

# The Making Conference Room

By: LIM RADY

Using Sketchup Vray and Photoshop

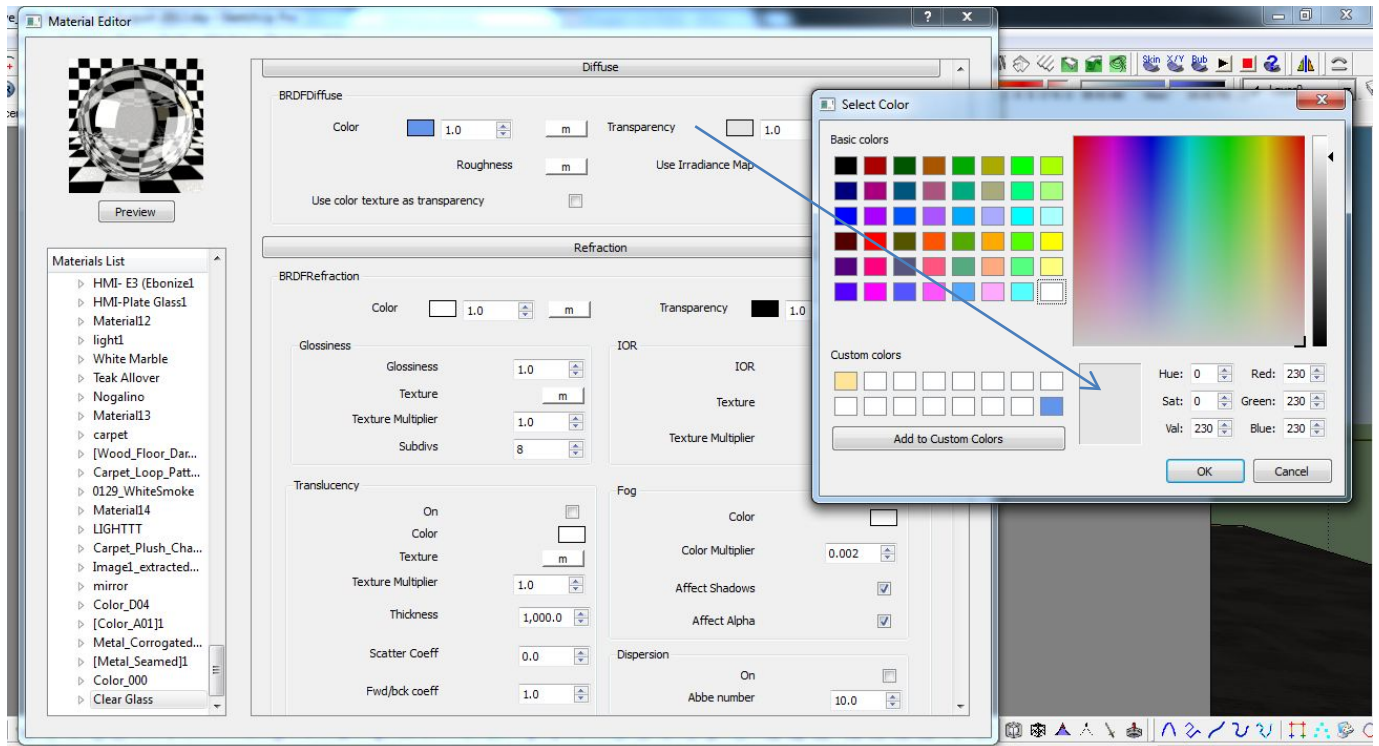


# The Marking Conference room By Lim Rady

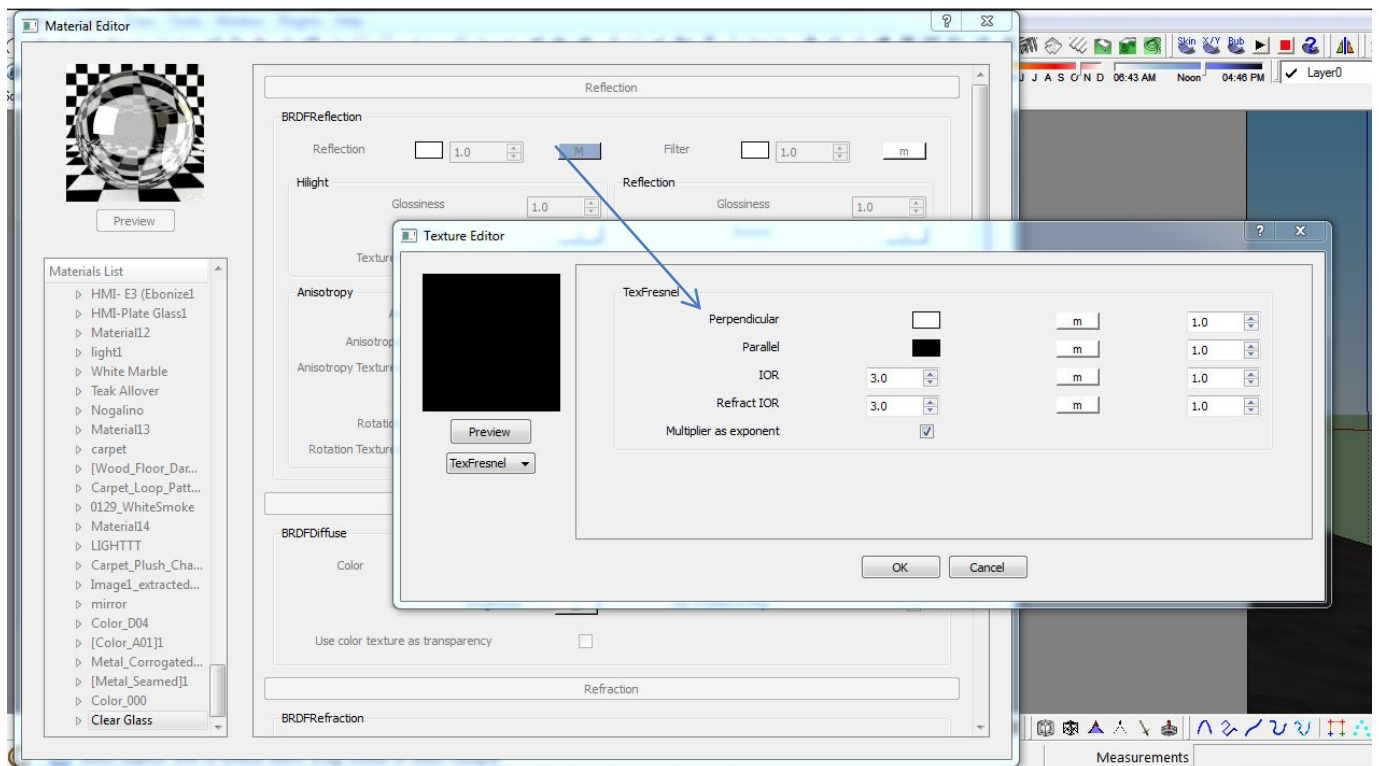


# Materials

## Clear Glass

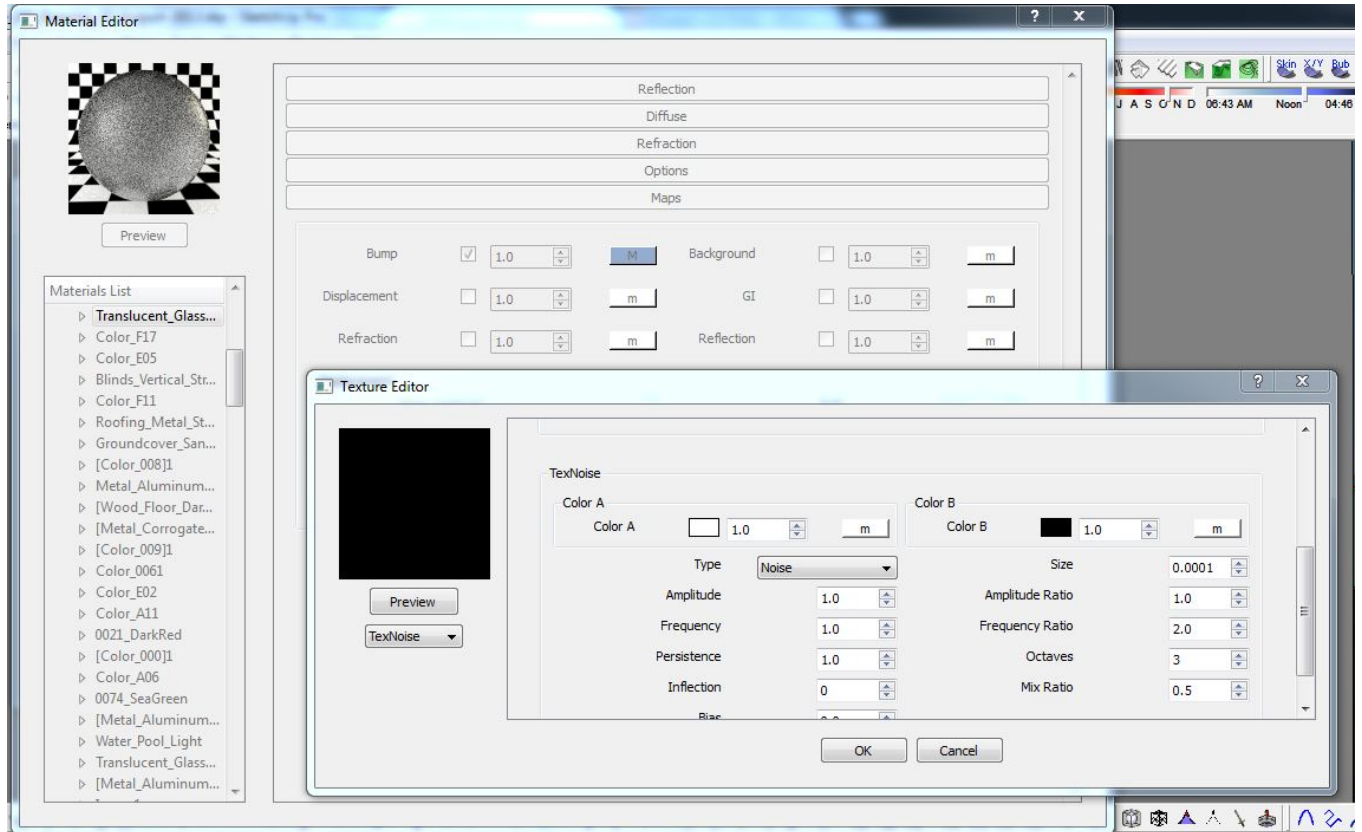


