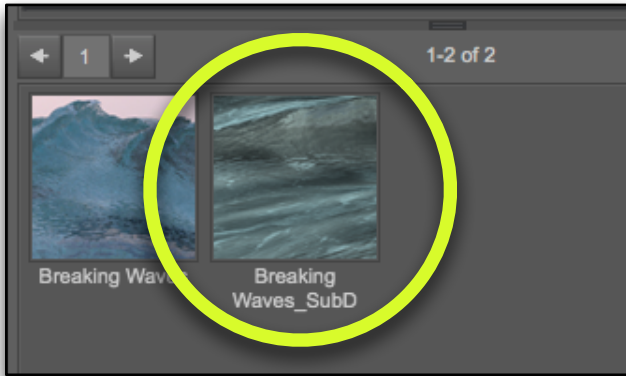


The making of *A Finnish Garden Party*

For the FirstBastion 3rd annual contest

Background

As I won the Breaking Waves last week I decided to use that as the main piece in this render. My first plan was a tsunami, but I soon felt that it was not very interesting, so I decided to turn the water into snow.

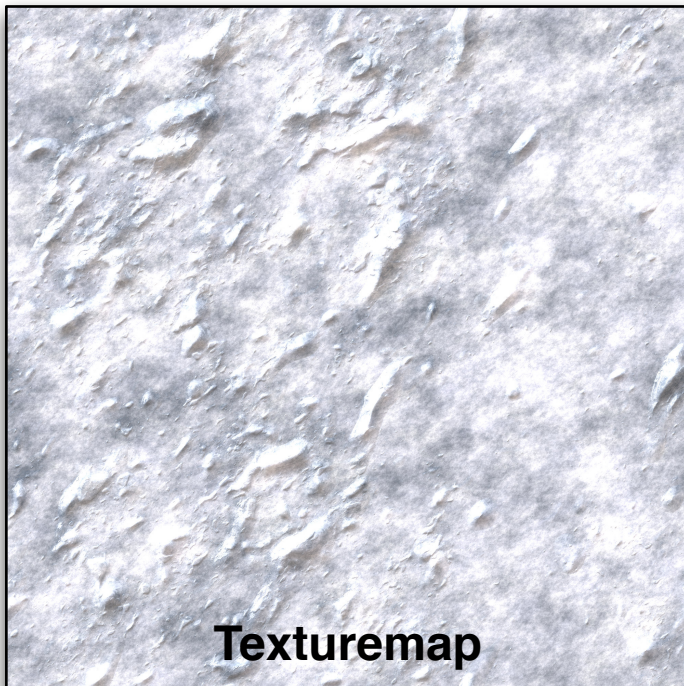


First item used, Breaking Waves

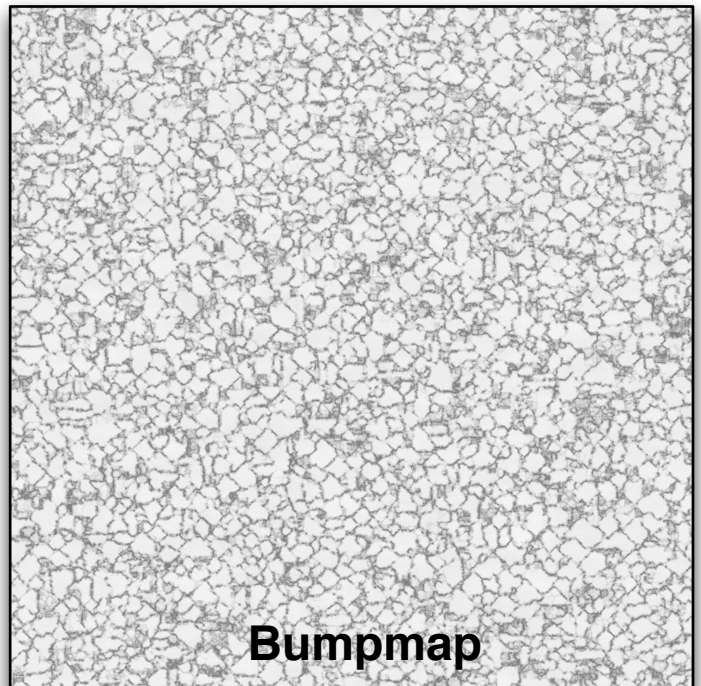
Step One - Snow

I launched FilterForge and rendered a snow texture using one of the filters, I then used another filter to render a bump and displacement map to give it some more snow like look.

