

Carrara Rain Storm - Free to Carrara Users - beta released (updated)



Headwax_Carr

ara

Posts: 6,954

December 3

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Hi, been working on this for a while. Just a simple rain storm with splashes and puddles. Would be ideal to use with Diomedes's free trees.

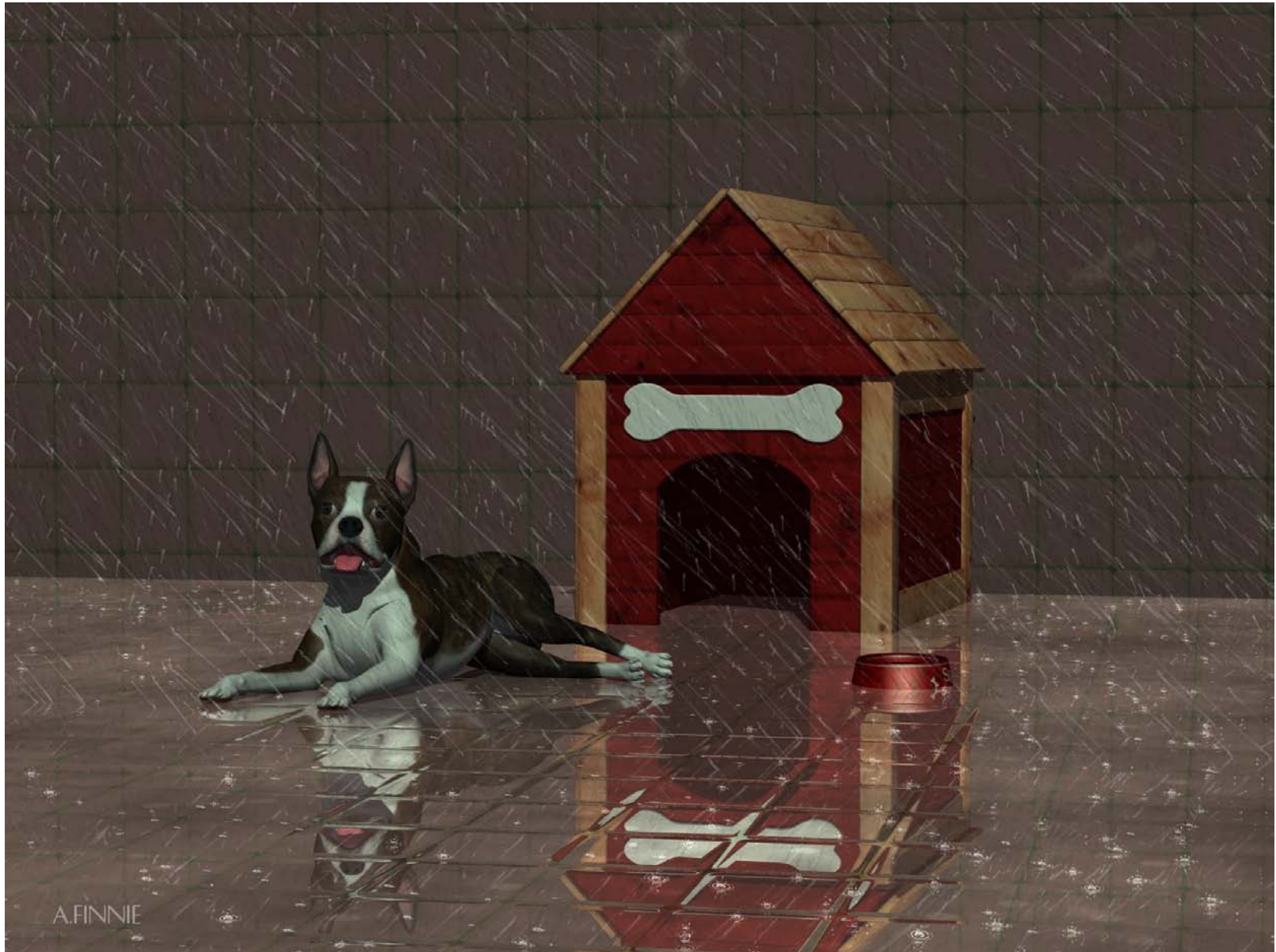
EDIT: Please find the beta files attached to this post. To use rename the files from txt files to car files.

