
THE OVERLAY STYLE by Bajan

This theme is the continuation of the "apartments interior" topic and I promised to post a tutorial of my technique.

I called this OVERLAY STYLE because of main technique in it...

I've worked with SU for a long time doing different types of renderings always trying to do a bit "fat coloured", "light-burned" (if you understand) picture this technique solve a problem of "flat colours" - so, first technique is the easy variation or OVERLAY STYLE for casual object.....for example this new Corolla...

All sample files are shown on following pages in order...

Step 1

Export two images from SU:

First: coloured with textures and shadows but without edges, profiles and so on (set the transparency quality in display settings to the "nicer" level for better image)

Second: coloured with textures, shadows and edges + x-ray mode turned on

Step 2

Start Photoshop, open first image and convert background to layer and duplicate it.

Blur duplicated layer with Gaussian blur (radius: about 1 pixel) than apply motion blur to the same layer (distance: about 150 pixels) set the blending mode of this layer to OVERLAY...

...this is the main trick of technique ...colour burning + fractal shadows

Then open second image and paste it as a layer over the other two layers setting blending mode to OVERLAY...

...more colour + transparency effect

Flatten layers... ...the result is something like the final image

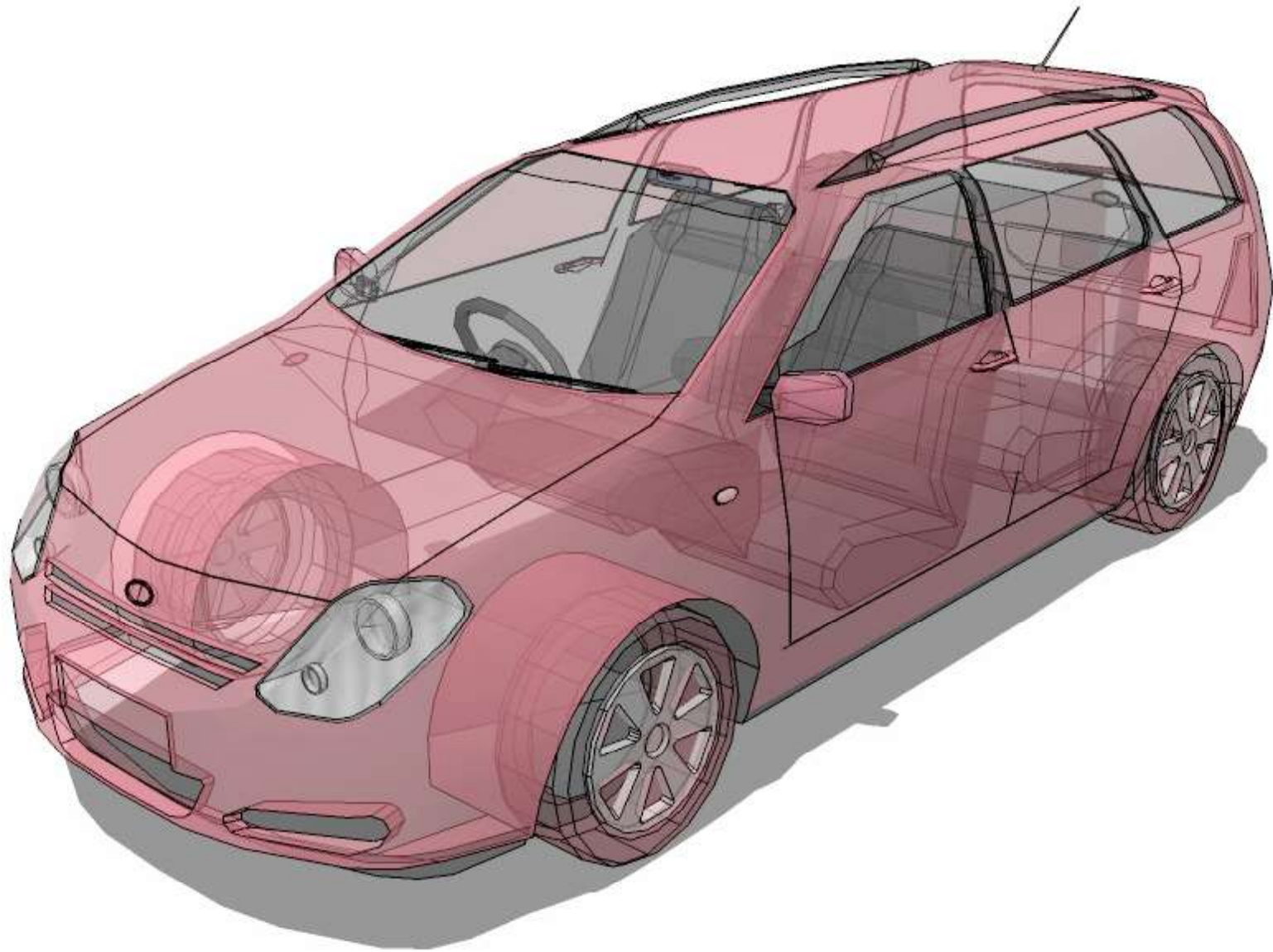
You may develop this technique in all other ways - variations are unlimited...