The first renders turned out pretty ugly and way to blueish, snow is very difficult I know, so I I decided to use the Uber Surface 2 shader and set it to use velvet, as velvet would look like snow was my thought.

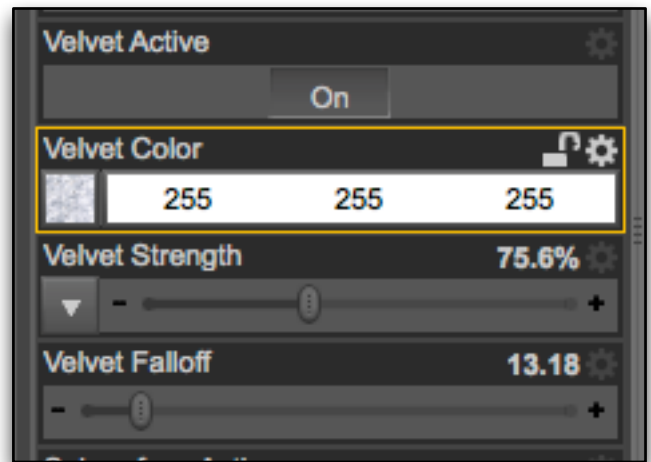
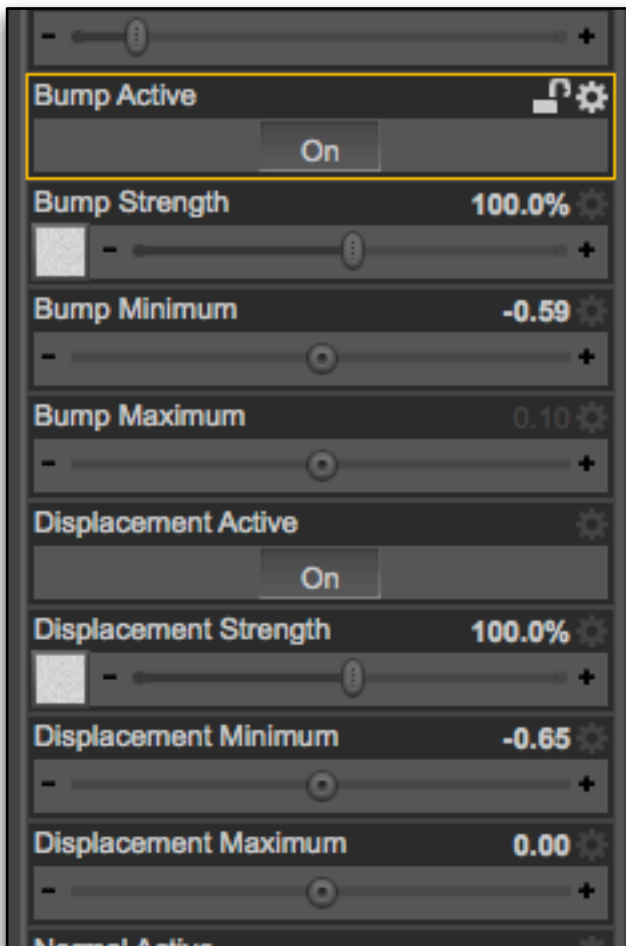


Texturemap



Bumpmap

Some settings for the Uber Surface 2 for the snow



Step Two - The Building

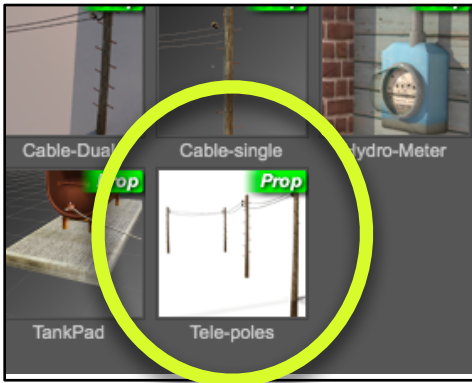
I had already loaded 1-Center-yard into the scene when I was trying to drown it in a tsunami, so I decided to have a little fun with the Bungalow, so I used Ron's shattered glass to break the windows a little.



