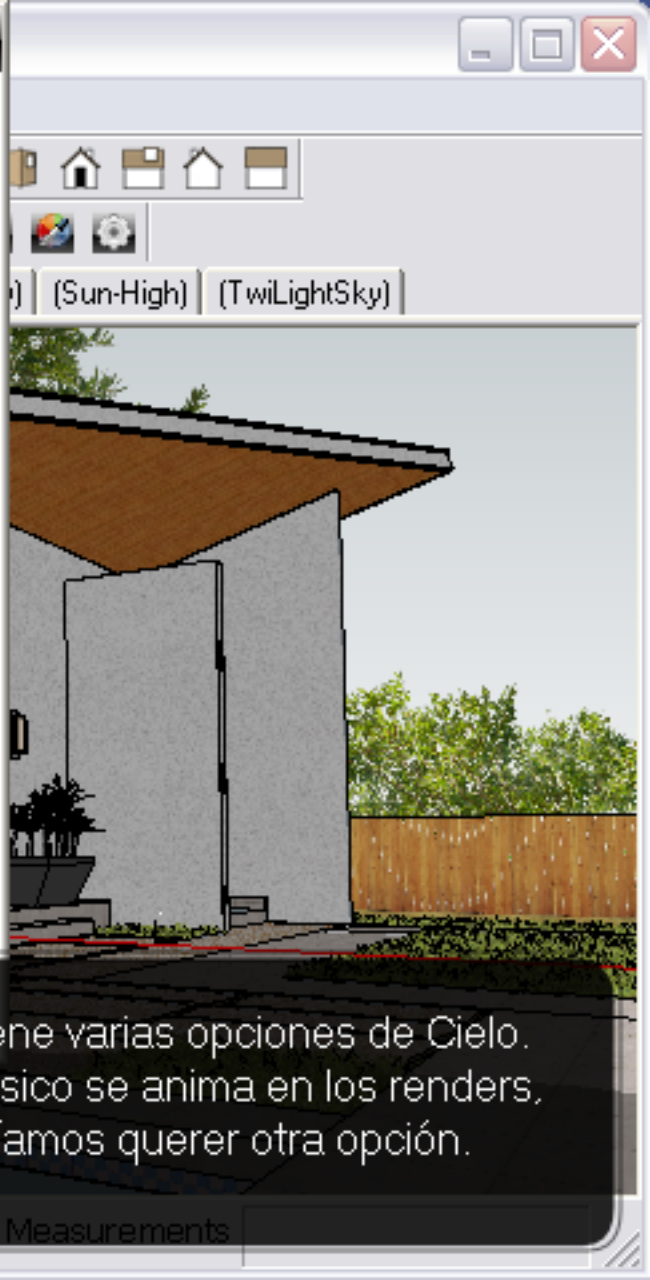
Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5,000

Background Image: C:\Program Files (x86) Browse

Background / Sky Rotation Angle: -180 0 180



Twilight tiene varias opciones de Cielo. El Cielo Físico se anima en los renders, pero podríamos querer otra opción.



Select objects. Shift to extend select.

Measurements

Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:

- Physical Sky
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



(Sun-High) (TwilightSky)



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:

- Physical Sky
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5,000



Hay fotos esféricas de Cielos disponibles gratis o por un precio en Internet. Twilight acepta todos los formatos más comunes, como PNG, JPG, y HDR.



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:  
Spherical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000

Click

For any of the image style backgrounds, browse to and select the image file to use.

Escoja el tipo de Proyección de cielo que necesita, y busque la imagen en el disco.





Scene environment and render background

- Background / Sky Type:
- Spherical Sky
  - Background Color
  - Background Centered Image
  - Background Tiled Image
  - Background Fit Image
  - Sky Color
  - Hemispherical Sky
  - Spherical Sky
  - Physical Sky
  - Sky Probe

Click

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color: white

Sunlight:

0 25 100

Maximum Sun Intensity:

