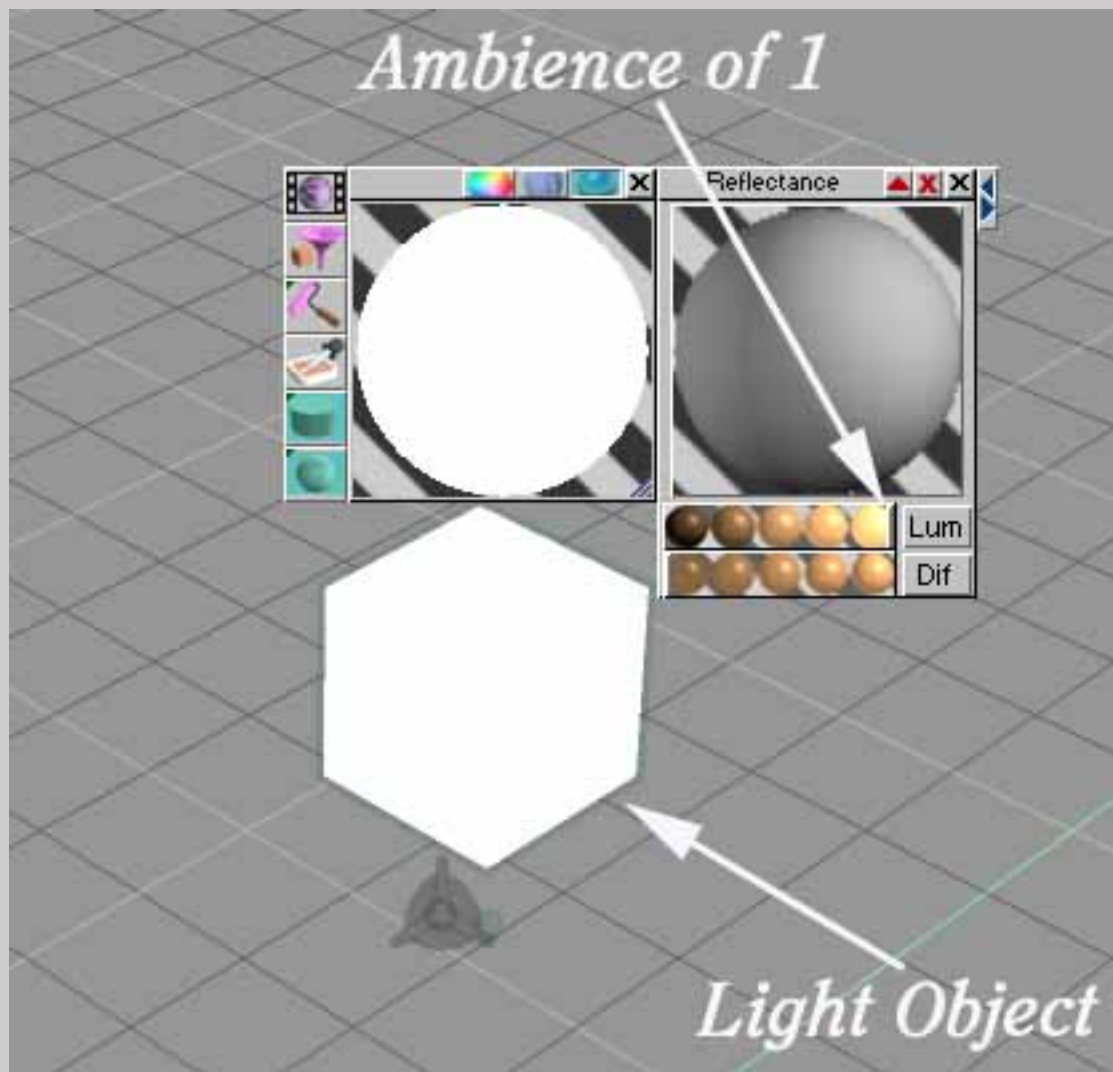


Caustics © Jonathan Koehn

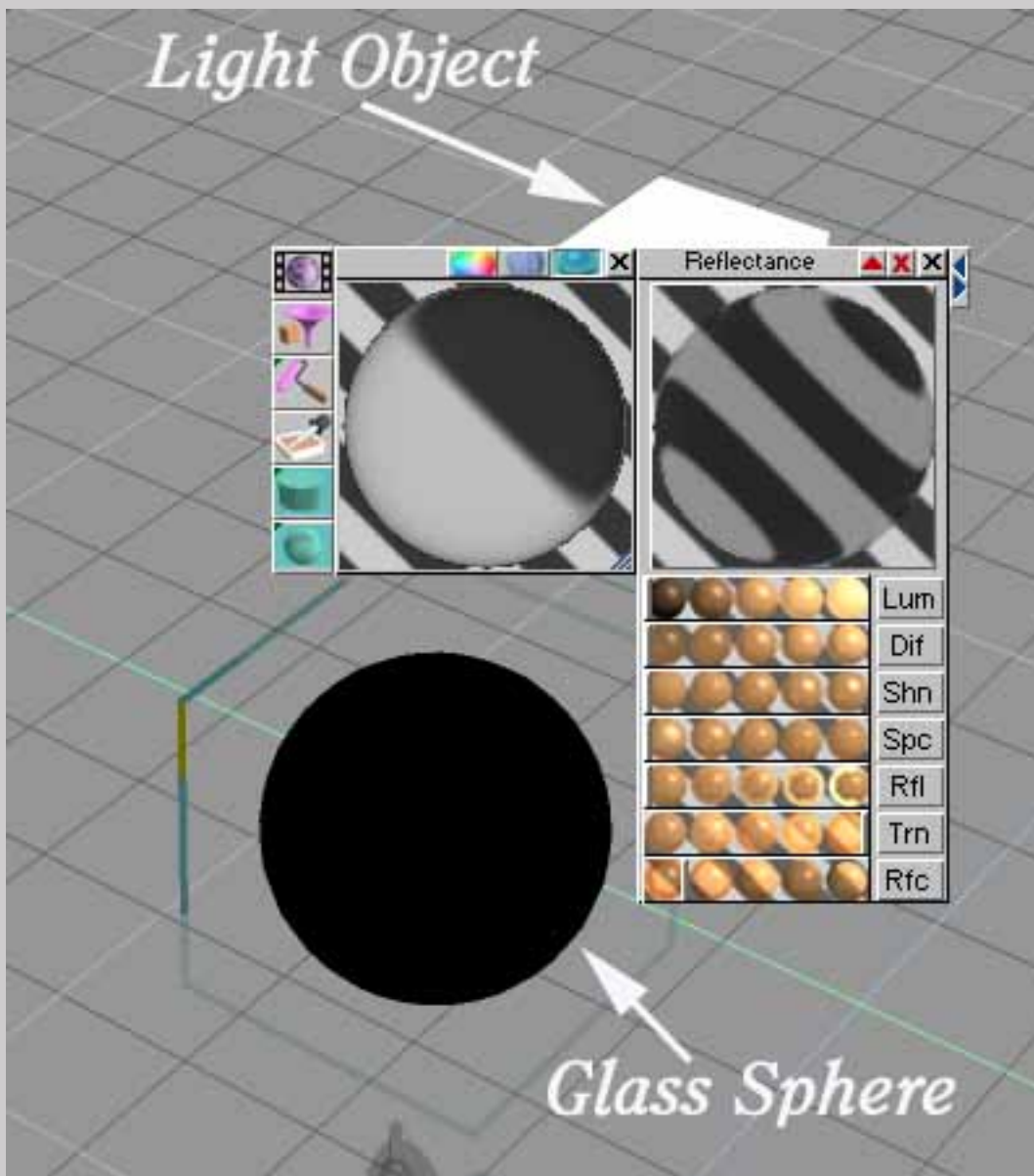
Ray-Catcher works best on solid objects like a sphere. Cups and such are harder to work with, but there are some possibilities.

I'll explain the best way to work with caustics with Ray-Catcher in this tutorial. There is another way besides this one.