Diffuse I used Blue. And Transparency I used color RGB=230



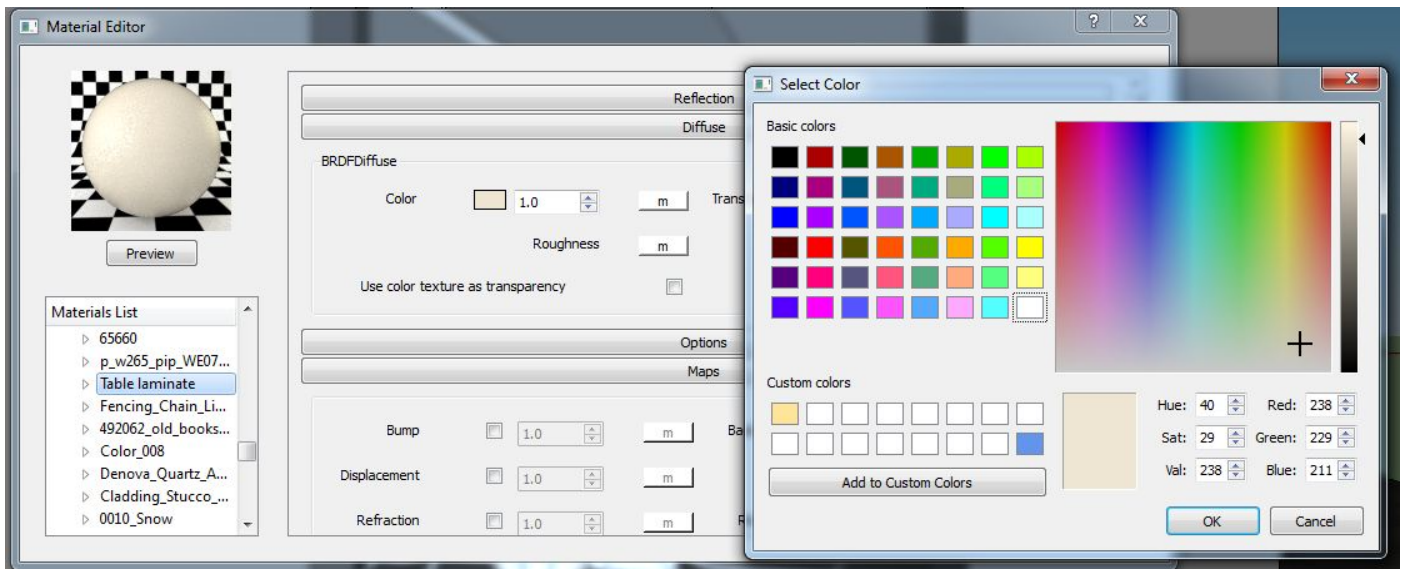
Add Reflection > Fresnel > IOR= 3 and Refract IOR =3.

# Noise Glass

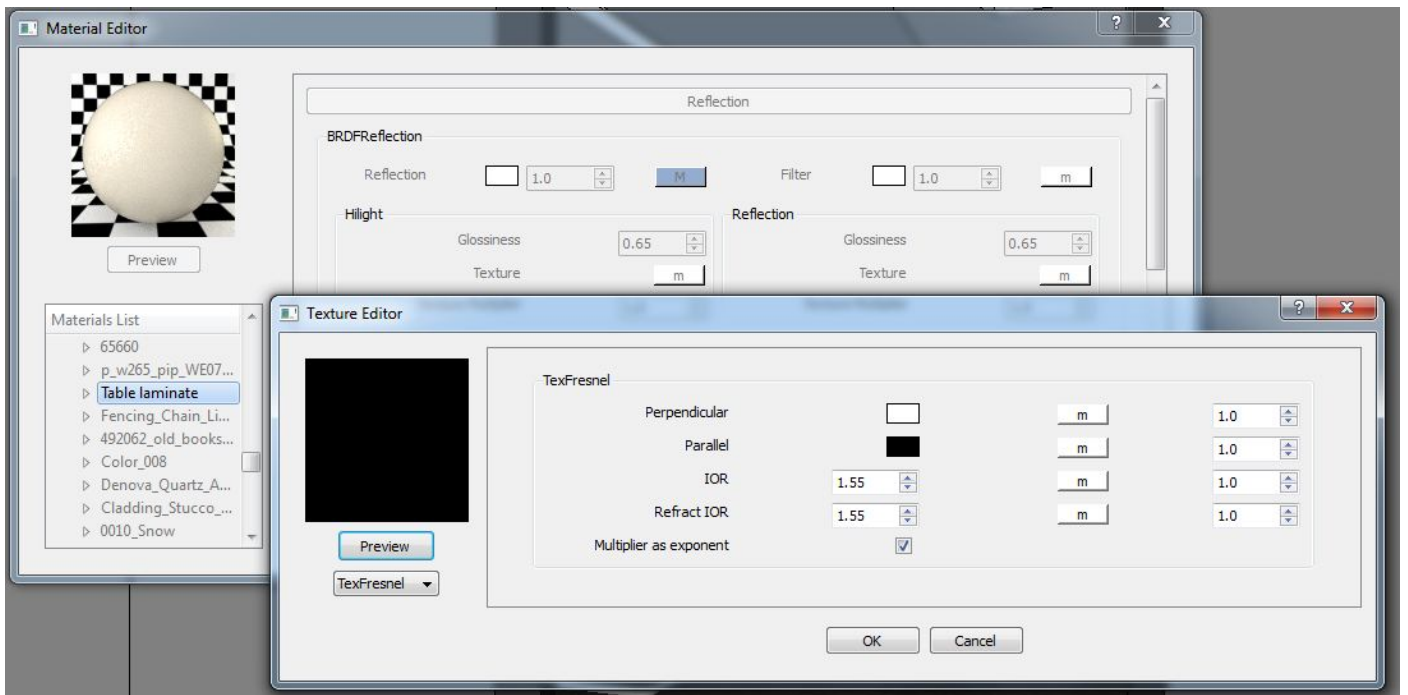


Noise Glass I use the same of clear glass just add Bump >niose size 0.0001.