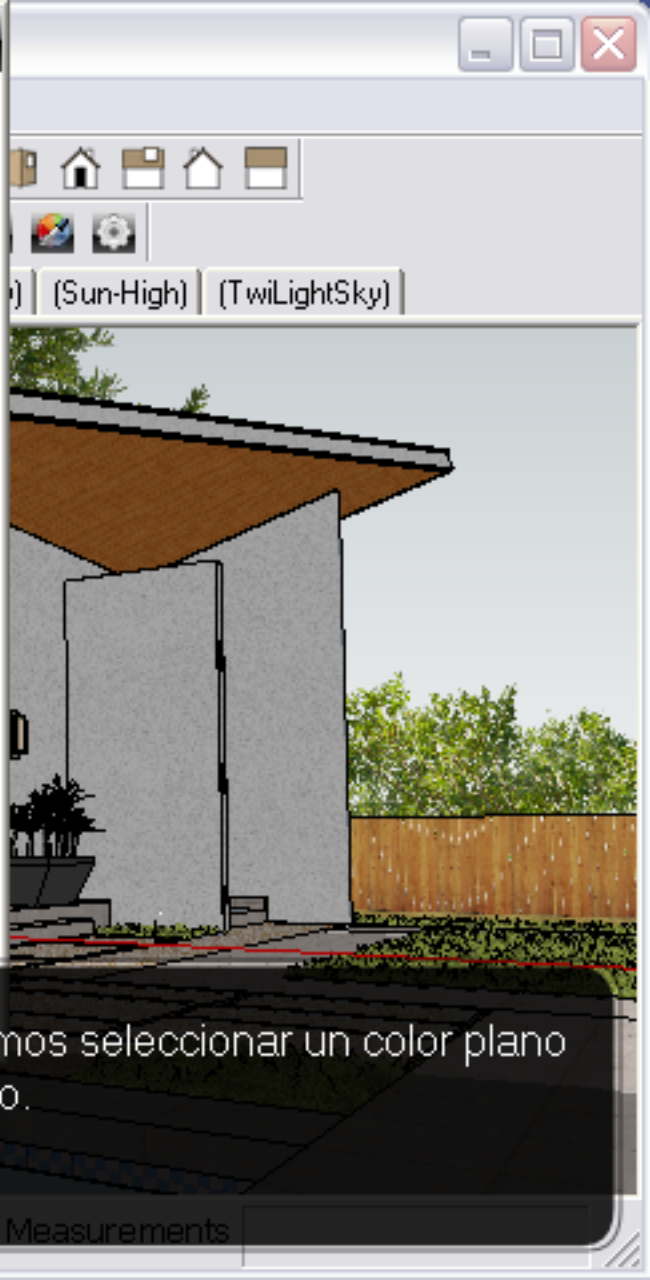
5,000

Background Image:

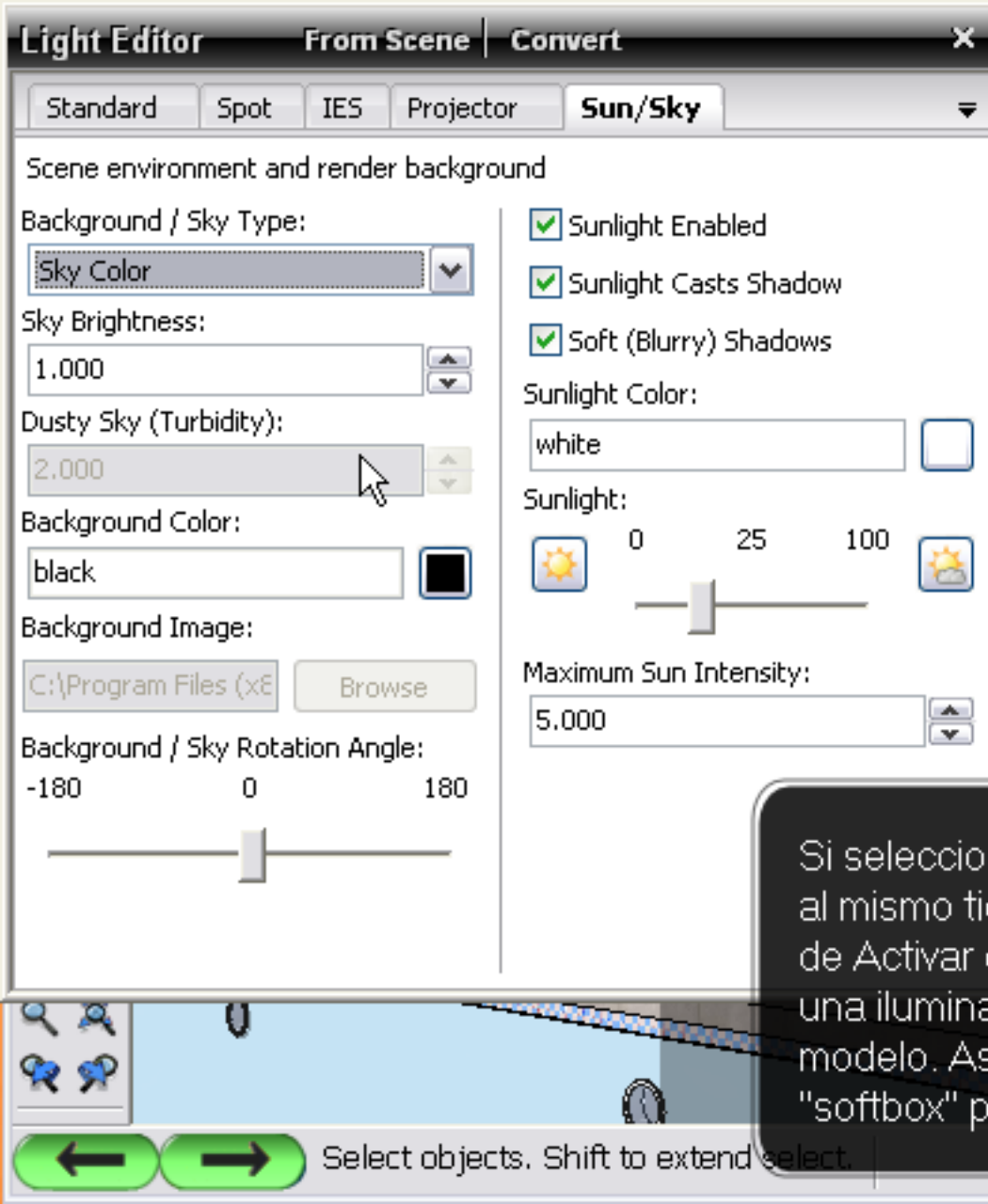
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