EDIT 2: Have uploaded new Storm Creek with Shaders removed (after feedback) - apologies

Feel free to fine tune them or offer suggestions etc. Commercial renders fine of course. Any problems please let me know.

I didn't include lightening etc. Maybe later ;)

Instructions for use in the next post.



This image has been resized to fit in the page. Click to enlarge.

Attachments



Post edited by Headwax_Carrara on December 6

[Andrew Finnie Artist Blog](#) :

« 1 2 3 »



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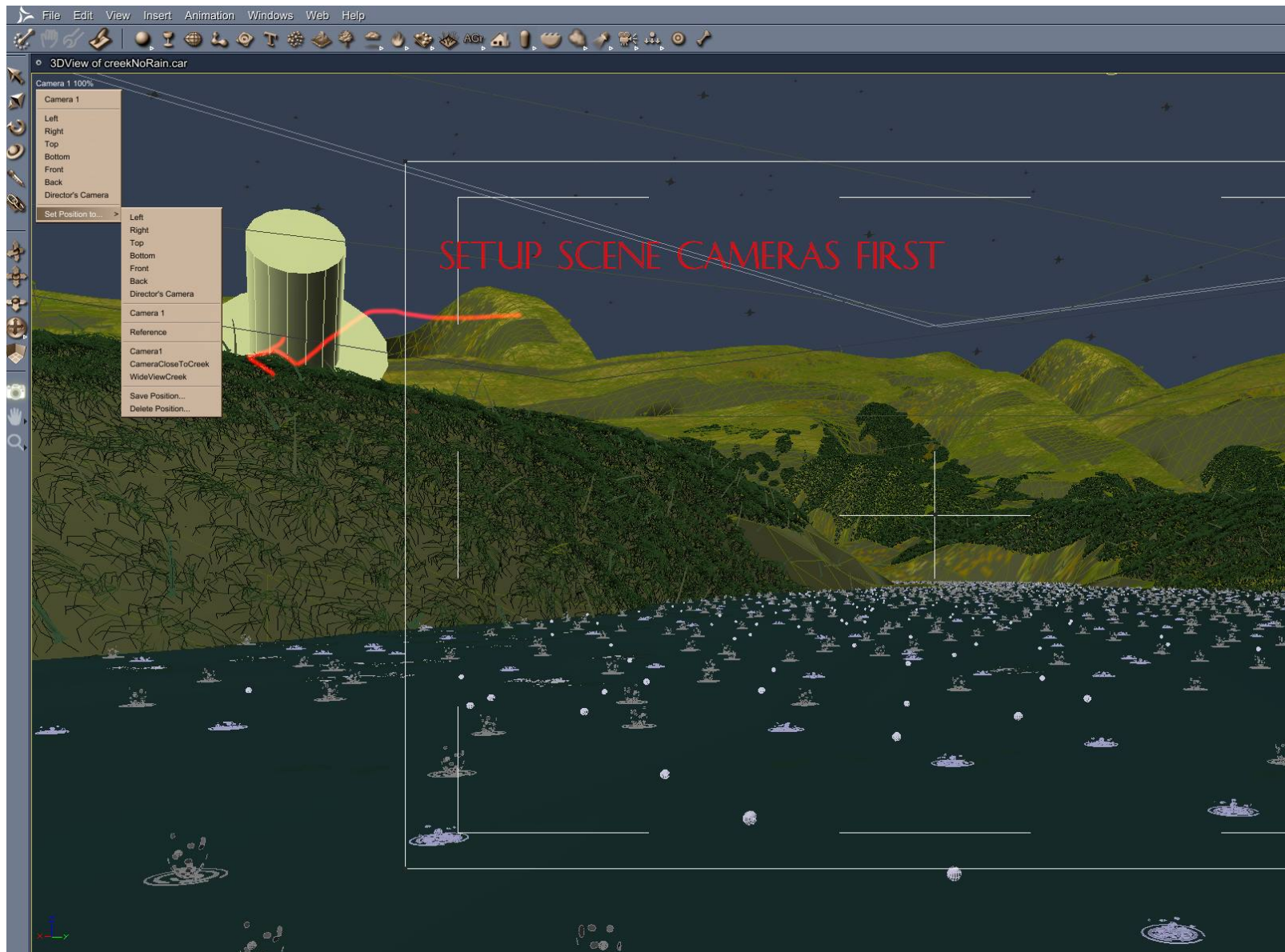
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INSTRUCTIONS;