# Table Laminate

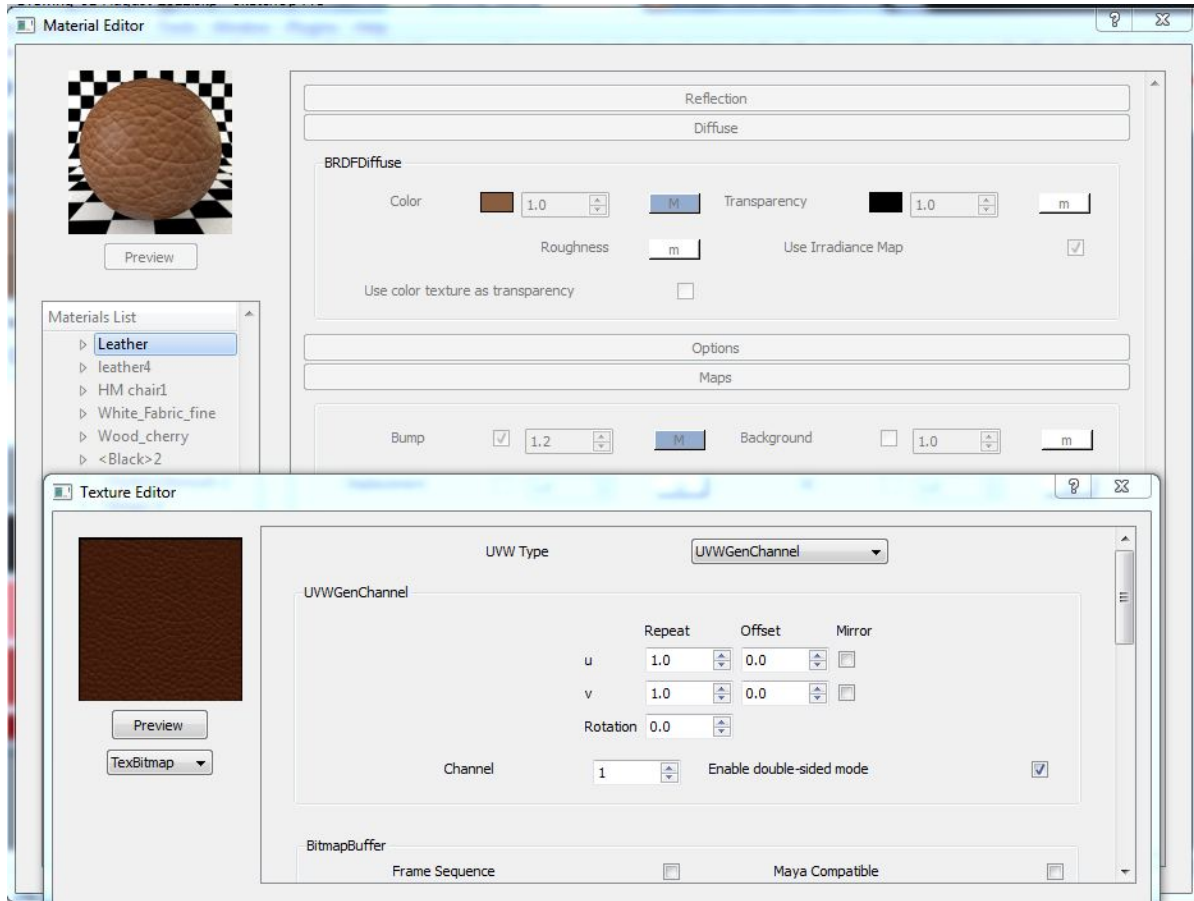


Diffuse I used color R=238 G=229 B=211

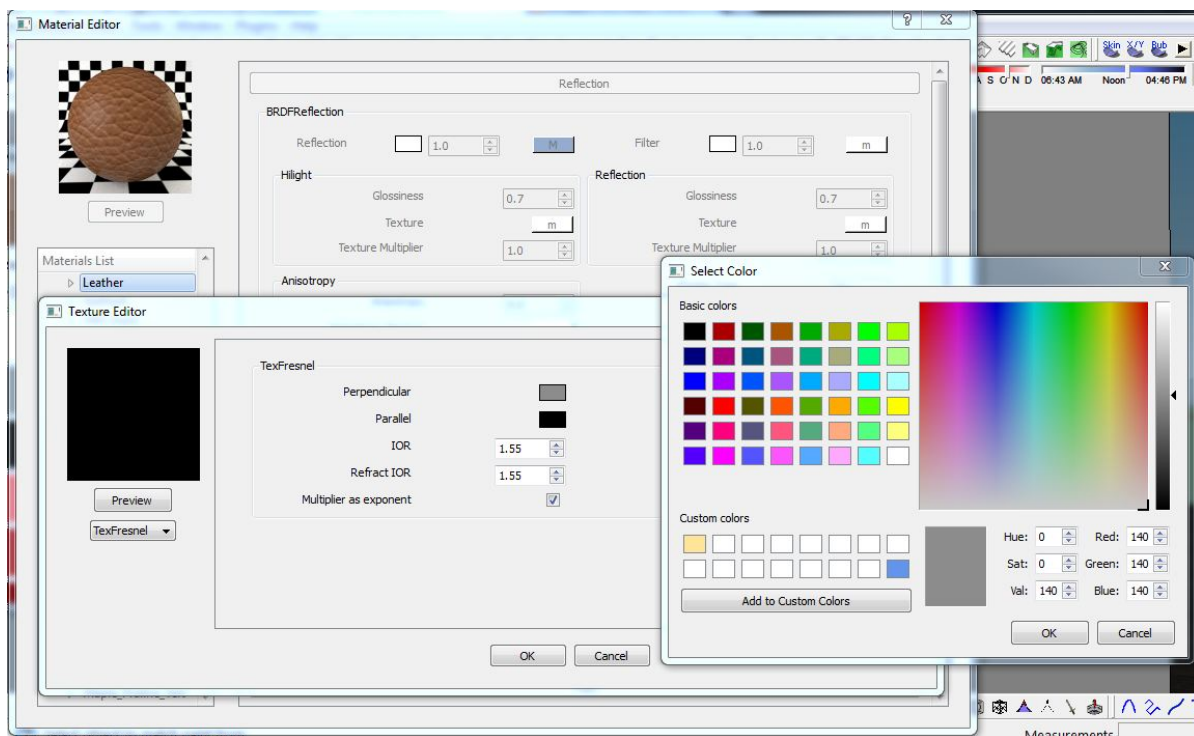


Add Reflection > Fresnel >IOR= 1.55 and Refract IOR =1.55

