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Thread: [New 3ds max scene](#)

SouthSide1990 - August 6, 2015, 6:12 pm

I created this with 3ds max and vray. Not as realistic as I would like but I am still working towards it!

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Alison Wonderland - August 6, 2015, 6:14 pm

looks really good man

Couple things though

The Gaussian on the reflections takes away from any sort of realism and the sinks taps dont have the metal look

Probably some more things but thats what I picked up straight away

SouthSide1990 - August 6, 2015, 6:16 pm

(Aug 6, 2015 06:14 PM)Alison Wonderland Wrote: [\[CITE\]](#) looks really good man

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Okay great thanks for letting me know this is the type of info I am looking for!

phybe? Jr. - August 6, 2015, 11:14 pm

(Aug 6, 2015 06:14 PM)Alison Wonderland Wrote: [\[CITE\]](#) looks really good man

Couple things though

The Gaussian on the reflections takes away from any sort of realism and the sinks taps dont have the metal look

Probably some more things but thats what I picked up straight away

Agreed on his point about the gaussian. Sink taps look like a brushed metal to me. Also, background looks like a picture pasted in, which it is

SouthSide1990 - August 7, 2015, 1:17 pm

I went ahead and made some changes let me know what u think!

phybe? Jr. - August 7, 2015, 3:52 pm

(Aug 7, 2015 01:17 PM)mrmug Wrote: [\[CITE\]](#) I went ahead and made some changes let me know what u think!

Wow, looks a lot nicer! Background still looks wonky, but not much can be done about that.

CrazeeBear - August 7, 2015, 6:05 pm

Looks real good, honestly.

One thing that I dis-liked is the right side of the floor, it looks kinda y shall I say. Have you thought

about making it more matte'ish?