Aquí podemos seleccionar un color plano para el cielo.



Si seleccionamos Cielo de Color Sólido y al mismo tiempo desmarcamos la casilla de Activar el Sol, obtenemos rápidamente una iluminación uniforme alrededor del modelo. Así se puede obtener un efecto "softbox" para tomas de productos.

Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:

Sky Color

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

black

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

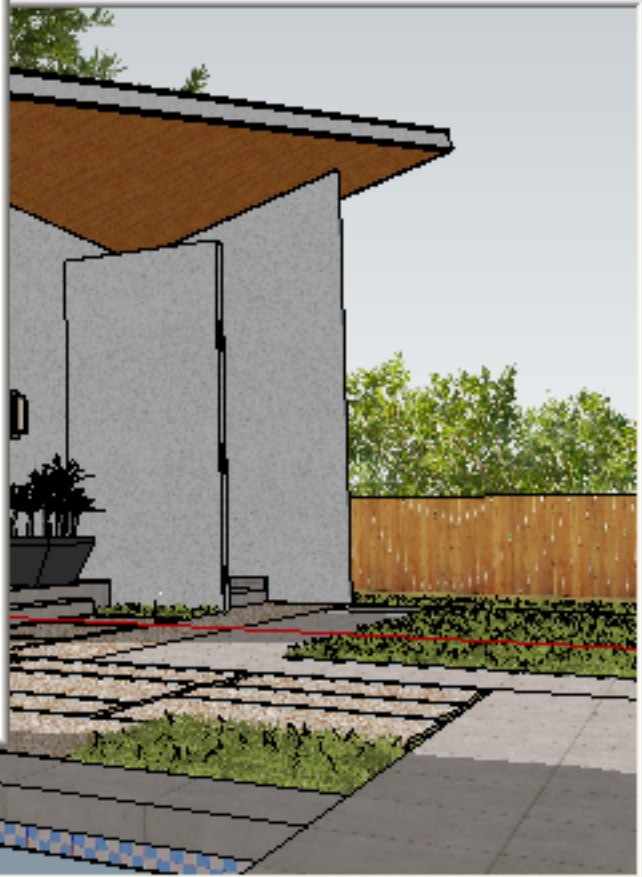
Maximum Sun Intensity:

5.000

Click



(Sun-High) (TwilightSky)




Select objects. Shift to extend select.