Download scenes from the first post and change the file types from txt to car.

The following use the sample scene (note: scene already has rain in it - just delete the part that says RainGroupStormBeta in the instances list on the right if you want to load it up yourself)

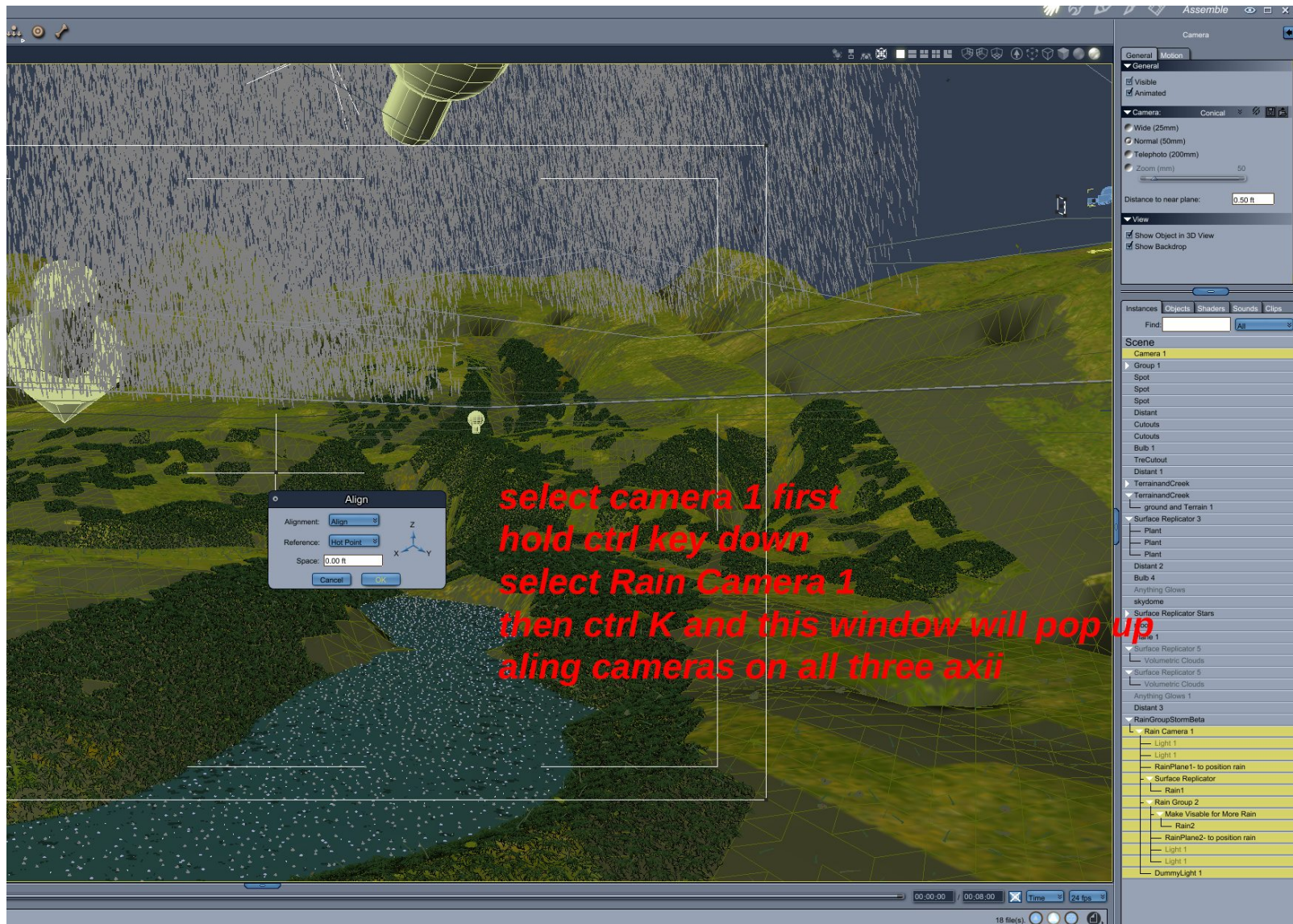
STEP 1) Set up your scene first with cameras etc



