

---

Subject: Unbiased rendering

Posted by [AnniOnOffis](#) on Sun, 17 Jul 2011 12:28:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hi,

I was wondering if there is a way to find the real surface quality of the materials for unbiased rendering, for presenting ones designs?

---

---

Subject: Re: Unbiased rendering

Posted by [stop4stuff](#) on Sun, 17 Jul 2011 17:34:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Turn smoothing off!

And for rendered material properties, check out Dizingof's renders, he seems to have got most of them spot on as can be seen in the Designing Dice for Snobs thread.

It is pretty much down to what software you use and what it's capable of.

Paul

---