

Forum:[Hack Forums](#)

Thread: [My first Maya render](#)

Basstracer - September 20, 2019, 11:59 pm

Been messing around with Maya for a few days now (coming from a somewhat experienced blender user) . Just started with a scene I am looking to use as part of a short animated film I am working on. Obviously not many details at the moment, but feel like I am making some progress.

Let me know what you think.

UPDATE: changed bed size, added carpet and desk with lamp. I will continue to update the project along with other scenes as I go along. Any feedback is highly appreciated.

Linux X - September 21, 2019, 12:04 am

I will rate 9/10. Really good render. Keep with the good work man!

Basstracer - September 21, 2019, 12:29 am

(Sep 21, 2019 12:04 AM)Graphic Pleasure Wrote: [\[CITE\]](#) I will rate 9/10. Really good render. Keep with the good work man!

Appreciate it ?

pein - September 21, 2019, 12:36 am

it's nicely made, quite realistic

other than it looks big and empty. The bed seems to be a double, and the shelves look high, at least 30-35 cm tall, so the room looks like 250cm high, the floor pattern has squares after the end of bed, which is like 2 meters, and 3 of those squares. which would indicate that the whole room is like 8x8 or bigger

(or maybe the UK type shitty small rooms affect my mind)

Basstracer - September 21, 2019, 1:02 am

(Sep 21, 2019 12:36 AM)pein Wrote: [\[CITE\]](#) it's nicely made, quite realistic

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Hey, thanks for your response. The floor is actually laminated wood. The reason you see squares is due to the lighting, another thing that I am working on atm. The shelves will be filled with books and I am working on a desk that will go next to the window to fill up space. Also adding a bunch of small things, like a carpet, small props etc. Appreciate your feedback! ?

pein - September 21, 2019, 1:43 am

it's not a big problem that it has squares (maybe could be seamless texture)

the main issue i see is the shape and size of the bed compared to everything else

maybe make the bed longer as a single bed, and taller, the width is OK

Basstracer - September 21, 2019, 2:18 am

(Sep 21, 2019 01:43 AM)pein Wrote: [\[CITE\]](#) it's not a big problem that it has squares (maybe could be seamless texture)

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I 100% agree with you. I made some changes and think the scene looks a little better overall, still have to texture the ceiling light and desk + lamp and the bed, but the scene is starting to come together. Thanks.

majci - September 21, 2019, 9:52 am

This looks really nice. It just seems a bit to foggy, the lightning in my opinion somehow doesn't fit the scene overall.

0x3043 - September 21, 2019, 12:38 pm

It's worth a while, a realistic feeling is there. Appreciate your effort :-)

BeatMatch - September 21, 2019, 2:17 pm

First off for your first maya rendering that is not bad at all. Now for that bits i would change before you go to far.

The lighting is off completely, light coming through a window does not project that type of light, espicially when you are lighting a scene, the desk light is coming through the table that needs fixed.

The rug looks too solid try soft modeling that bad boy make it a bit more realistic.

They shelve texture looks like it has stretched or duplicated/ check UVS on that, Could be just that angle.

But honestly for only starting maya it is one good start, keep at it.

Basstracer - September 21, 2019, 11:46 pm

(Sep 21, 2019 09:52 AM)majci Wrote: [\[CITE\]](#) This looks really nice. It just seems a bit to foggy, the lightning in my opinion somehow doesn't fit the scene overall.

(Sep 21, 2019 02:17 PM)BeatMatch Wrote: [\[CITE\]](#) First off for your first maya rendering that is not bad at all. Now for that bits i would change before you go to far.

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But honestly for only starting maya it is one good start, keep at it.

Hi, thanks for the feedback.

- The fog is due to a combination of the gamma being too high and the lighting, I believe I have somewhat fixed that in the new one.

- In terms of the lighting through the window being completely off, I want to create an exaggerated look in order to set the mood, which in this case is waking up early morning. I adjusted the lighting to exaggerate the rays of light, let me know what you think about this.

- I 100 % agree with the rug, at this point it does not look appealing at all. This was my first time using x-gen so fairly new to adding fur and all, this will change drastically in the future.

- I will also try and improve the texture on the shelf in the future, but for now I think it looks half decent.

Remember I am not really going for an extremely realistic look here, you should be able to differentiate this with a real life scene easily, in this case, I did it with the beam of light.

Let me know what you think! Appreciate all the feedback ? Here is the updated scene with a rig named "Ray" :

Basstracer - September 22, 2019, 12:12 am

(Sep 21, 2019 11:51 PM)Buckfast Wrote: [\[CITE\]](#) At first i thought you just uploaded two pics of your room one with furniture one without, but I like it looks realistic.

haha, appreciate it ?

majci - September 22, 2019, 12:34 am

(Sep 21, 2019 11:46 PM)Basstracer Wrote: [\[CITE\]](#) Hi, thanks for the feedback.

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This one with the light beam looks top shit! Great stuff mate.

Basstracer - September 22, 2019, 1:28 am

(Sep 22, 2019 12:34 AM)majci Wrote: [\[CITE\]](#) This one with the light beam looks top Clay Davis! Great stuff mate.

? Thanks for the feedback ?

BeatMatch - September 22, 2019, 5:56 am

(Sep 21, 2019 11:46 PM)Basstracer Wrote: [\[CITE\]](#) Let me know what you think! Appreciate all the feedback ? Here is the updated scene with a rig named "Ray" :

Ok buddy now it looks much better with lighting through the window fixed dont you agree,.
As for the rug dont scrap it you can turn on soft mesh editing and just scale and move it about so it looks like it's been worked on. i am impressed on how well this looks for your first scene. Keep up the good work maybe we will work with each other at some point.
Is it game ready? with the etxtures and uv's laid out properly? and what's the poly count?