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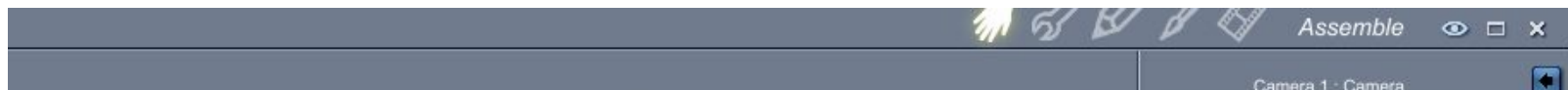
STEP 2) Drag or import The Carrara Rain file - if dragging it drop it on Scene so it doesn't become a child of anything yet

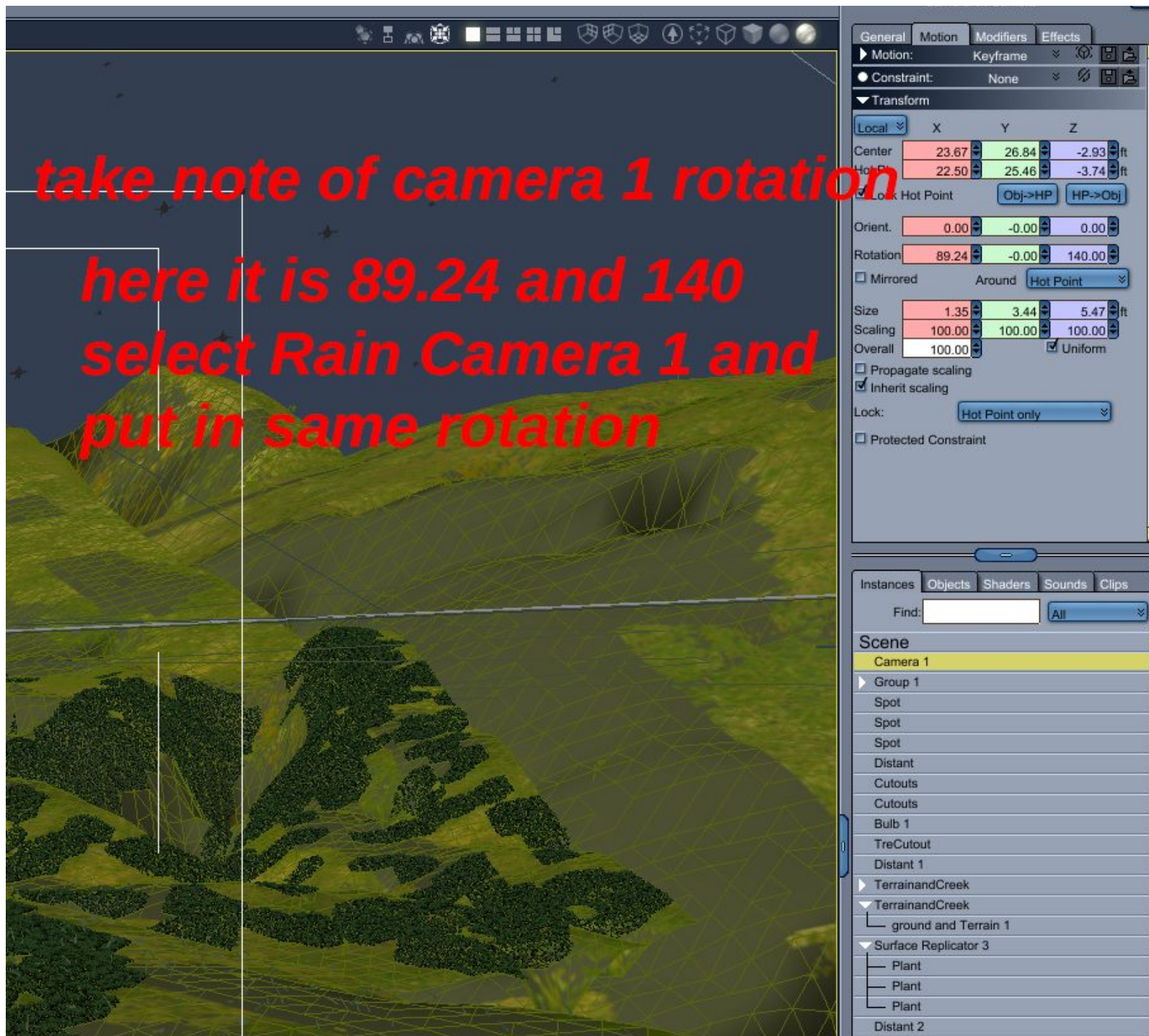
Then select your Scene's Camera 1, hold down ctrl and select the Rain Camera. Ctrl K will bring up the alignment window. Align on all three axes.