# Leather Chair

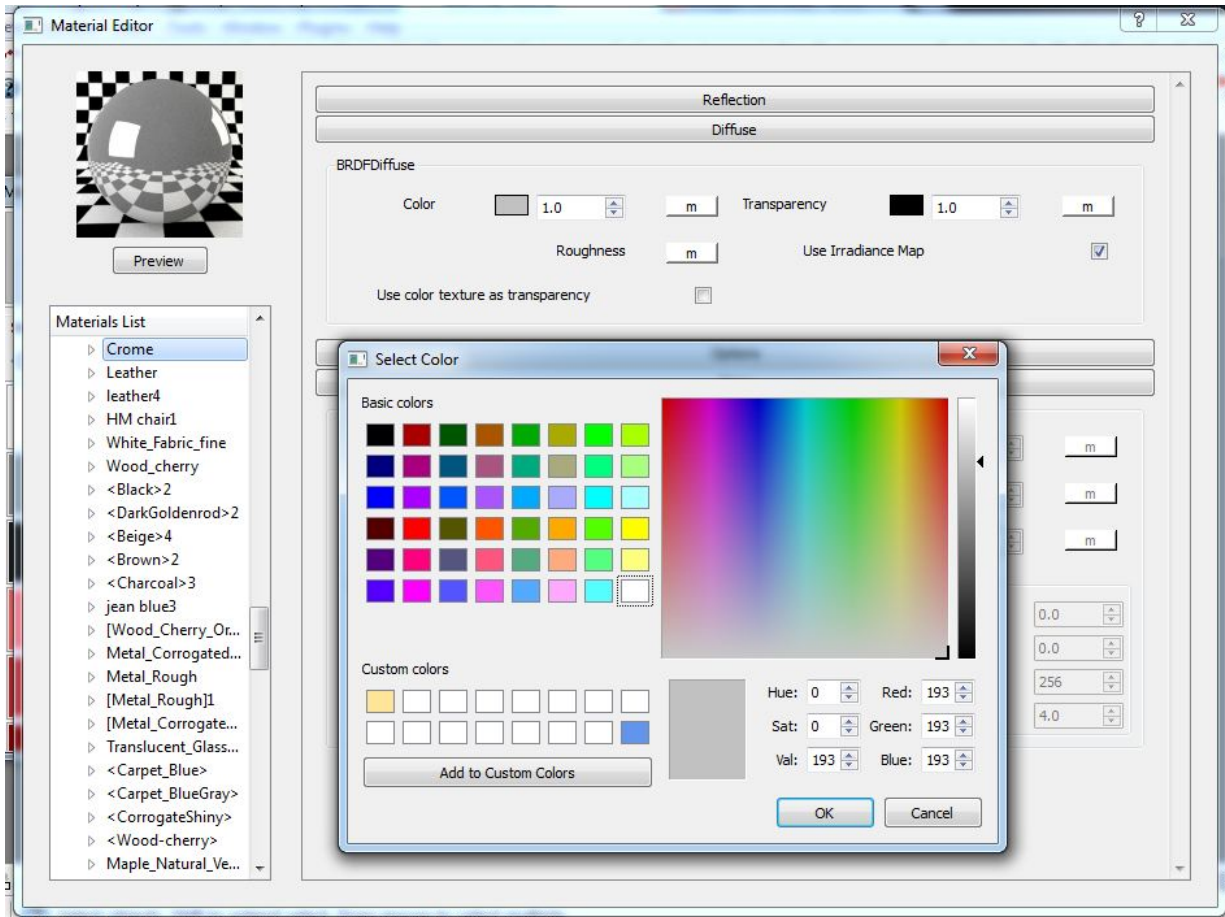


Diffuse and Map bump I used the same Texmap. And Bump =1.2

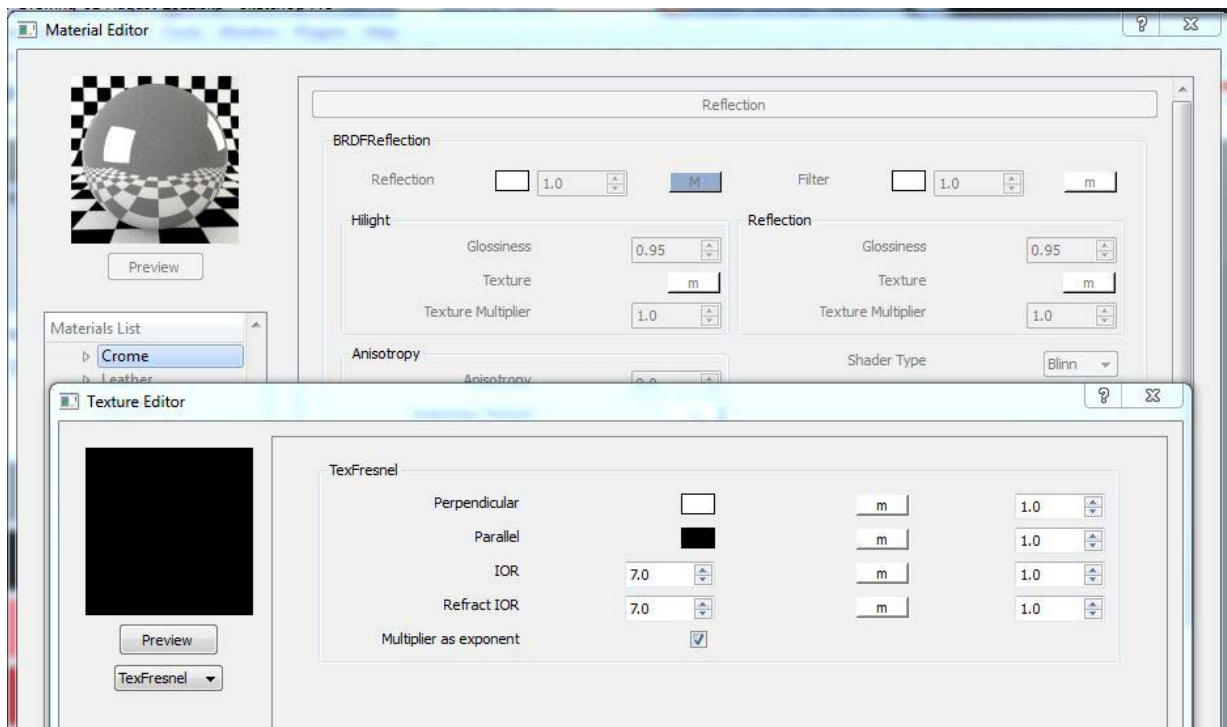


Add Reflection > Fresnel > Perpendicular color Val=140.