Measurements

**Color** [?] [X]

Basic colors:

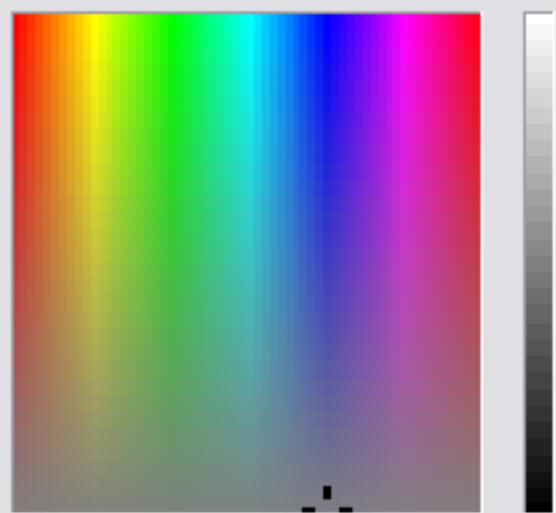


Custom color



Define Custom Colors >>

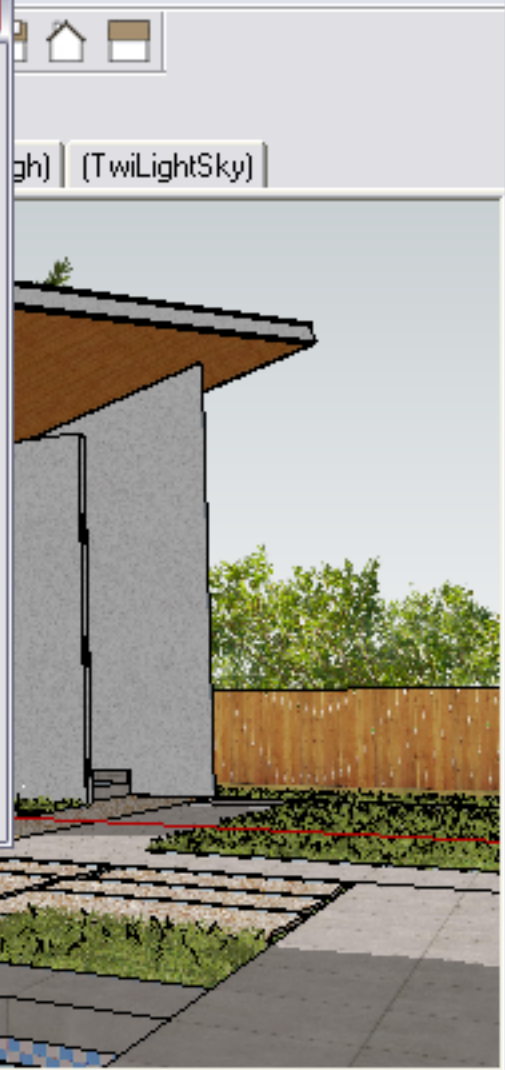
OK Cancel



ColorSolid

Hue:	<input type="text" value="160"/>	Red:	<input type="text" value="128"/>
Sat:	<input type="text" value="0"/>	Green:	<input type="text" value="128"/>
Lum:	<input type="text" value="120"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



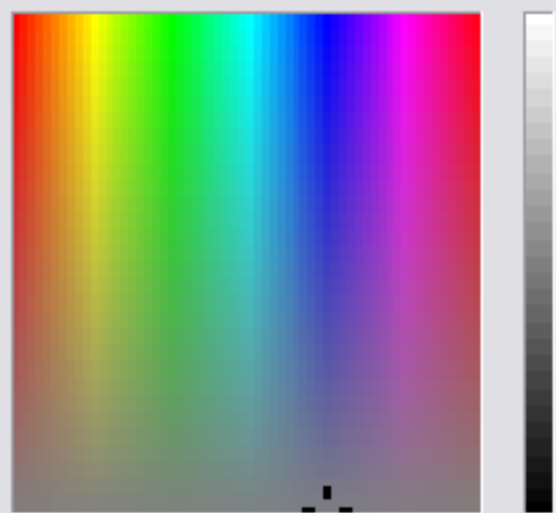
**Color** [?] [X]

Basic colors:

Custom colors:

**Click** Define Custom Colors >>

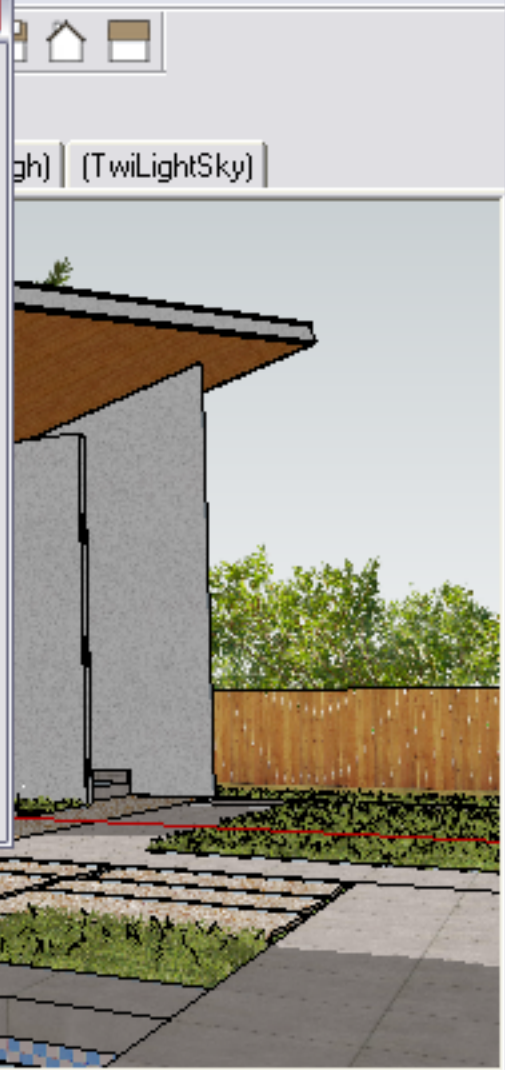
OK Cancel



ColorSolid

Hue:	<input type="text" value="160"/>	Red:	<input type="text" value="128"/>
Sat:	<input type="text" value="0"/>	Green:	<input type="text" value="128"/>
Lum:	<input type="text" value="120"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



Scene environment and render background

Background / Sky Type:

- Sky Color
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Click

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5.000

Background Image: C:\Program Files (x86) Browse

Background / Sky Rotation Angle: -180 0 180



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:

- Sky Color
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky**
- Sky Probe

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5,000



Usemos el Cielo Físico por ahora.



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

Maximum Sun Intensity:  
4.000



Click

Aquí podemos ajustar la Intensidad de la luz Solar, pero por ahora la dejaremos en su valor por defecto.



Select objects. Shift to extend select.

Measurements



Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100


Maximum Sun Intensity:  
5.000




Cambiar el Color de la luz Solar puede añadir calidez o incluso un efecto artístico a nuestra iluminación.

**Color** [?] [X]

Basic colors:

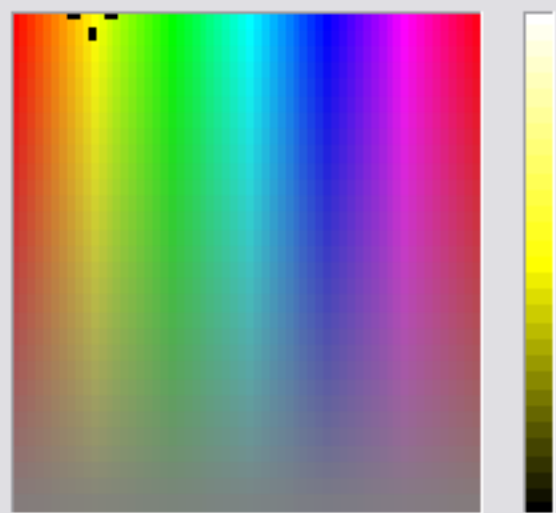


Custom colors:



Define Custom Colors >>

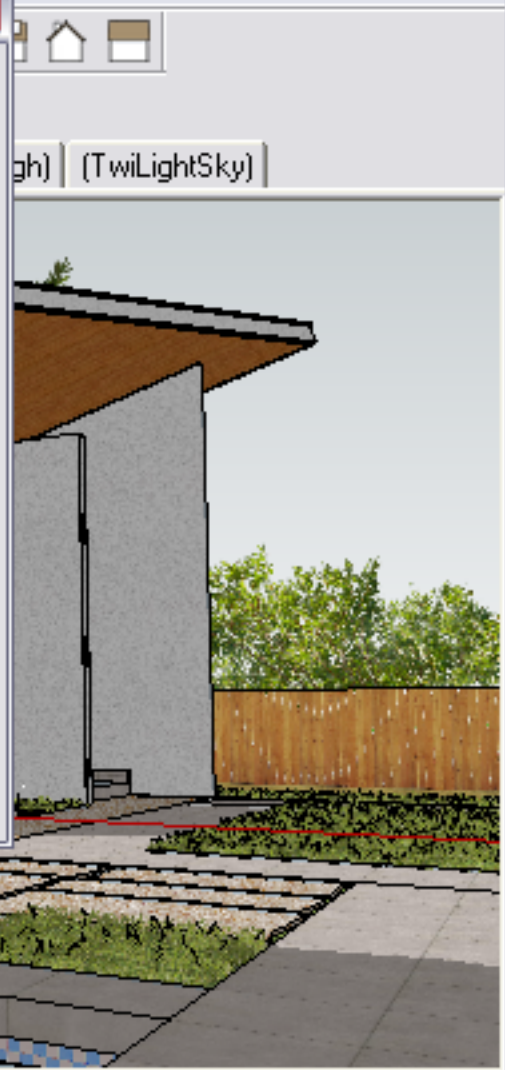
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="180"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