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STEP 3) Check your camera 1's rotation and make the Rain Camera's rotation the same

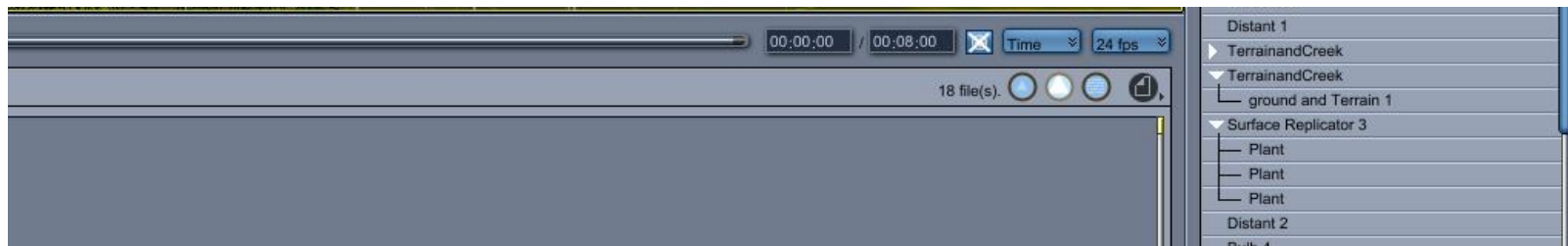






SETP 4) Drag the rain group to make