# Crome

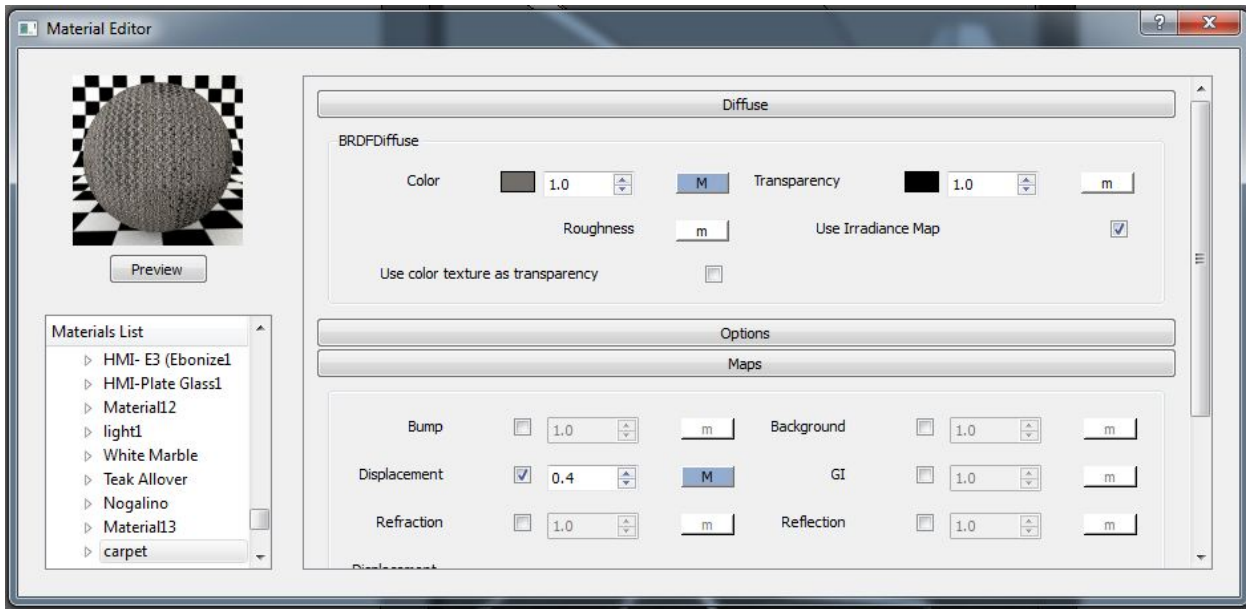


Diffuse I used color Val=193



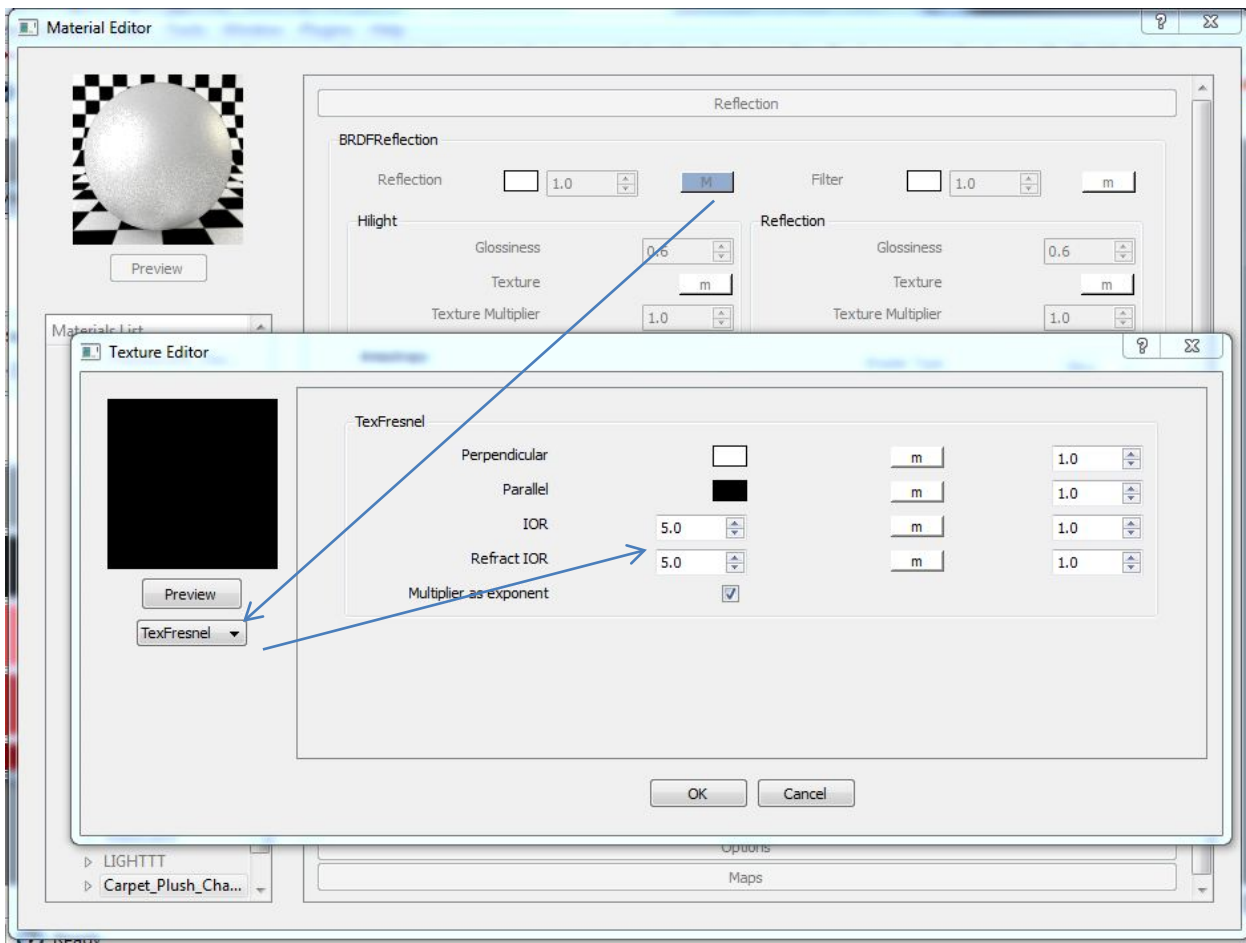
Add Reflection > Fresnel > IOR=7 Refract IOR=7

# Carpet



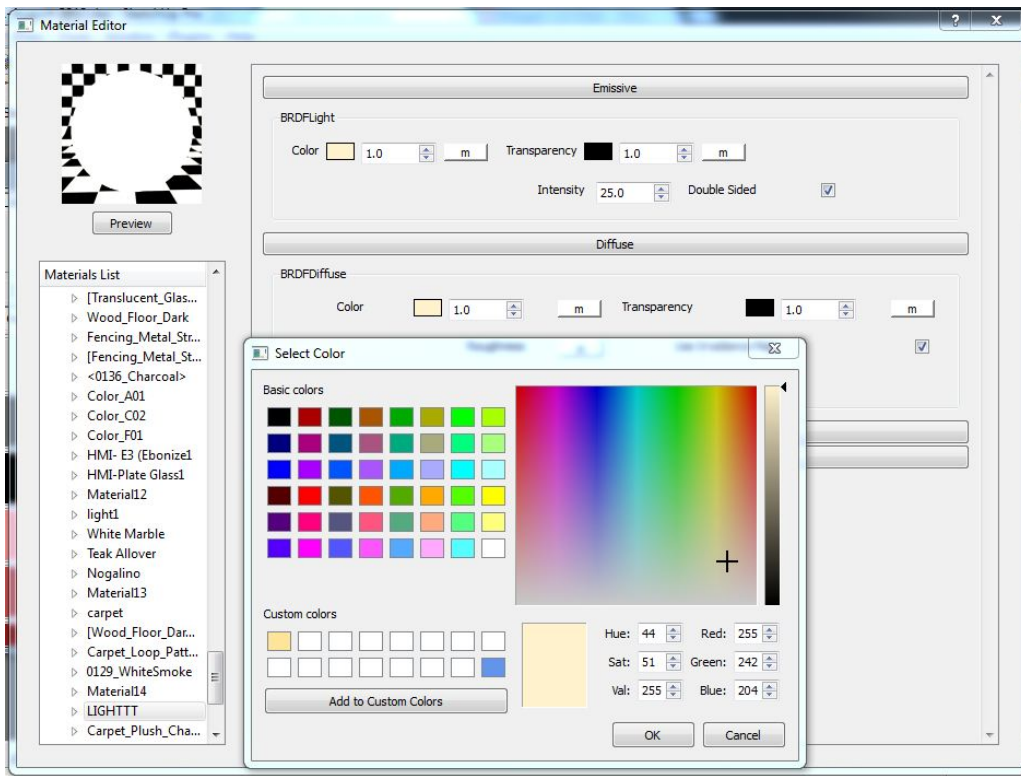
Diffuse and Displacement I used the same Texbitmap. And Displacement =0.4