Second item used, The Neighborhood

I did some tests with making the bricks get some frost, it required some change in the lights to avoid getting them in too much shadow.

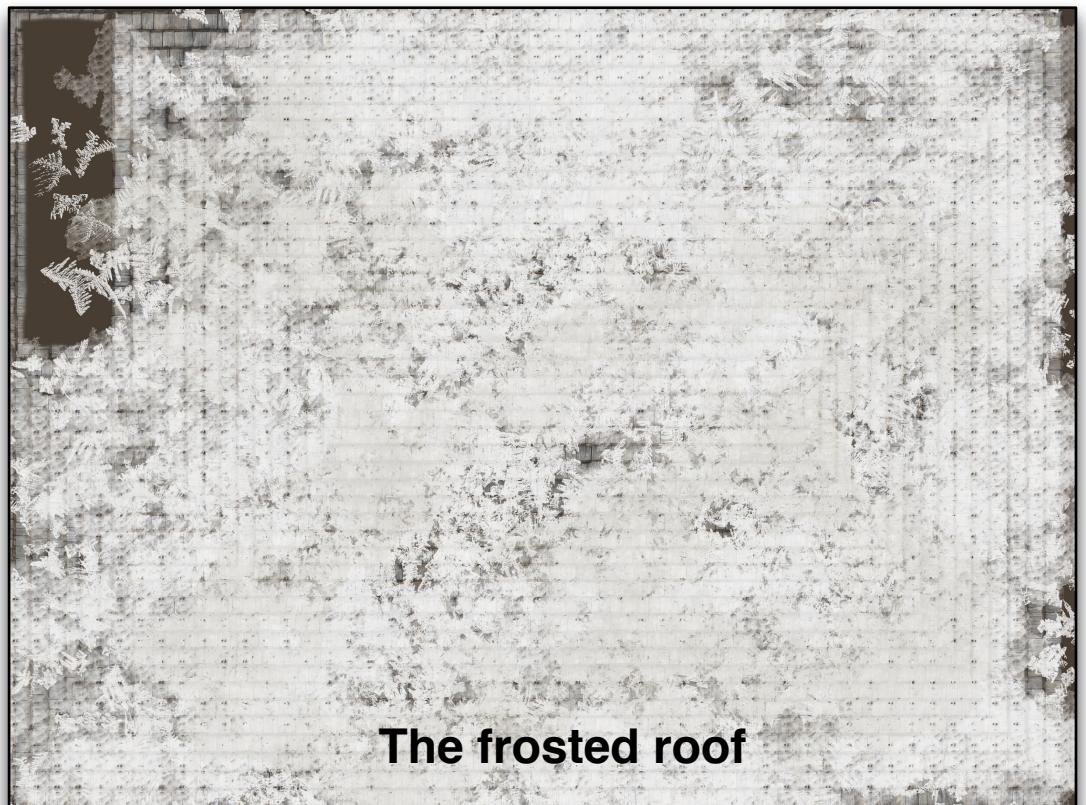
I also added the Tele-poles from the same set.



The frosted wall



I used the snow shader (Let It Snow) on various parts of the 1-Center-yard and the Telepoles. The next challenge was the roof, as it is a flat area, the Let is Snow shader will cover it too much making it just a flat white, boring and dull surface. I needed to think here to come up with something that made it look like the roof across the street (can't look at my own while inside though). I added some of Ron's snow in Photoshop to the roof texture. I finally went for pwSurface for the roof.



The frosted roof

Step Three - Background

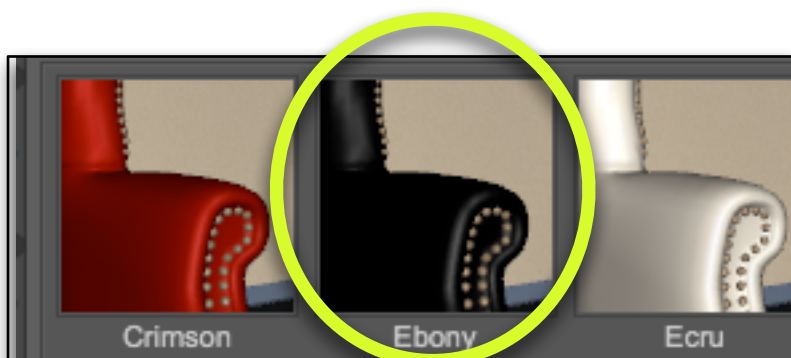
Now when I had refined the idea, to be somewhere in Finland, *I will show you the source to this idea at the end of this little how-to*, I needed a background. I played a little with different skydomes and light circle, but the all were to much summer and too warm, and no good mountains. So, Vue to the rescue! I set up a quick winterscene in Vue and rendered it to have as a backdrop.