it a child of your Camera 1





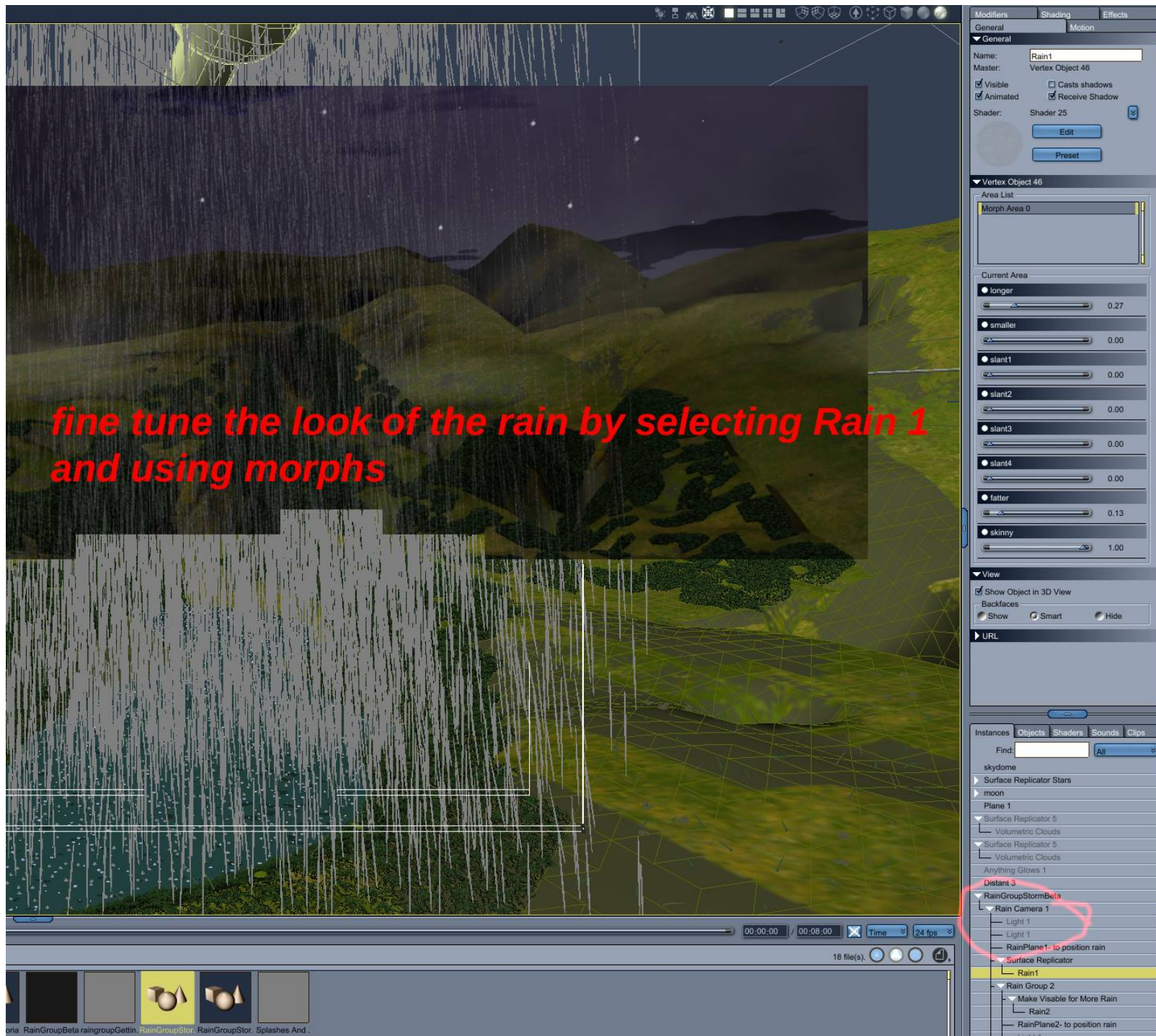
STEP 5) Fine tune the rain by selection the Rain Plane and using the morphs



This image has been resized to fit in the page. Click to enlarge.