# White board

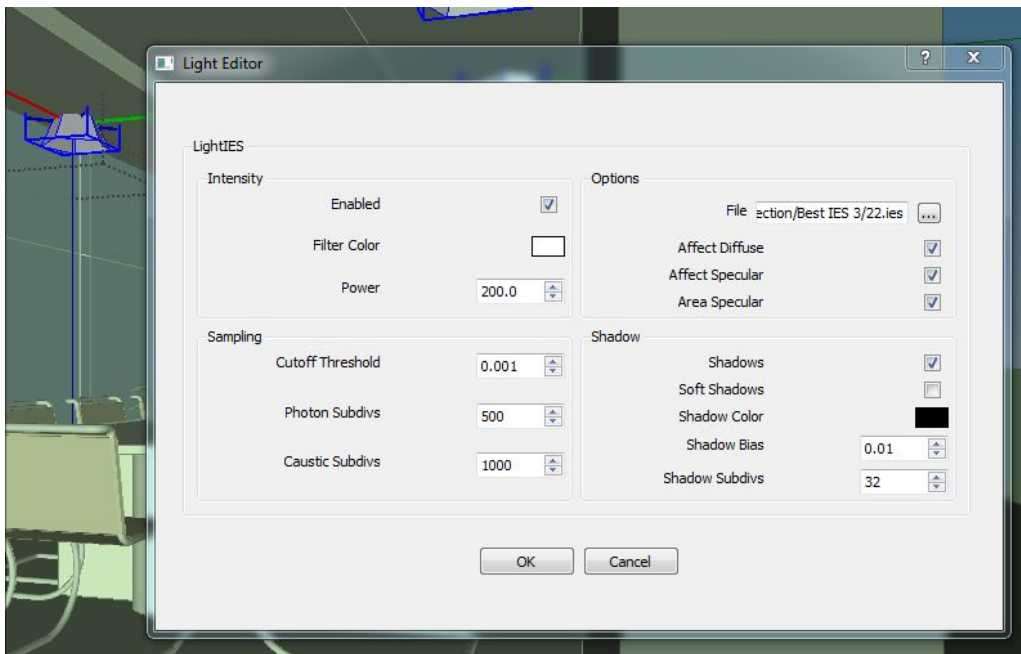




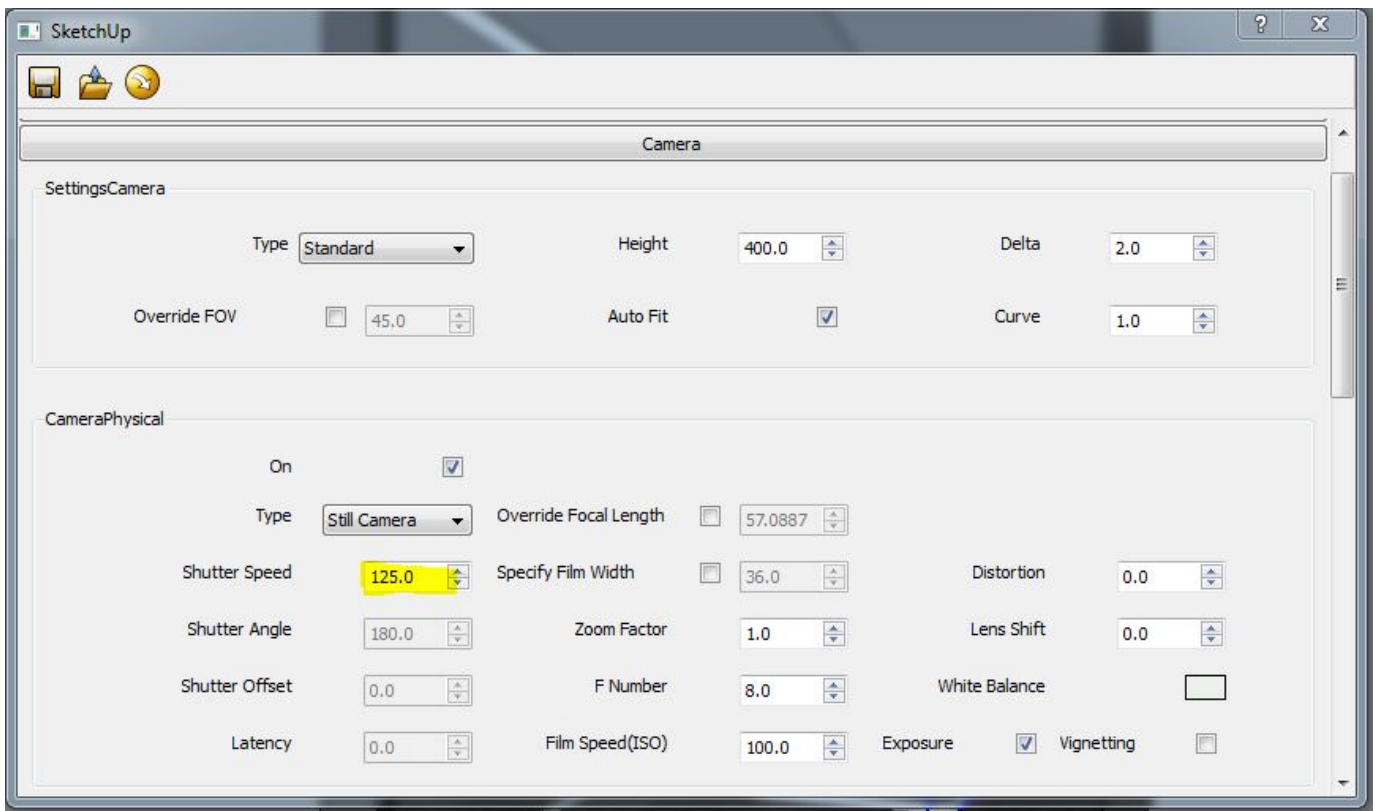
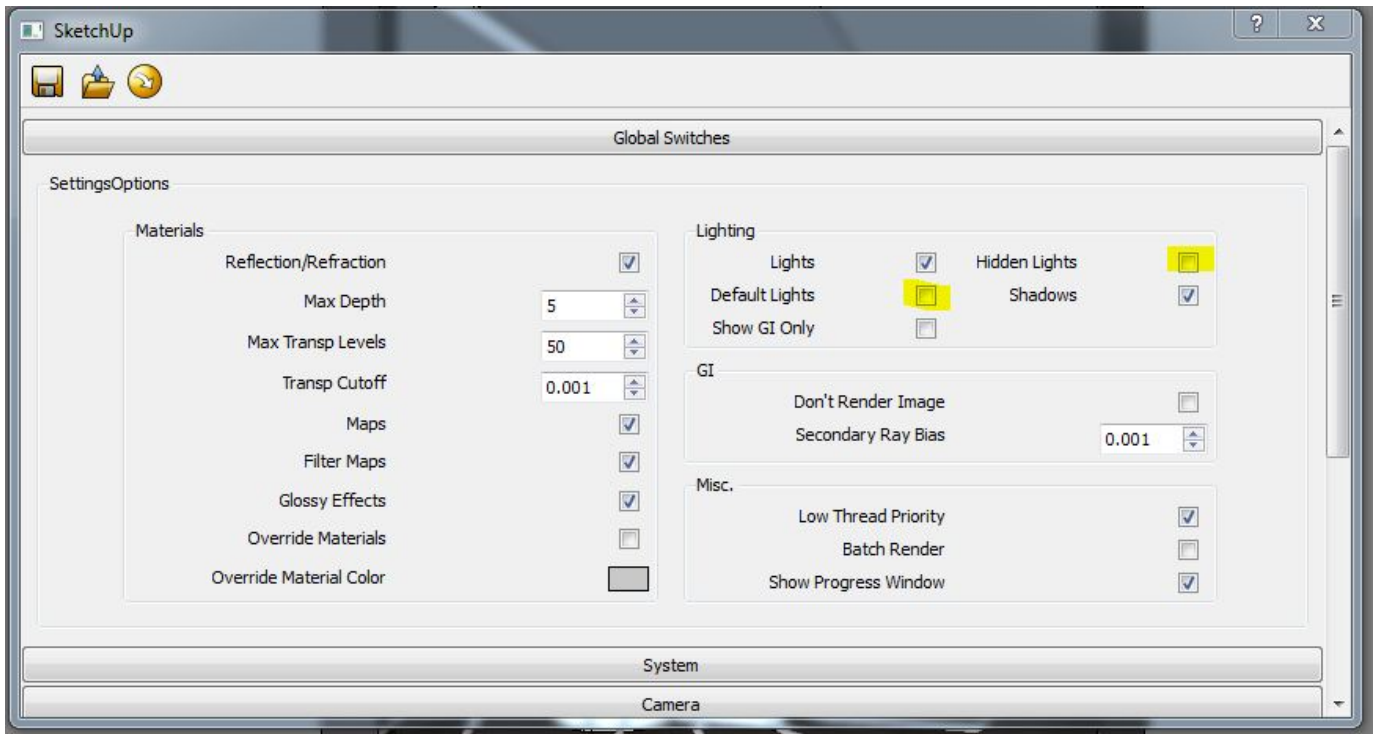
# Emmese