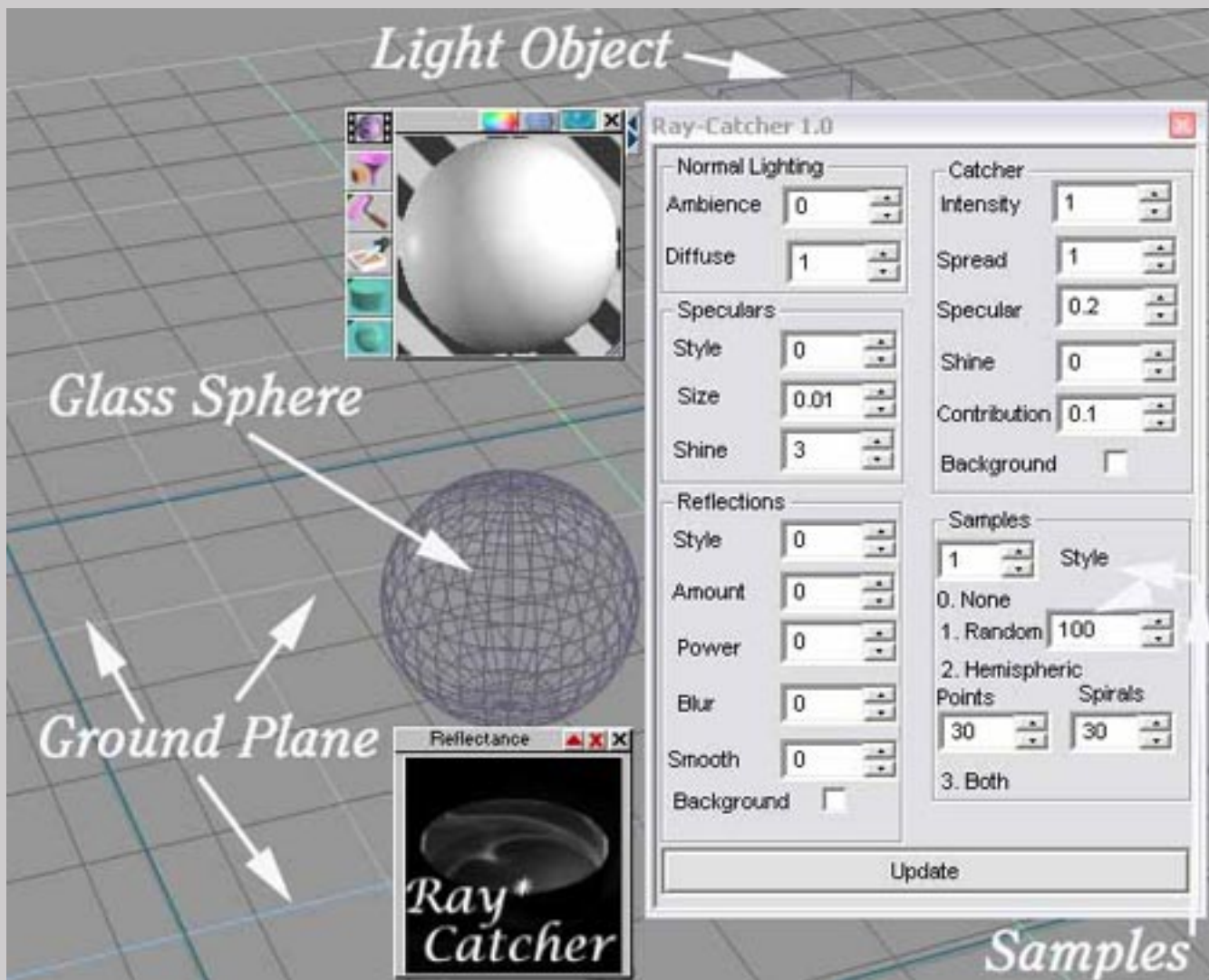
The main point to get across Caustics are about angles. Place a object in the scene with a material that has a ambience of 1. This is your light object. Remove all ts lights from the scene.