Step Four - Details

I had decided to use stuff from at least three sets from FirstBastion to do this, so I dug around in my Runtime looking at something more to use, now when I had used **Breaking Waves** and **The Neighborhood**, so I went for **Unfinished Basement** (Sofa, Workbench & Fridge).

I retextured the sofa using SL leather shaders (*I know Finns have a weak spot for black leather furniture*). I added my own dart board to the workbench and lowered the reflection on the fridge.



A clear vision

Now I had a clear vision of the scene, and it would be a scene about a Finnish Vodka drinking game, imaginative of course, I let my Finnish friends judge the idea when I'm not around playing the game though.

The Finnish Vodka drinking game - a game for two players.

The rules are simple. You throw a knife at the target. If you hit the target, you get to drink a bottle of Vodka, if you miss, your opponent gets to drink a bottle of Vodka. The game ends when there are no more bottles of Vodka.

The viral image that gave me the idea.



Step Five - Vodka

I had a feeling this could be a difficult one, but I use a bottle from the Post Apocalyptic Bar (Rendo). The problem was, it had a bar serving top. I hid that and just created a cylinder base object in DS and used the dzFire metal shaders on it. I also had another copy of the bottle without a cap and used the omnifreaker Human Surface 1, glass on the glass, I had to tweak the shader for the label as well as it is for poser and has way too much specular set. I also made a third bottle with the AoA glass shaders for later use.



Now using instances, I almost filled the open fridge with full bottles of Vodka, leaving space for those already used. I used the empty ones without a cork and spread them in the snow in front of the sofa.

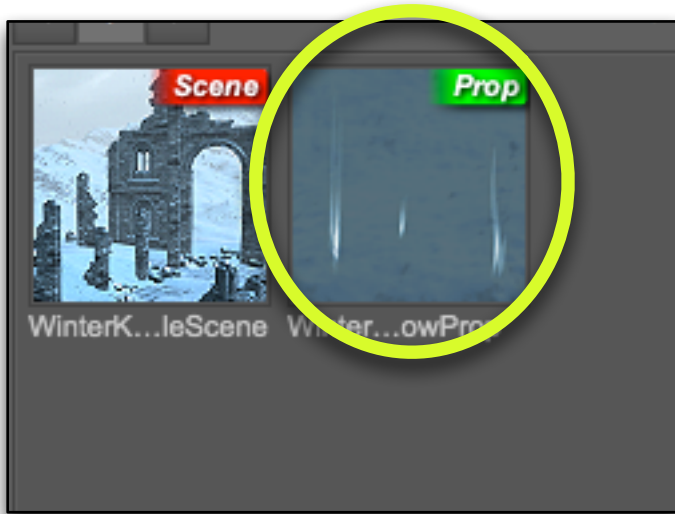
Step Six - People

Now it was time to add some Finns to the scene, so I saved it and started a new scene and set up one guy and saved him, started a new scene and made another guy and saved him. I decided to let them wear summer clothing, and as weird as possible, the Rave for Aiko 5 suited me perfectly. I now opened the main scene again and merged the two men into the scene, posing them for a place in the sofa. I put a bottle in the hand of one of the guys, and a knife in the other, as he was drinking and waiting for his turn to throw.

I also placed about as many knives as empty bottles in the scene, as the rules states one bottle per knife thrown.