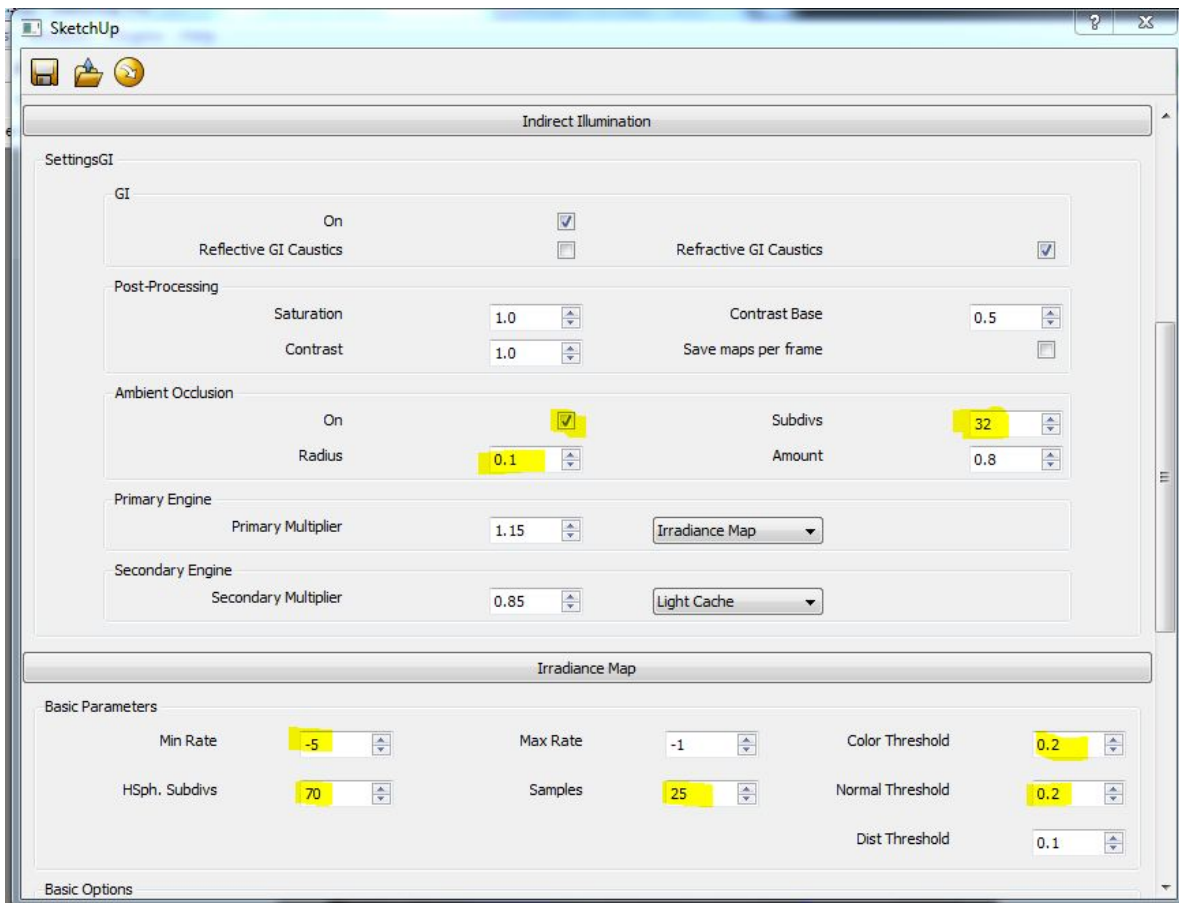
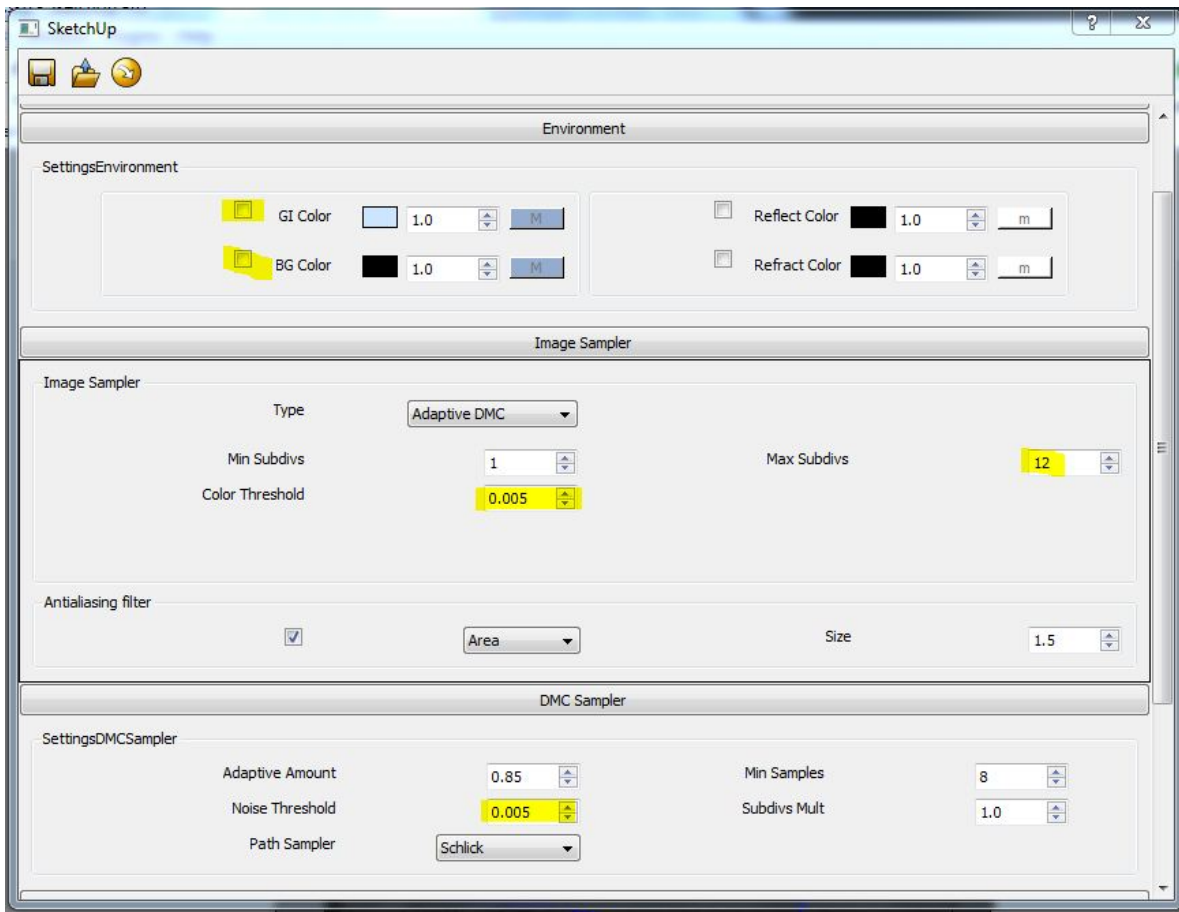


