

Vizard Compatible Materials

Valid Materials:

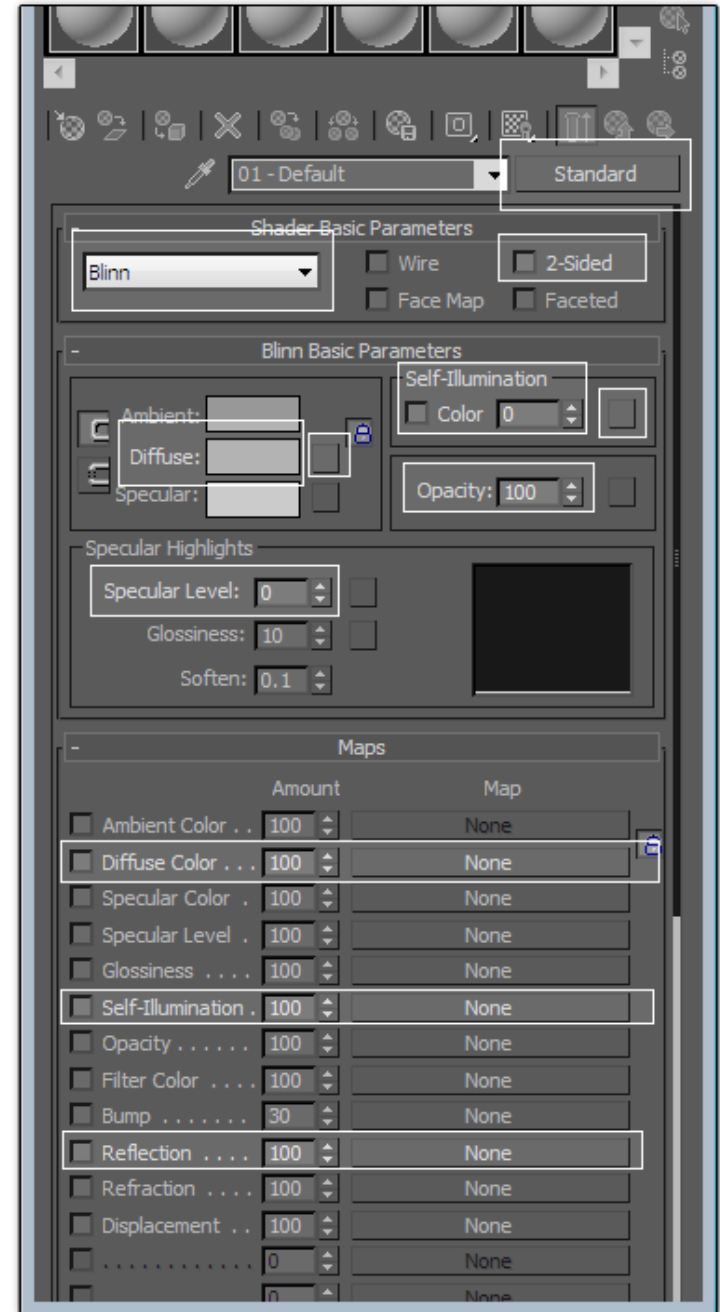
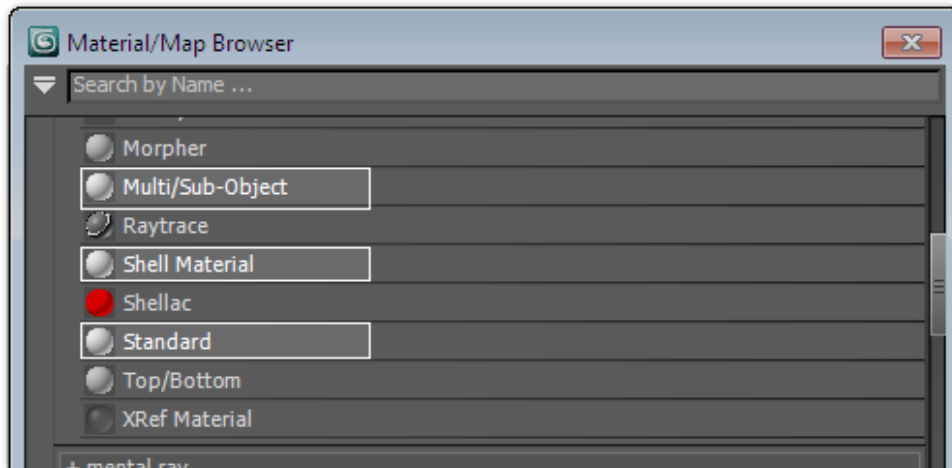
- Standard:Blinn
- Multi/Sub-Object, containing Standard:Blinn
- Shell, with baked as Standard:Blinn

Valid Standard:Blinn Materials Settings:

- Diffuse Color (swatch)
- Self Illumination (%)
- Specular (swatch)
- Specular (%)
- Opacity (%)

Valid Map Types:

- Diffuse Color Map
- Opacity Map (as alpha channel of diffuse map)
- Self Illumination Map
- Reflection Map



Notes

-Realtime rendering has different requirements from normal renders. This makes it impossible to directly export materials. A scene that takes 10 hours to render 1 frame will always take 10 hours for 1 frame on the same system. Realtime graphics get around this problem through shortcuts and precalculations.

-Raytraced reflections and soft shadows are very time consuming to render. Realtime graphics programs like Vizard get around this using texturing tricks. Glass is often done without any actual refraction.

-Many materials can be imitated through basic texturing. More complex effects, especially ones that hold up with dynamic lighting, require the use of fragment shaders, which are an advanced topic.

-By default, all Vizard lighting uses Gourad shading (vertex based lighting). Other kinds of lighting also require fragment shaders.

-When exporting with “turn off lighting” enabled, models will not have a specular reflection based on scene lights. The textures are displayed exactly as they are with no lighting applied.