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Is it game ready? with the etxtures and uv's laid out properly? and what's the poly count?
Hey,

I definitely prefer the lighting here. Throughout making this scene, I have learnt so much. Maya is one hell of a program, but a bitch to learn. I will not scrap the rug, just took it away for that specific image, but I am messing around with x-gen and got a pretty decent realistic result now, will post pics later. I would not consider this scene game ready though and will need quite a bit of optimizing beforehand, but I am definitely open to working with you as I am looking to build a portfolio of my own for after school (next year) . Other than that I appreciate you taking the time to give me constructive criticism, goodluck with your future projects/ DJ'ing. I see you have a bunch of amazing assets in your portfolio ?

BeatMatch - September 23, 2019, 4:22 am

(Sep 22, 2019 09:36 PM)Basstracer Wrote: [\[CITE\]](#) Hey,

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Please keep us updated, ill be happy to keep having a look and seeing what is best, maybe work on you with a project at some stage. ? quote me on your next update and i will keep giving you constructive criticism remember try to keep the poly count as low as possible, you can achieve high poly looks on low poly models to cut the poly count down, you will learn that will become your worst enemy. ?

Remember to always use modular parts when you can this will save you alot of time in a bigger project.

Mr.Magnificent - September 23, 2019, 4:31 am

(Sep 21, 2019 11:46 PM)Basstracer Wrote: [\[CITE\]](#) Hi, thanks for the feedback.

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Let me know what you think! Appreciate all the feedback ? Here is the updated scene with a rig named "Ray" :

Looks very cool dude... Only the top drawer has a too big slot on the top side.

Goodluck and keep us updated!

Basstracer - September 23, 2019, 8:54 pm

(Sep 23, 2019 04:31 AM)Mr.Magnificent Wrote: [\[CITE\]](#) Looks very cool dude... Only the top drawer has a too big slot on the top side.

Goodluck and keep us updated!

Hey, thanks for noticing that, will fix it now. ?

Sir - September 23, 2019, 11:14 pm

Dude... I have to try that out. Looks nice.

Basstracer - September 24, 2019, 4:51 am

(Sep 23, 2019 11:14 PM)Sir Wrote: [\[CITE\]](#) Dude... I have to try that out. Looks nice.

Appreciate it, I have been very busy lately so have not worked on it much, but plan to again soon! Will probably post another update tommorrow ?

BeatMatch - September 24, 2019, 4:54 am

(Sep 24, 2019 04:51 AM)Basstracer Wrote: [\[CITE\]](#) Appreciate it, I have been very busy lately so have not worked on it much, but plan to again soon! Will probably post another update tommorrow ?

is this going to be a teenagers room or just like a new house etc?

Basstracer - September 24, 2019, 4:58 am

(Sep 24, 2019 04:54 AM)BeatMatch Wrote: [\[CITE\]](#) is this going to be a teenagers room or just like a new house etc?

Hey again,

When I started this room I planned to only make a room, but the more I progress with it, the more I want to expand it, at the moment I am working on a doorway which hopefully by the time this is done, end in a full scale house. I will see where it goes, but looking forward to getting things done. ?

BeatMatch - September 24, 2019, 5:08 am

(Sep 24, 2019 04:58 AM)Basstracer Wrote: [\[CITE\]](#) Hey again,

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want to expand it, at the moment I am working on a doorway which hopefully by the time this is done, end in a full scale house. I will see where it goes, but looking forward to getting things done. ? if thats the case buddy i would make it looked like a used room, or everything while look too neat and "manufactured" unless the case is a new room. check below move it about like the deske has been used adds to the atomosphere like you never go into a room and everything is brand new looking unless you just moved in i think it would be a great edition to your scene to bring it to life. At the end of the day your scene you do what you feel is right. PS never mind the non textured stuff i quickly knocked this up just to show you ?

japakoni - October 7, 2019, 3:48 am

That carpet looks great, good work man !

Motusora - October 7, 2019, 5:40 am

i don't know if my pc can handle maya,
what's your spec btw ?

DNA - October 9, 2019, 8:03 pm

10/10 for a first attempt, got some skills OP, put them to good use in the Game Dev community

Basstracer - October 10, 2019, 12:11 am

(Oct 9, 2019 08:03 PM)Jelly Wrote: [\[CITE\]](#) 10/10 for a first attempt, got some skills OP, put them to good use in the Game Dev community

Hey, I have been away so couldn't work on the project much, going to continue with it now , expanding it into a corridor and lounge. How would I go about finding someone that can optimize everything for game development specifically?

DNA - October 10, 2019, 12:21 am

(Oct 10, 2019 12:11 AM)Basstracer Wrote: [\[CITE\]](#) Hey, I have been away so couldn't work on the project much, going to continue with it now , expanding it into a corridor and lounge. How would I go about finding someone that can optimize everything for game development specifically?

Just as long as you keep the verts and tris to a minimum, it should be fine for exporting as an FBX, you could even sell this on the Unity Asset Store, the quality is that good.

xitoxic - October 10, 2019, 12:31 am

Pretty good, I have messed around with cinema 4d before. Might give a shot to Maya as well

I'd rate 8/10 on your improved lighting render. Carry on