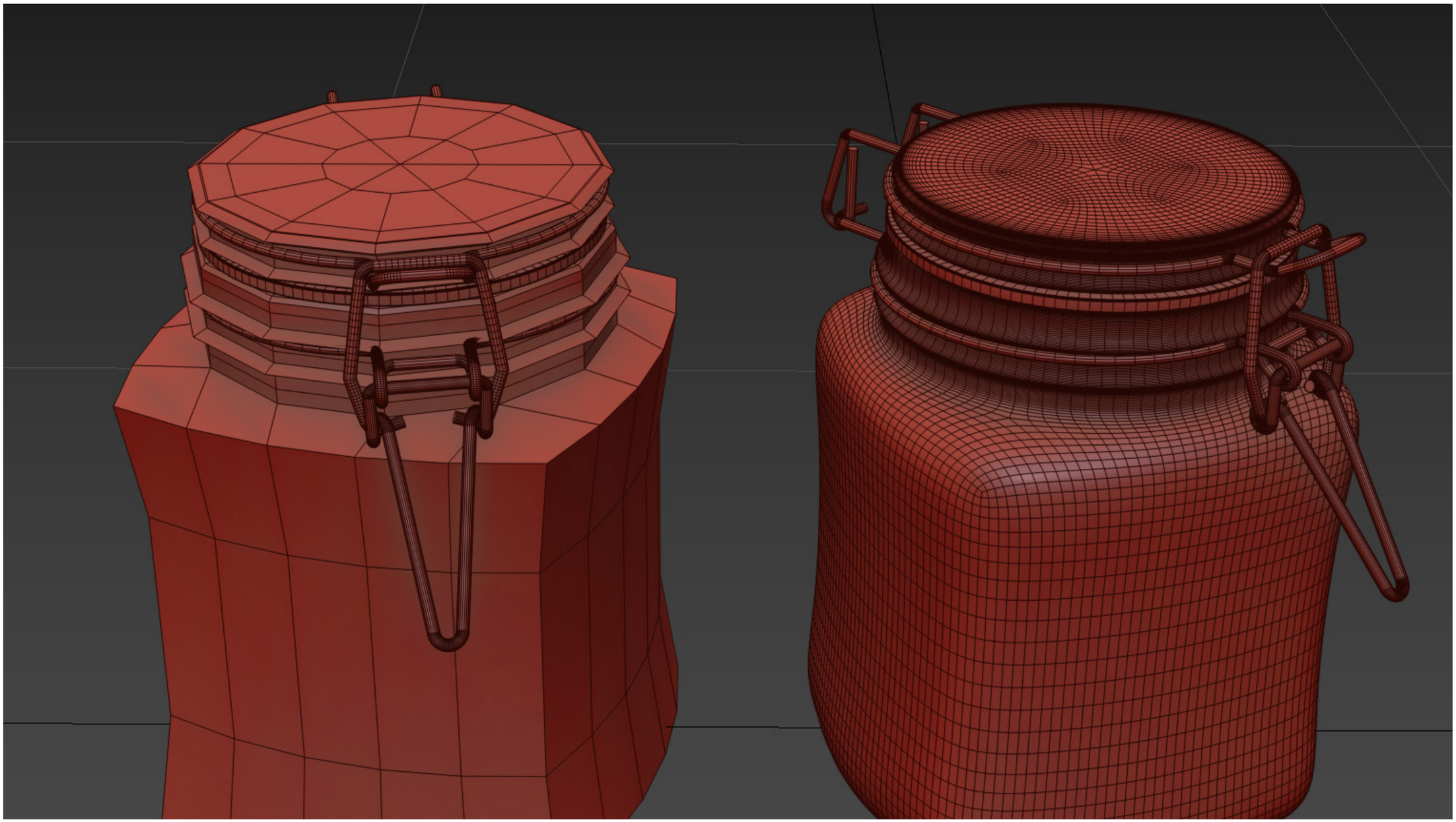
CANDY JARS

PROCESS DOCUMENTATION

PROJECT STATEMENT

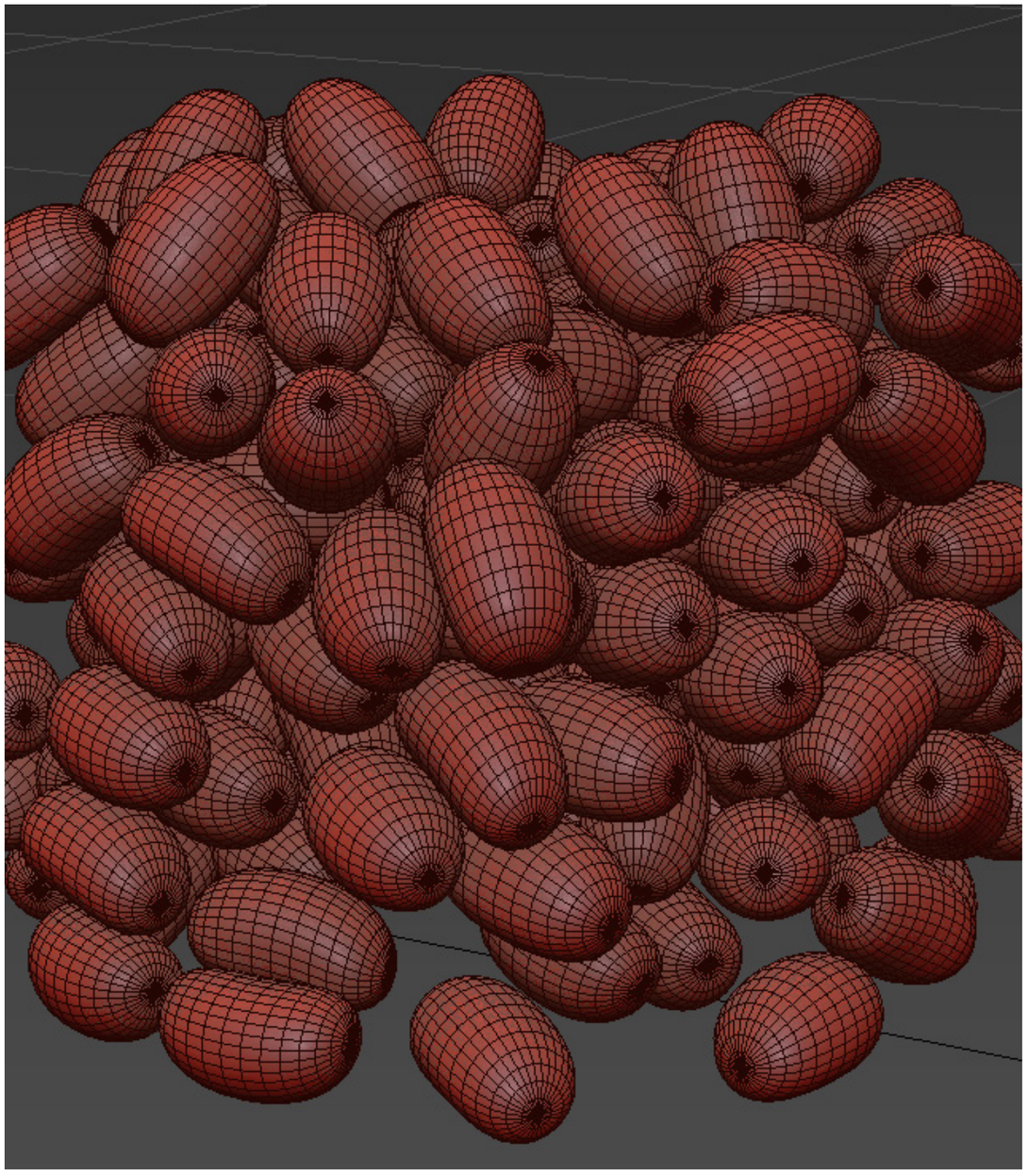
This project aims to explore the possibilities of procedural texturing with no UVs to speed up workflows in a production environment, as well as explore Redshift's often misunderstood refractive capabilities. To do this, a mixture of triplanar mapping and vertex selections allows for accurate mapping.