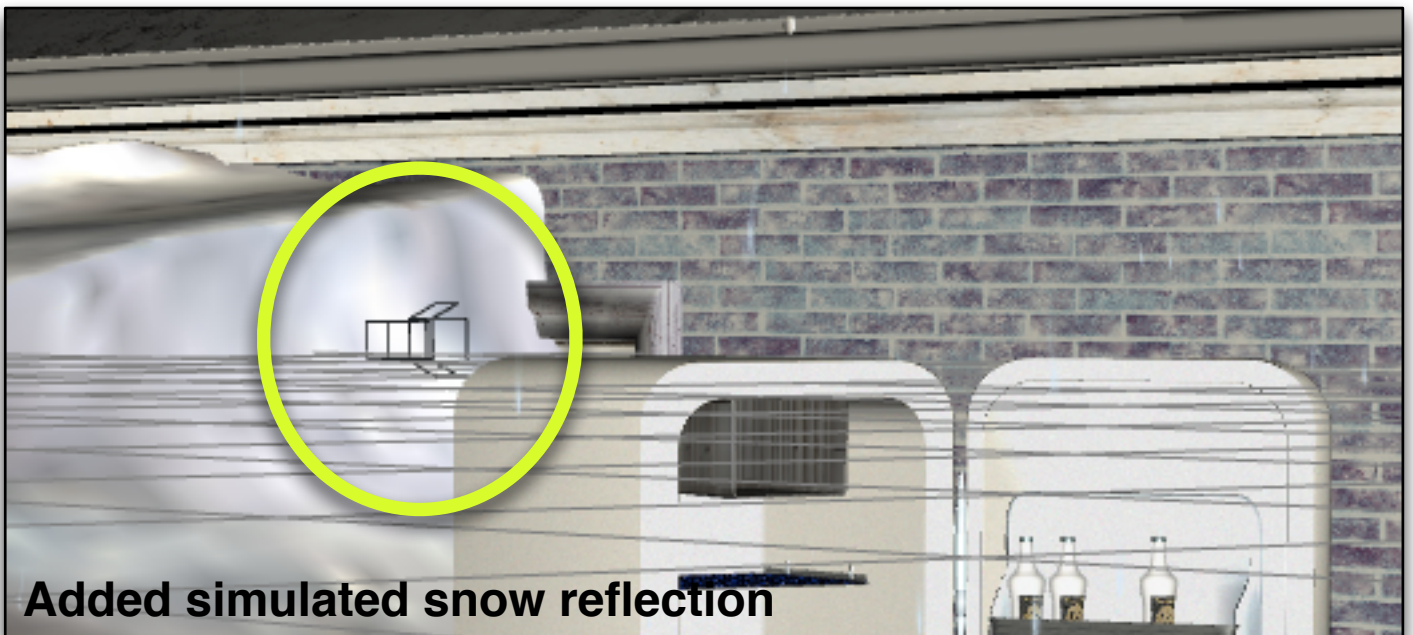
Step Seven - A light snowfall

It always snows in Finland, so I decided I needed a snowfall. here Stonemasons snow fall prop from Winter Kingdoms came very handy. I scaled it down to 25% to get smaller and more dense snowfall, but at the same time ruining the render time as many surfaces with transparency maps rally kills 3Delight, but it's good on so many other things instead.



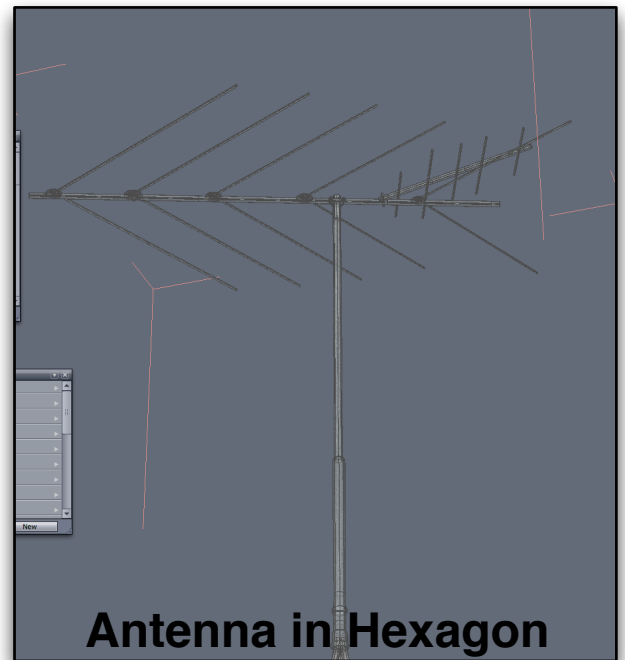
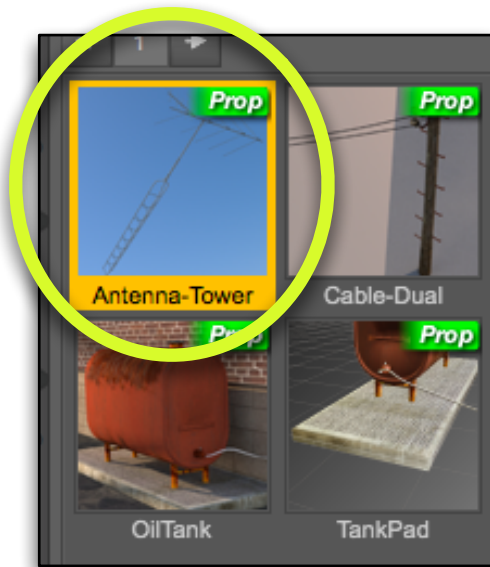
Step Eight - Spot render tests