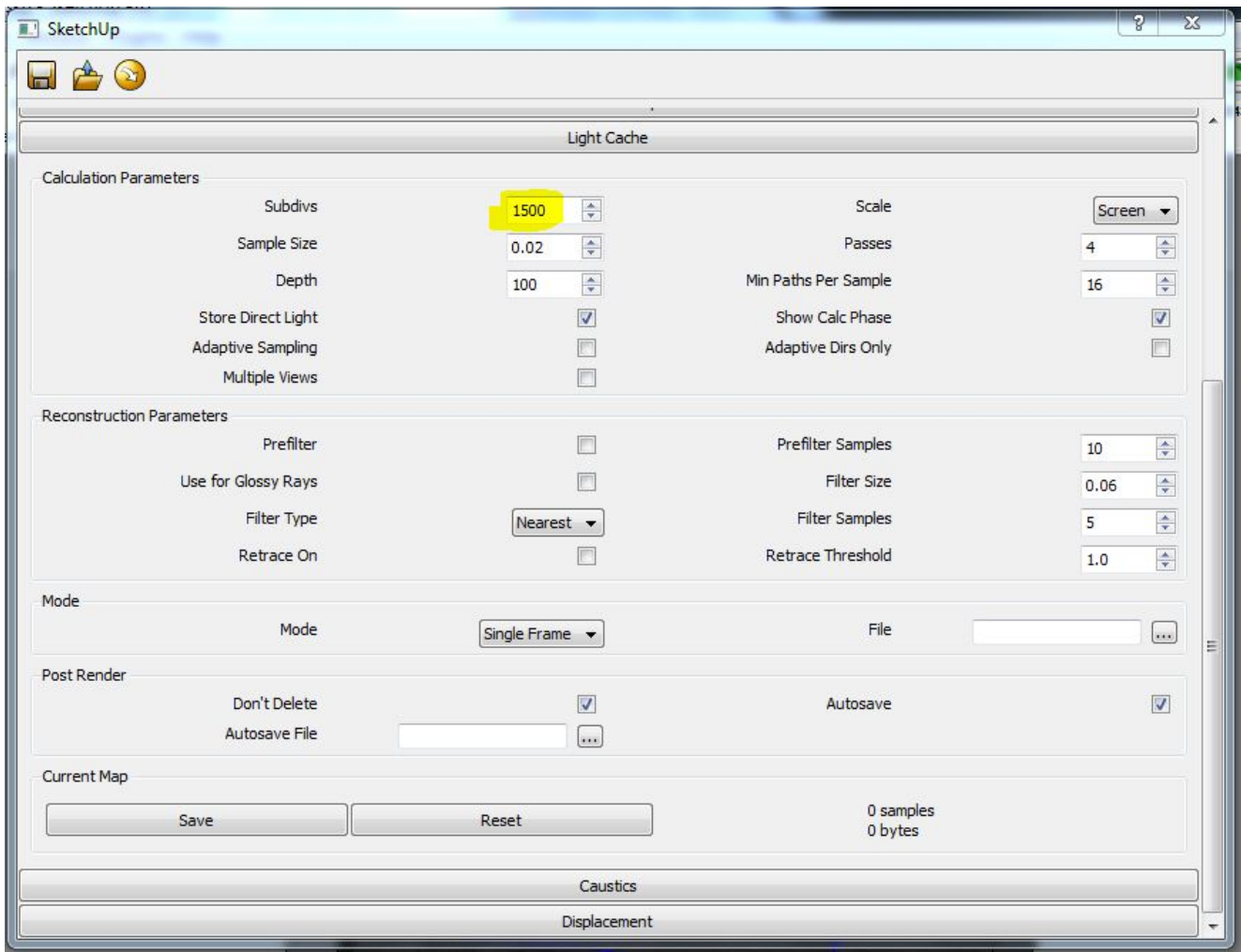
# IES light



## Render Option



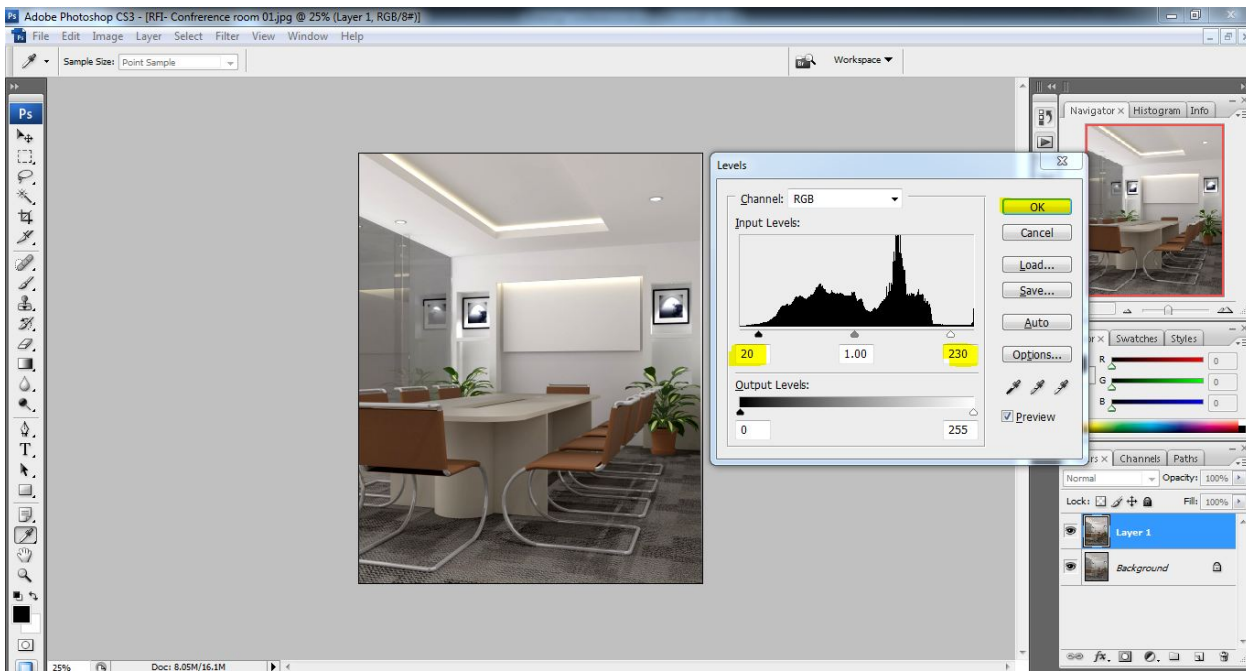




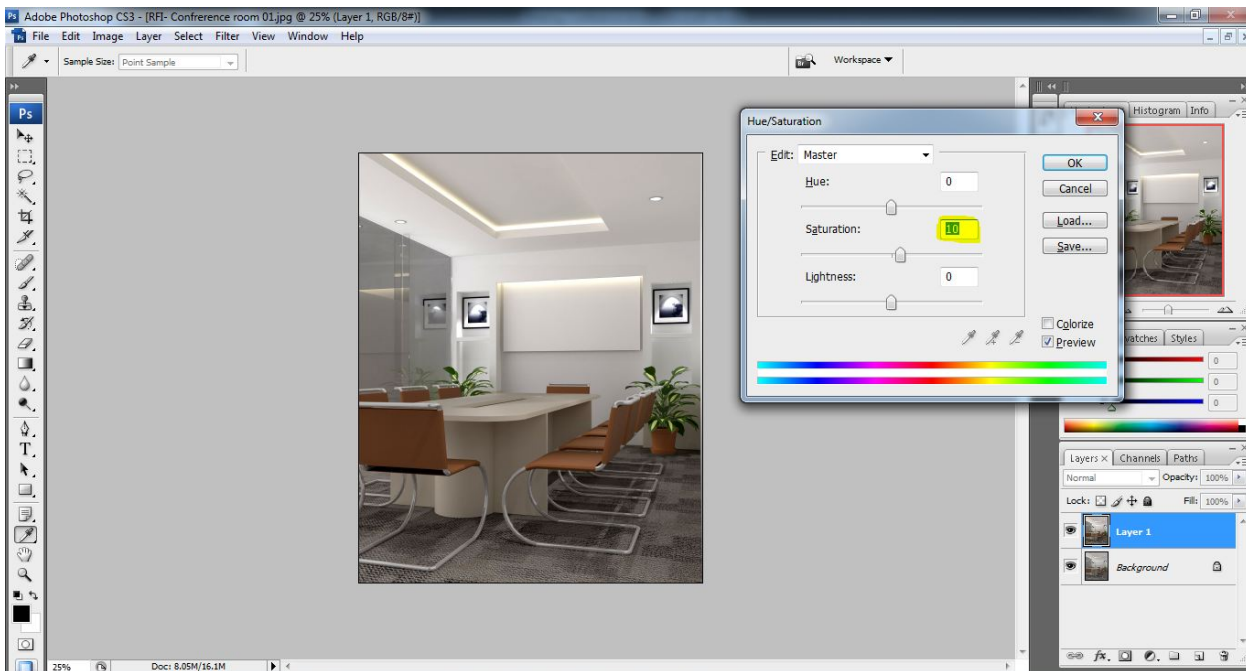
Raw Render



# Photoshop



Ctrl+L to control level of color.



Ctrl+U to control Hue/Saturation of color.

Post Product



**Dd design**  
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