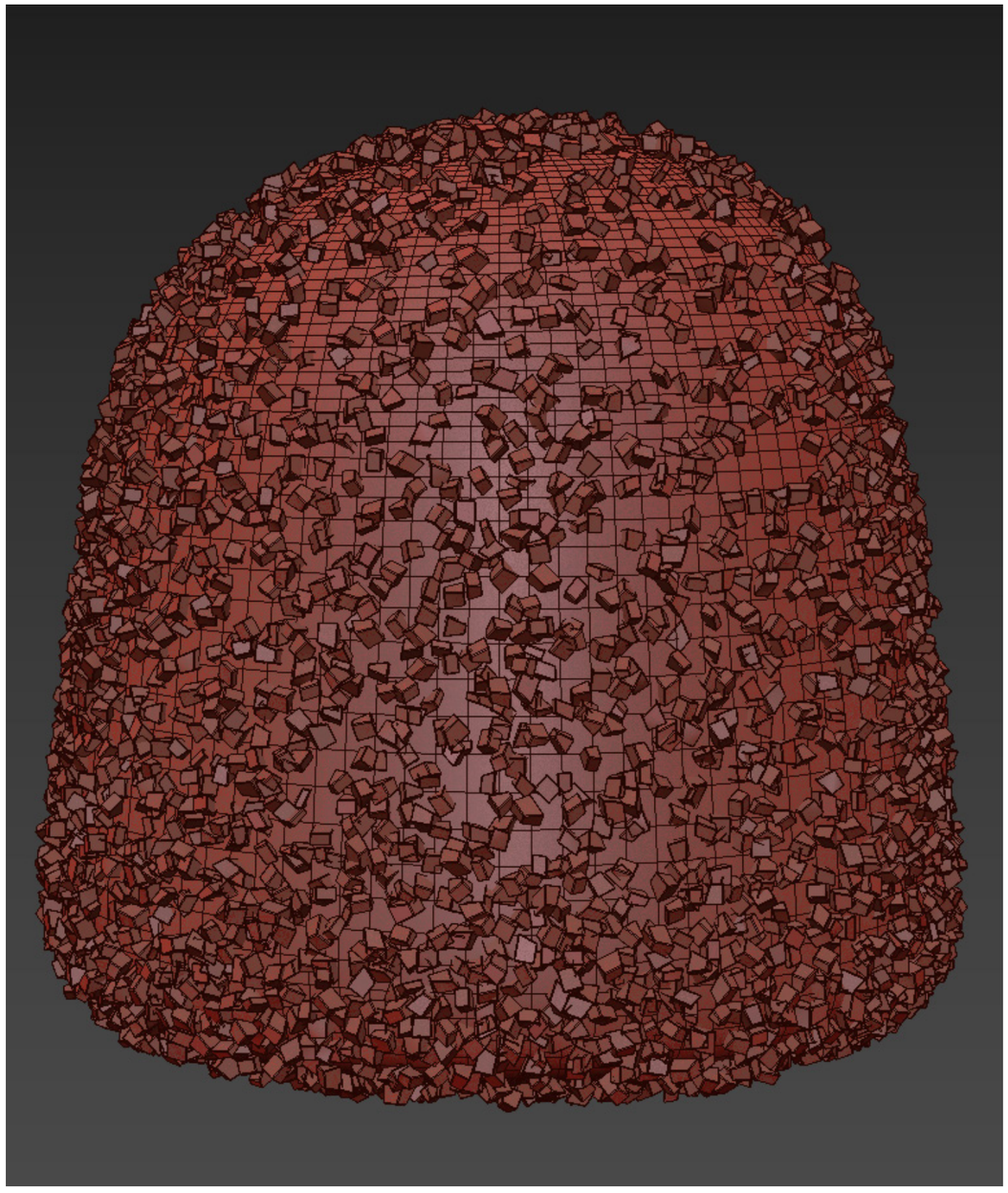
ASSET CREATION



The candy jars were subD modeled in 3ds max using a combination of box modeling and splines. No UV unwrapping was done to the jars to showcase the power of procedural texturing using only vertex maps.