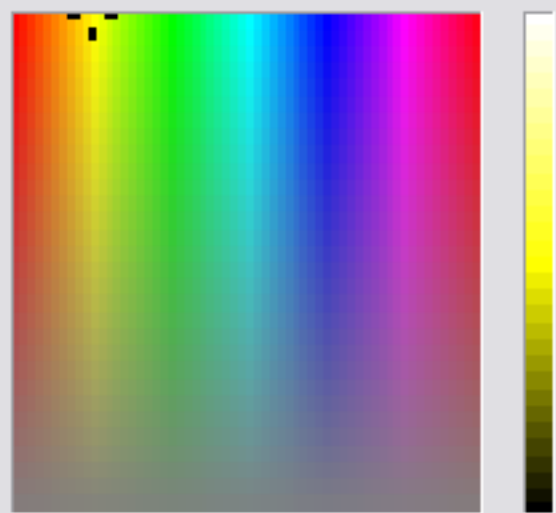
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

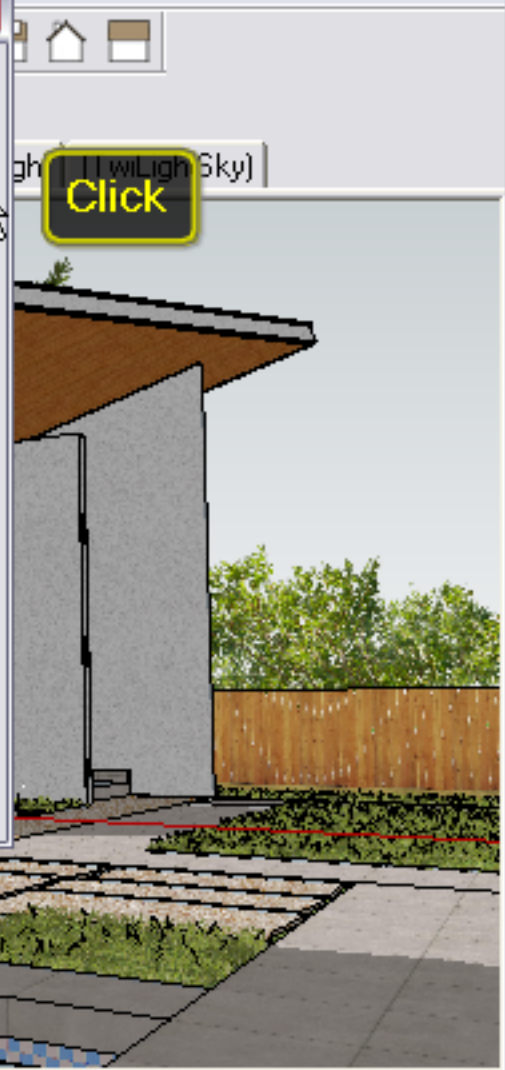
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="180"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



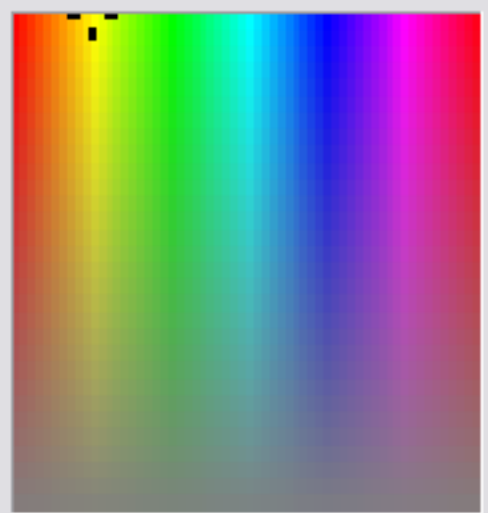
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel

