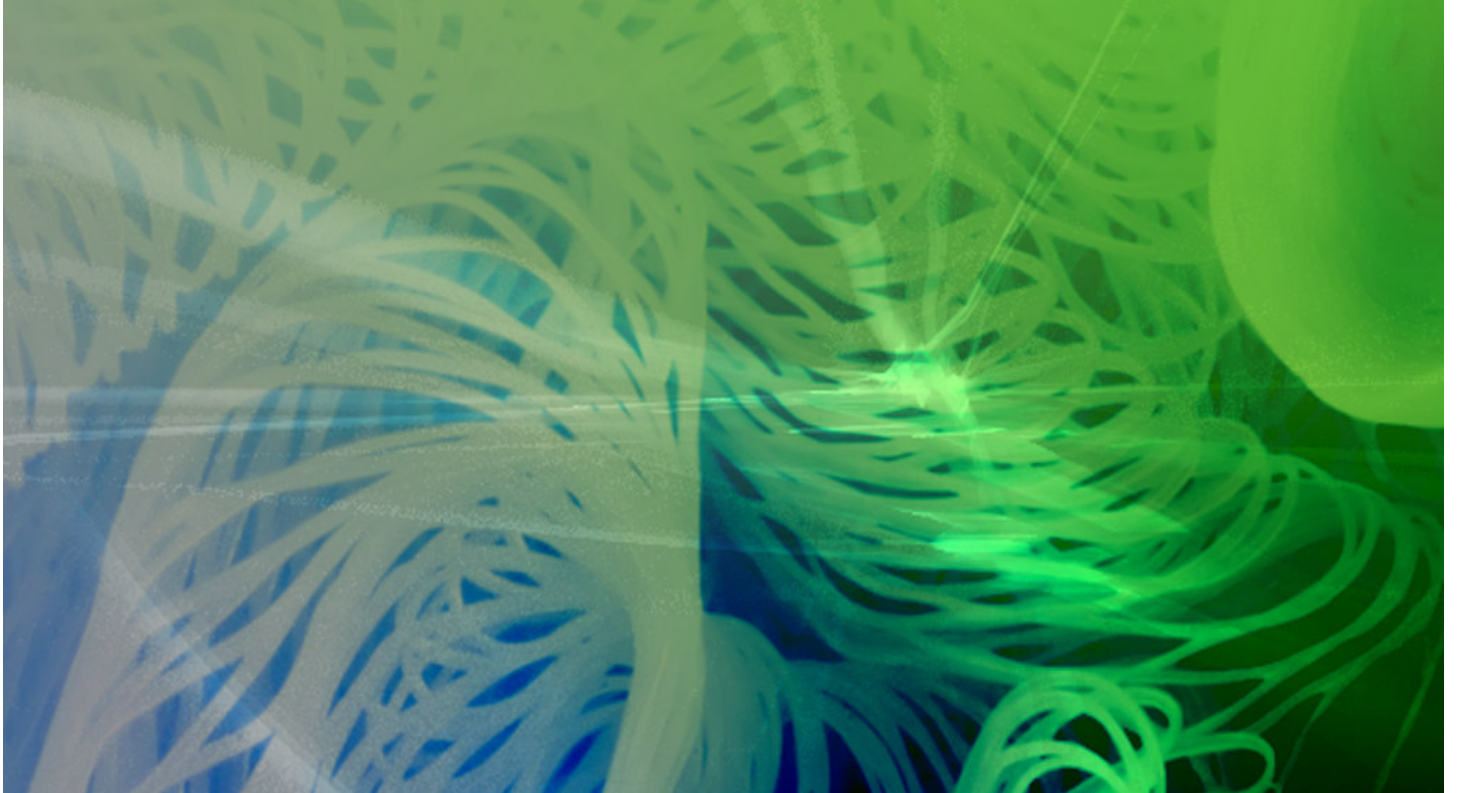


Wireframe Render In Maya



PLAYBLAST RENDERING

Playblast is a method of capturing unrendered frames on viewport to form an animation. When we create a playblast, Maya goes through and takes a screenshot of each frame and combines them altogether to form an animation. So moving on to my cool technique which i used for wireframe renderings.

Note - Playblast captures frames according to viewports resolution. So if your screen maximum resolution is 1024 by 768 then forget about getting HD renders. The rule of thumb here is that, the more the screen resolution the bigger the render you get. So to make HD renders (720p or larger) push your graphic cards screen resolution to the maximum.

PHASE 1

Step 1

First select your model and assign a lambert shader to it. Then go to the attribute editor (**ctrl+a**) and make the color to white and set the white **color value** to 1.5 to give it a higher saturation.

Step 2

Now go to the **panel menu(viewport)** and under **Shading** check **wireframe on shaded**.

Step 3

Now select the model and go to **Display>Wireframe Color** and set the color to

H=137.51

S=0.000

V=0.344

You can also set your own desired color if you like but i choose dark grey because i am going to composite it with the **Ambient Occlusion** pass of the model.

Step 4

Now go to **windows>playblast** options and set the **Time Range** to **Start/End or, Timeslider**, whichever you want according to your need. Now under **Viewer options** select **Image Viewer**.

Step 5

Go to **Display Size** and select **Custom** and type in the resolution you want, in my case **1280 by 720**. Also set the **Scale** to 1 and **Frame Padding** to 3. Now select **Save to File** option and select your desired location and hit playblast.

Here one thing to note that before making any playblast, hit **ctrl+spacebar** to maximize the viewport area, so that it gets enough resolution to render **HD(1280 by 720)**. In my case screen resolution is **1490 by 900px**.

NOTE- Image format (**i.e- Tga,Tiff,Png etc**) depends on what format you have selected in the **Render Settings Window**.

PHASE 2

Step 1

Now its time to render ambient occlusion pass. So to do that select your model and put it in a new render layer and name the layer as **Occlusion_RL**.

Step 2

Now go to **windows>rendering editors>hypershade** and from the **create panel** under **create maya nodes** click on **surface shader**.

Step 3

Now right click on the **create maya nodes panel** and select **mental ray nodes**. Under mental ray nodes go to **textures slot** and expand it . Now click on **mib_amb_occlusion**.

Step 4

Now under the hypershade **work area** middle mouse drag and drop **mib_amb_occlusion shader** on the **surface shader**, which we created earlier and connect it to **default**.

Step 5

Now right click on the *surface shader* and select **assign material override** for **Occlusion_RL**. This will assign ambient occlusion to occlusion render layer which we created earlier.

Step 6

Now hit **batch render** to render out the animation.

Advantage of Material Override - The advantage of material override is that we can anytime delete the render layer without loosing models original shading network.

The good thing to notice here is that the shading network is always connected to the model. This material override is only valid for that partiular render layer that is **Occlusion_RL**.

PHASE 3

Now we need to composite those playblast and ambient occlusion pass we made earlier. So we will go to AfterEffects now...

Step 1

First import ambient occlusion pass in the comp and drag this into the timeline.

Step 2

Do the same with **playblast render** and drag it above the ambient occlusion layer and change the **blending mode** to **ADD**. This makes only the wireframe to appear on the Ambient Occlusion pass. Now hit render to render in wireframe and you are done.