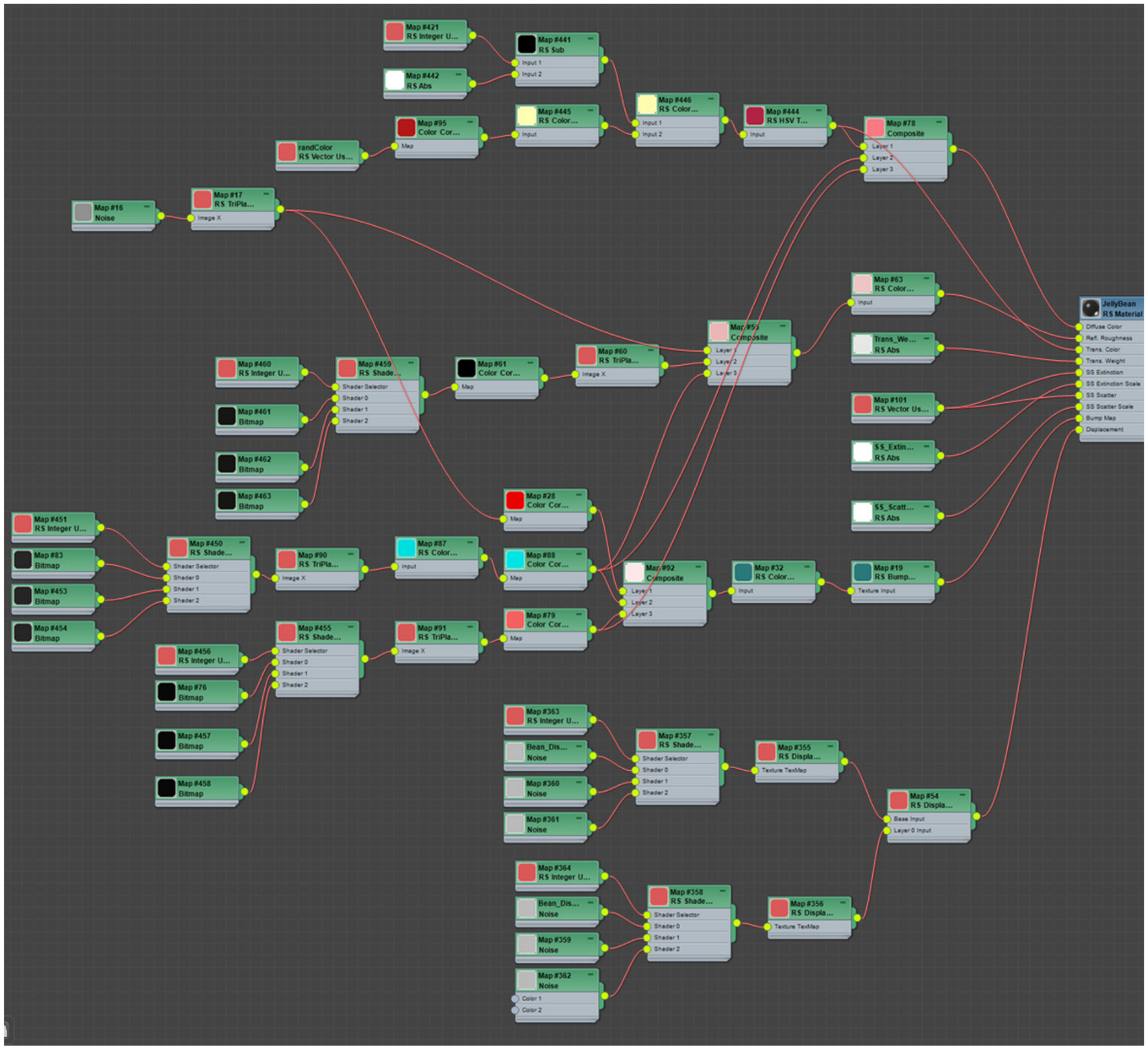
ASSET CREATION





The jellybeans were simply distorted spheres, and the gumdrops had small crystal scattered on the surface to mimick the refractive properties of real gumdrops. Due to trace depth limitations in previous Redshift versions, some optimizations were made and the gumdrops were set to be a background element.