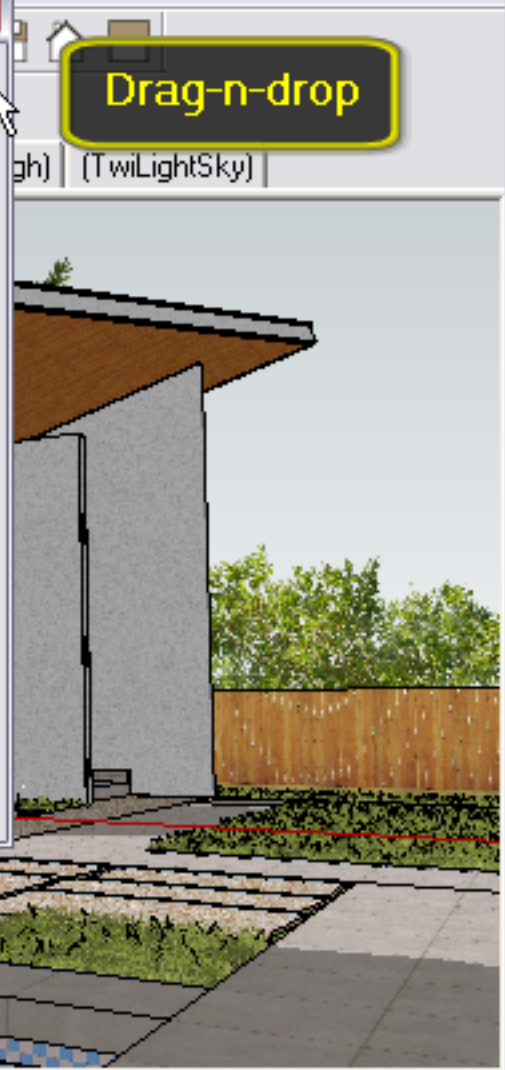


ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="233"/>	Blue:	<input type="text" value="240"/>

Add to Custom Colors

**Drag-n-drop**

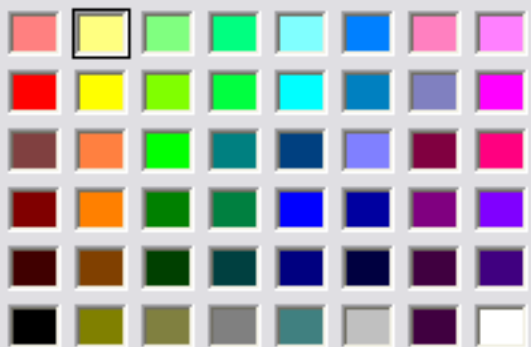


Select objects. Shift to extend select.


Measurements

### Color

Basic colors:



Custom colors:



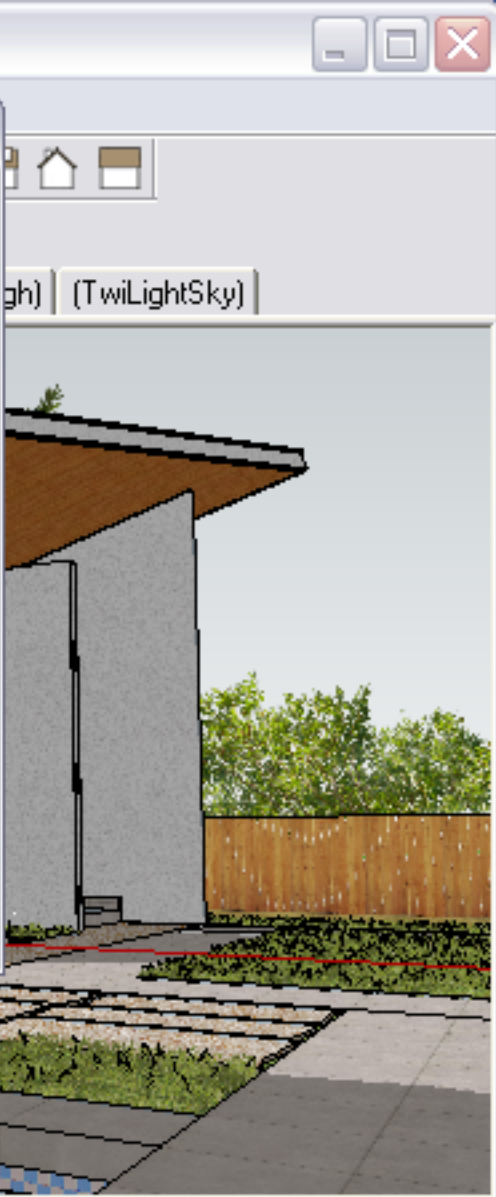
Define Custom Colors >>

Color wheel and vertical gradient bar.