Before I hit render, I did a few spot renders to check that things would look good with the high render settings I used. I saw that the wall was a little too shadowed because of the roof, so I added a little helper spot to simulate reflections from the snow. The spot is rather weak, about 35% light and with no shadows, just to brighten up the wall a little under the roof overhang. Also, there was something missing in the scene but I could not figure out what.



Step Nine - The broken antenna

I finally saw what was missing, something more that had to be broken, so I added the Antellan-Tower from The Neighborhood, then I sent it to Hexagon for some Vodka infatuated rage.

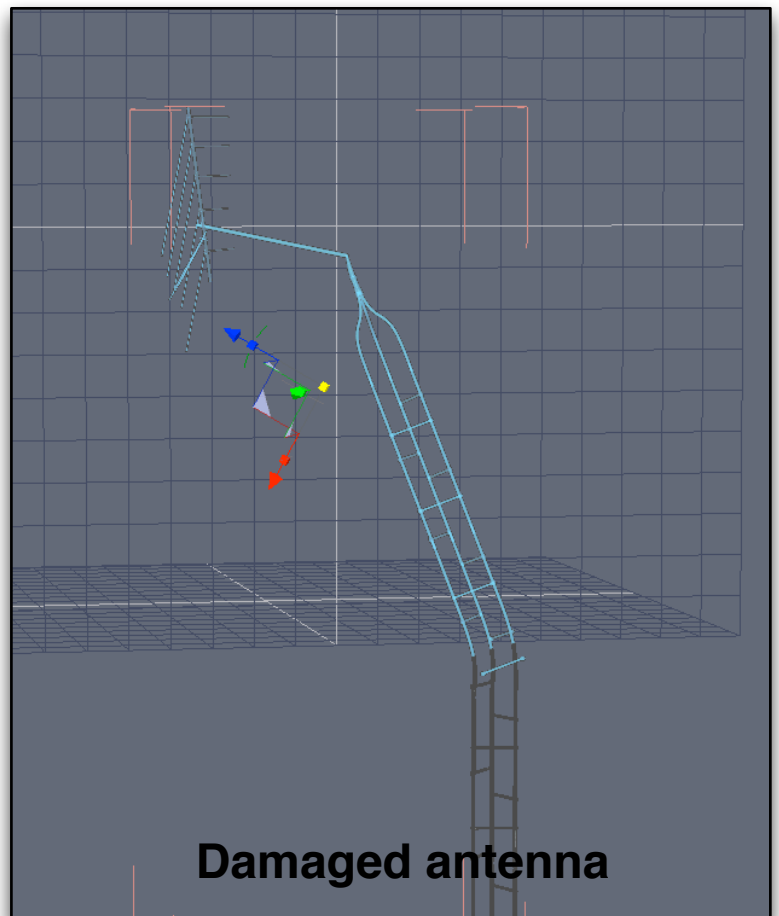


As my Hexagon Fu is less than optimal I just selected some polys and moved and rotated then selected some other, rinse and repeat.

I sent the result back to DS and used it as a morph.

I used some "Let is snow" shaders on the antenna too, to make it fit the scene better.

Last I added a highway sign saying **HELSINKI** in the background, the Finnish spelling of their capitol, not Helsingfors, which is the Swedish name for it, and is still seen by many Finns as a leftover from when Finland didn't exist as a Country, only as a piece of land under the rule of the Swedish King. Now I felt the scene is complete to get rendered.



THE END