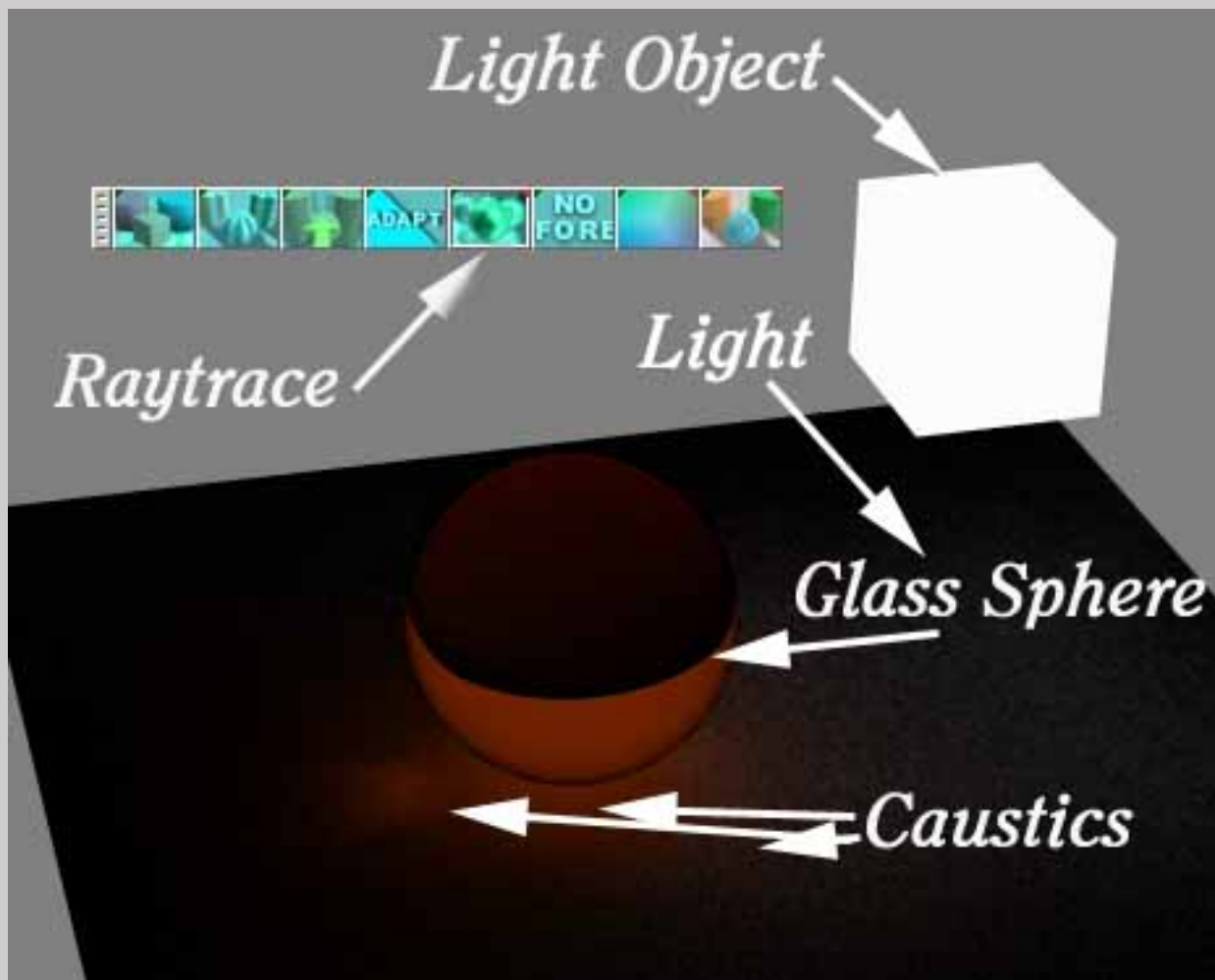
Next put a sphere on the ground. Give this sphere a dielectric material. With all settings at around close to 0, except for transmission set it to 1, and refraction to 1.66.



Now put a plane on the ground with the Ray-Catcher shader on it. With the samples set to 100. Later on you should increase the samples for better results. This plane is to go under the glass sphere.



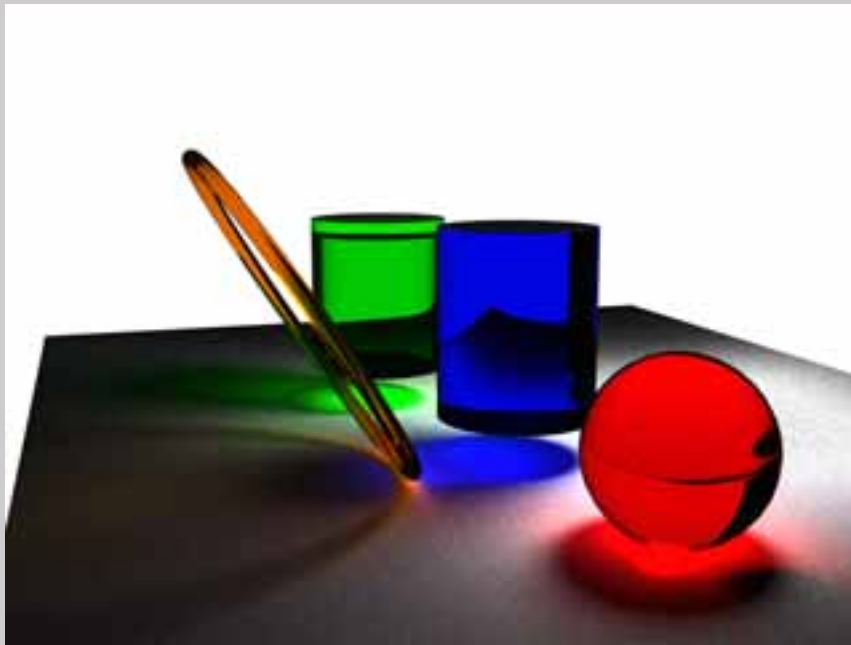
Turn raytracing on. Choose an angle that allows you to see the backside of the sphere. The backside determined by the side of the sphere that is facing away from the light object. Look at the ground on that side. Now render.



You should see the light object light up part of the plane. Create background caustics. And see a intensified spot of caustics from the sphere.

Simple I know but it gives you the basics and a good understanding I hope.

Below is an example of waht can be done with Ray Catcher



Close