Next time I will post EXTENDED OVERLAY STYLE tutorial to use it in interior renderings

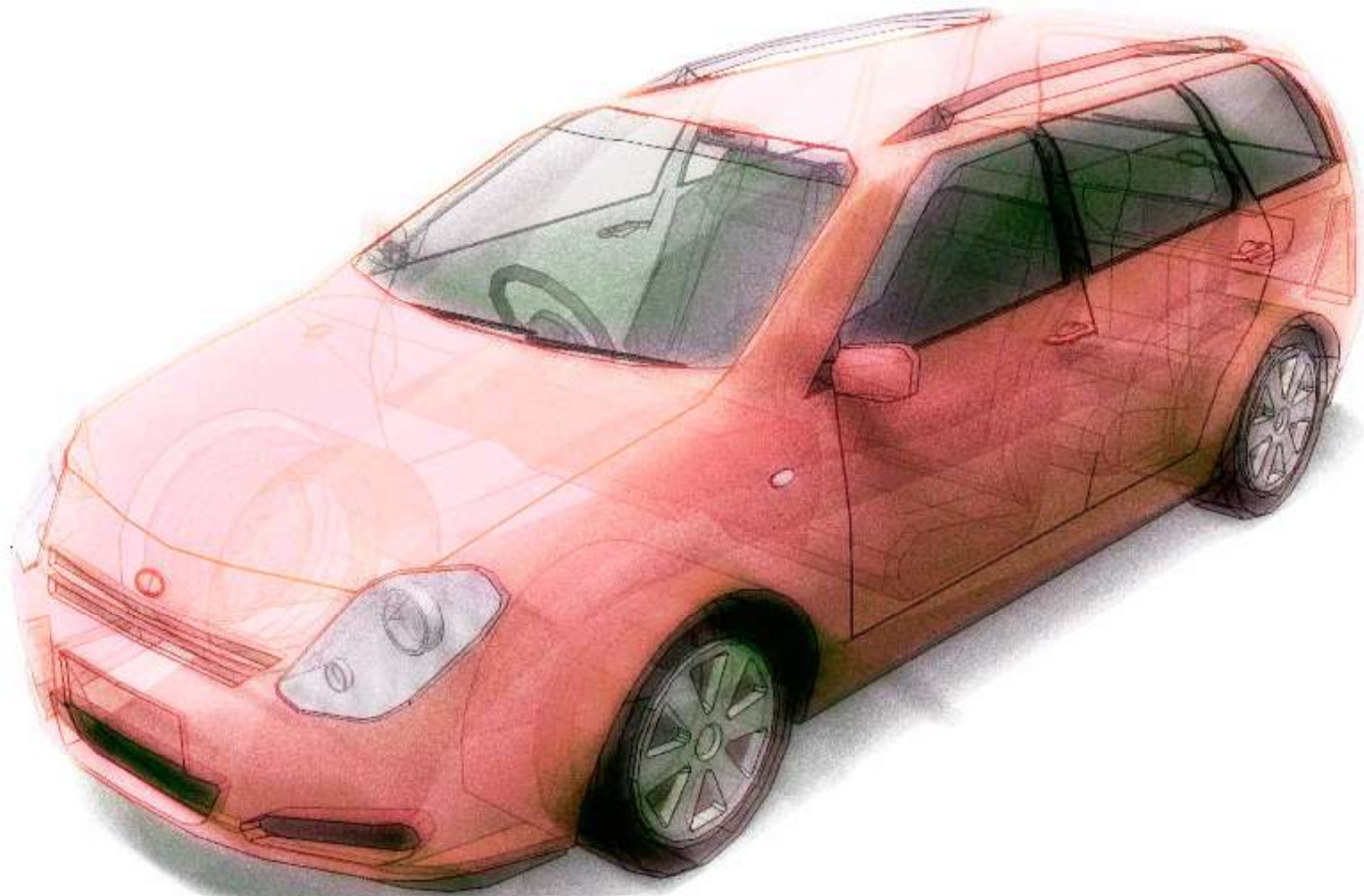
Respect to whole SU community.

Bajan









+ colour wash



Interior using technique



Another interior...