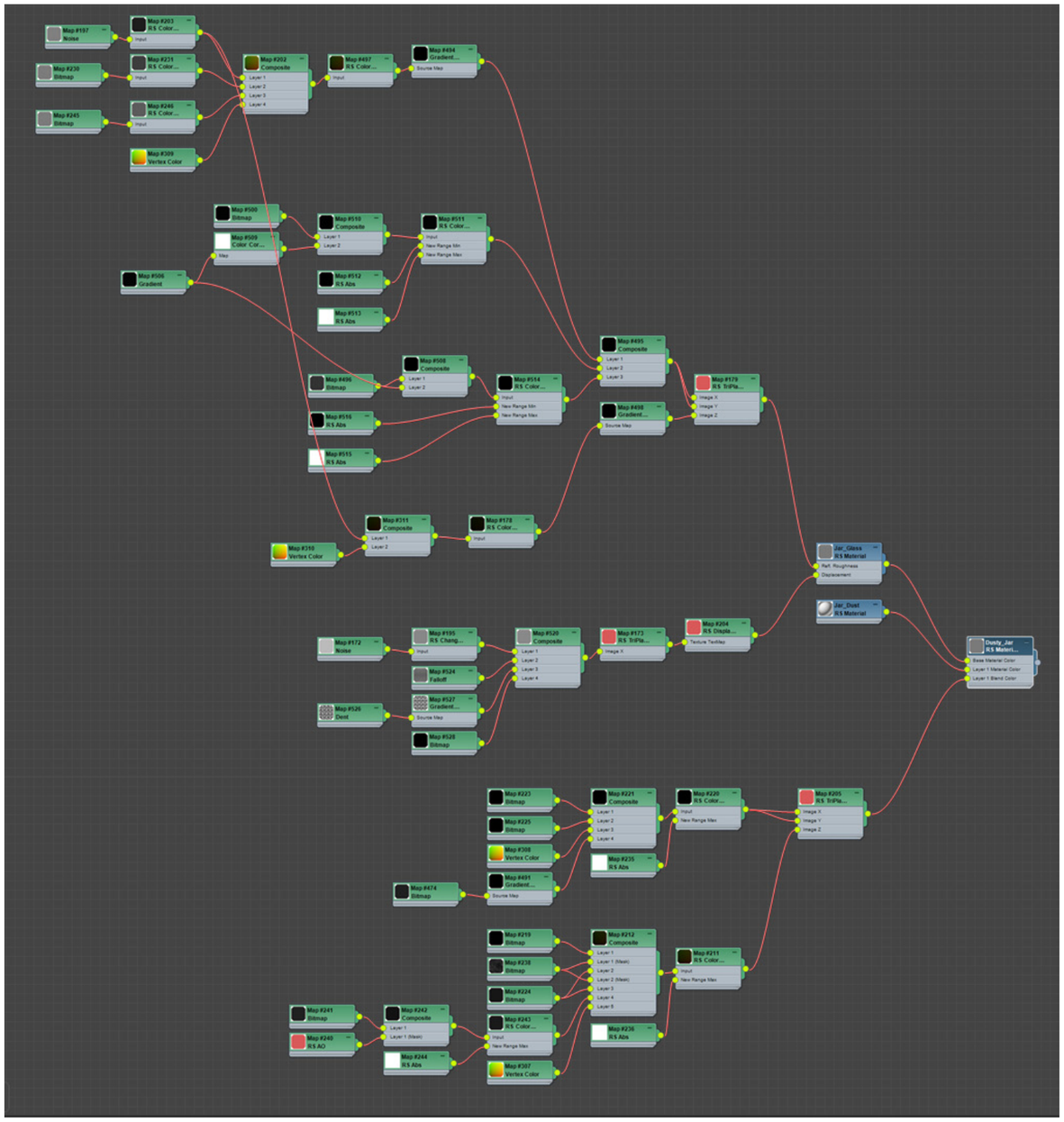
JELLYBEAN TEXTURING



A mixture of triplanar texturing and user data gives the jellybeans their variety. Each jellybean had a random integer and a selected color applied to it through MAXScript to drive texture map selection, displacement, color selection, SSS, and more.