ColorSolid

Hue:	40	Red:	255
Sat:	240	Green:	255
Lum:	233	Blue:	240

Buttons: OK, Cancel, Add to Custom Colors



Click

Scene environment and render background

Background / Sky Type:

Physical Sky

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

grey

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

Click

Sunlight Enabled

Sunlight Casts Shadows

Soft (Blurry) Shadows

Sunlight Color:

rgb(255, 255, 240)

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



El sol brilla en Twilight sin importar si tengamos las sombras apagadas o encendidas en nuestra vista de SketchUp. Esto nos permite trabajar rápidamente con las sombras apagadas, y crear vistas previas mostrando el Sol.



Select start point

Length

**Light Editor** From Scene | Convert

Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

**Click**

Sunlight Enabled  
Sets if sunlight should be used in the scene. Sun position is controlled by SketchUp's shadow settings.

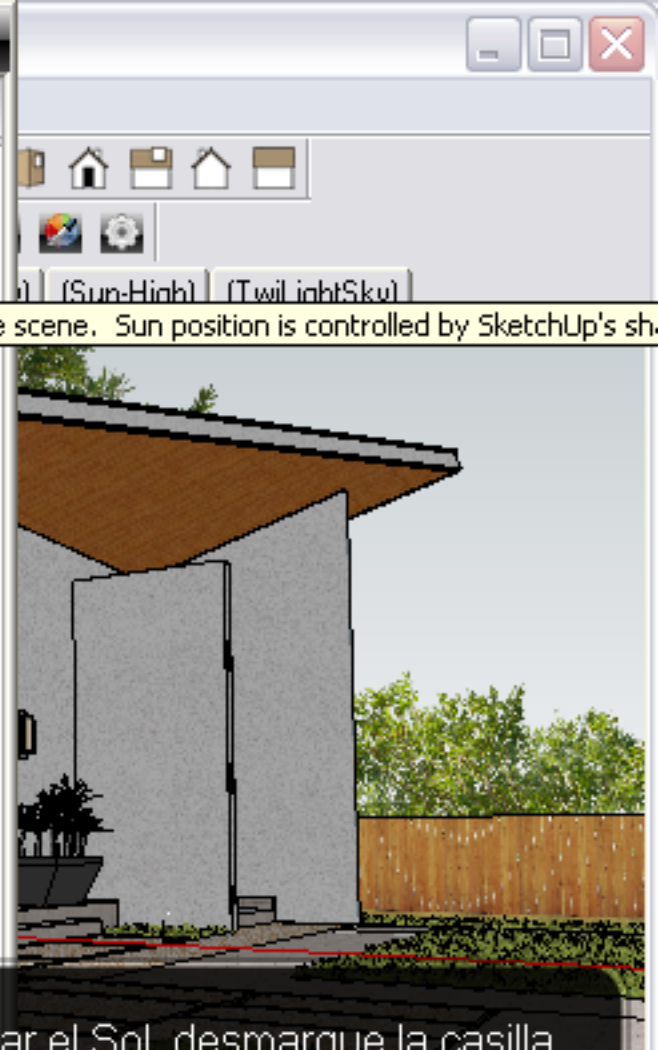
Sunlight Casts Shadows

Soft (Blurry) Shadows

Sunlight Color:  
rgb(255, 255, 240)

Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000



Para apagar el Sol, desmarque la casilla "Activar el Sol". Dejaremos el sol activado por ahora.

← → Select start point

Length

Standard

Spot

IES

Projector

Sun/Sky

Click



Scene environment and render background

Background / Sky Type:

Physical Sky

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

grey

Background Image:

C:\Program Files (x86

Browse

Background / Sky Rotation Angle:

-180

0

180

 Sunlight Enabled Sunlight Casts Shadow Soft (Blurry) Shadows

Sunlight Color:

rgb(255, 255, 240)

Sunlight:



0

25

100



Maximum Sun Intensity:

5.000



(Sun-High)

(TwilightSky)

scene. Sun position is controlled by SketchUp's s



Select start point

Length





Ya estamos listos para renderizar.