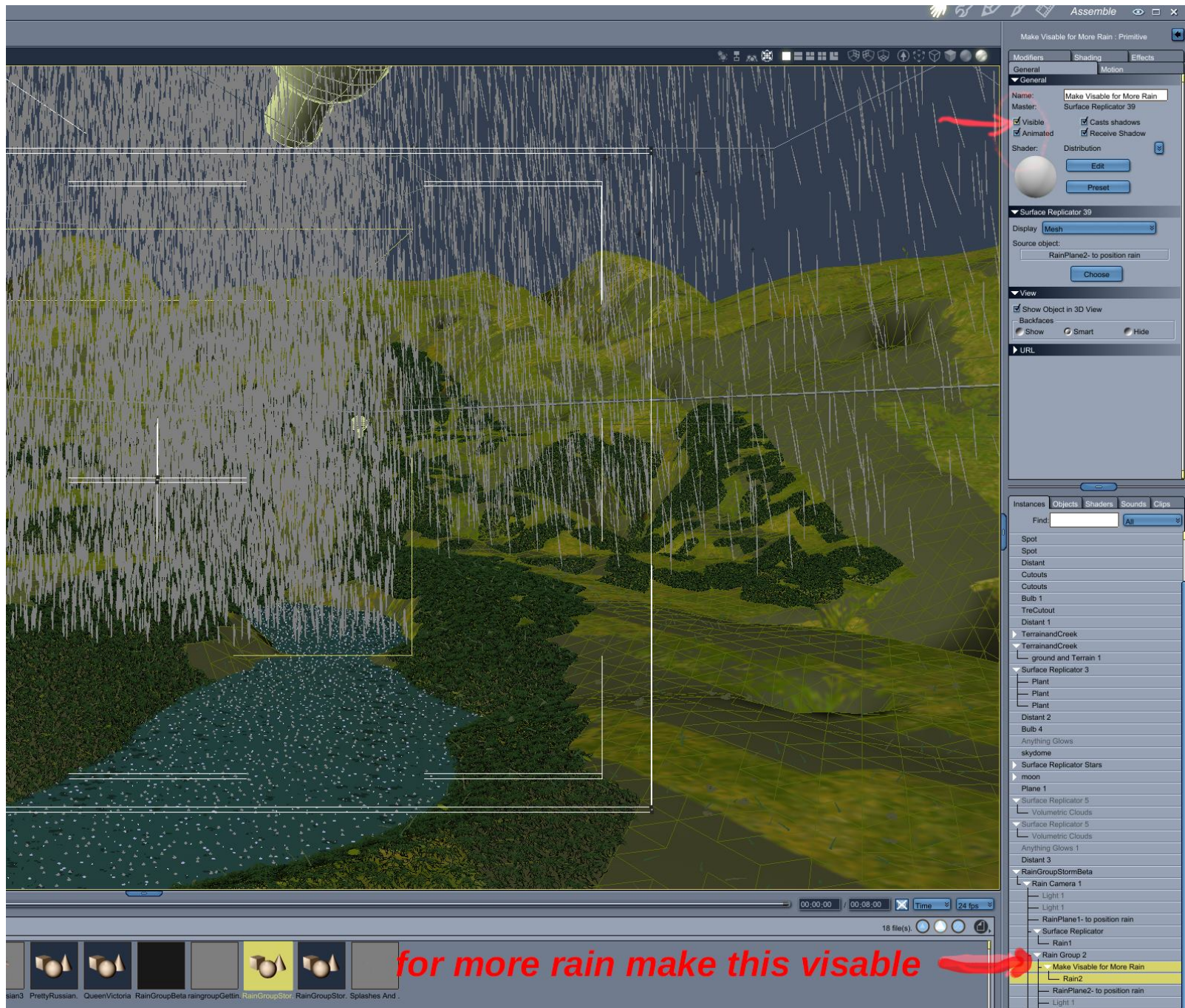
STEP 6) Further fine tune the rain by selecting Rain 1 and using the morphs