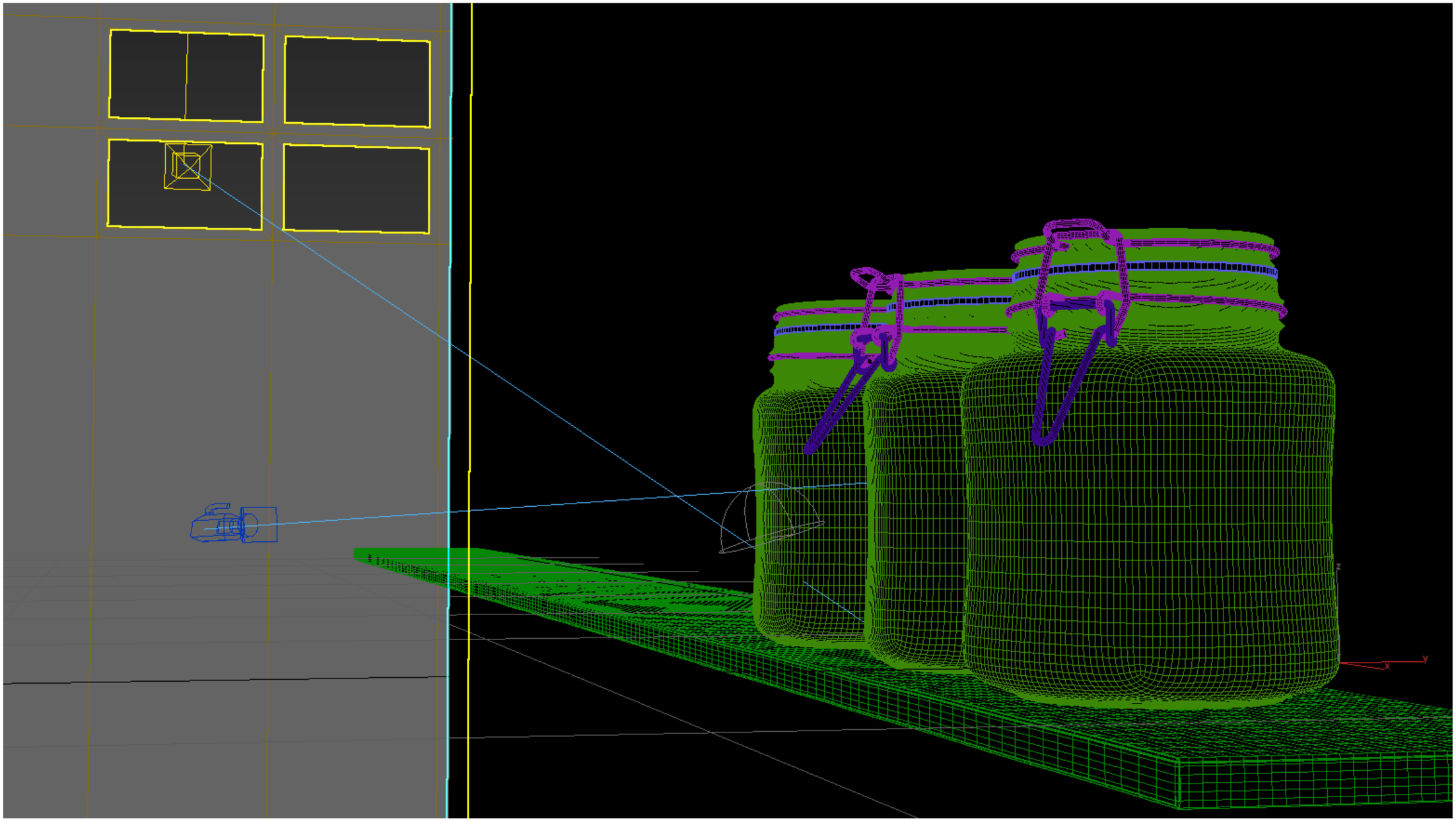
The gumdrops utilized this exact same setup, but with different user data to create a seperate set of colors.

GLASS JAR TEXTURING



The glass jar was textured using vertex maps to block out various areas on the jar. Default triplanar mapping would project the exact same scratches and dust on the inside of the jar as the outside, leading to a strange doubling effect on the front and back of the glass.

SCENE ASSEMBLY



To light the scene, a Redshift sun sits outside of a window to act as a shadow caster. An HDRI is used for reflections, heavily dimmed to allow enough light to travel through the jars and showcase the candy inside.

FINAL RENDER