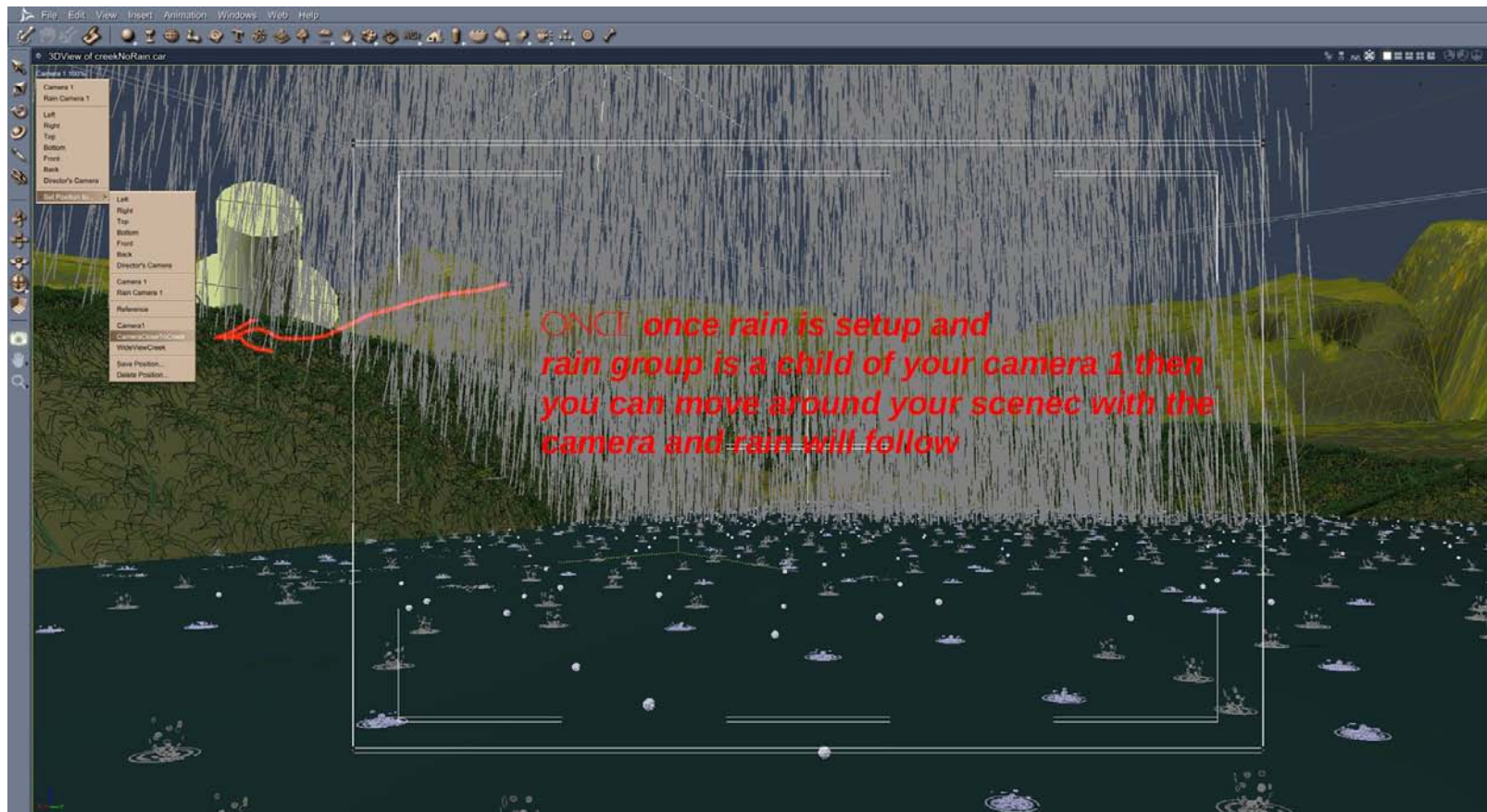
STEP 7) For more rain, make this visable



This image has been resized to fit in the page. Click to enlarge.

STEP 8) To make the rain brighter select the lights in each rain group and make them brighter.

STEP 9) Once everything is setup then you can move the Camera 1 around and the rain will follow.



This image has been resized to fit in the page. Click to enlarge.

THE SPLASHES AND PUDDLES FILE

The splashes and puddles are surface replicated on 'ground'

Double click the Surface Replicator and in the room that opens up, change 'ground' to the object you want the splashes etc replicated on.

The splashes have morphs to make them bigger.

You can make them brighter by tuinning the Splashes and Puddles Light.

To make the ground they sit on appear to be wet, dont forget to add reflection in its shader.

NB: the puddles look a bit ordinary.

[“ QUOTE](#)

Attachments



Post edited by Headwax_Carrara on December 4

[Andrew Finnie Artist Blog](#) :



SileneUK_Carrara

Posts: 1,323

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Hi Andrew... WOW... thank you. Looking forward to it... I downloaded Diomedes's trees already to put away till the New Year. Very tight on time right now, but you and Dio are making for a very Happy Christmas as not much left in the budget for models at the moment.



Silene

[“ QUOTE](#)

Can we use G3 in Carrara? YES WE CAN! Cheers [Misty](#)

Can we use G8 in Carrara? YES... in progress, thanks again to [Misty](#)



Vyusur

Posts: 1,303

Wow! It's so impressive!

[“ QUOTE](#)

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