

Procedural Building Name: Apartment

Date: 4/23/2022

Houdini Version: 19.0.383

Important statistics:

Average render time: 30 min on the render farm (time ranged from 9 min to 15 min per frame)

Resolution: 1280 x 720

Samples: 6 * 6

Diffuse limit: 1

Global quality: 1

Diffuse quality: 1

Reflection quality: 3

Noise level: 0.01

Min Ray Samples: 2

Max Ray Samples: 9

Number of lights in scene: 1 environment light And 16 groups of instance lights.

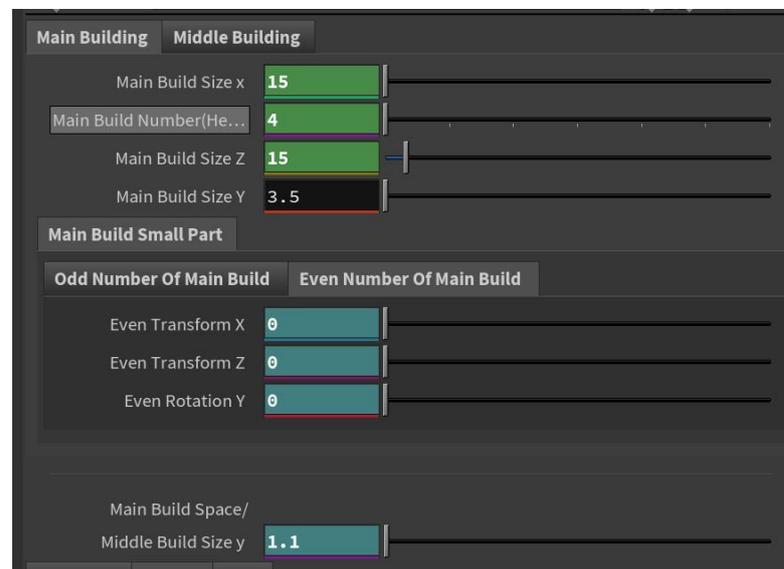
Brief user's manual:

There have three part parameters

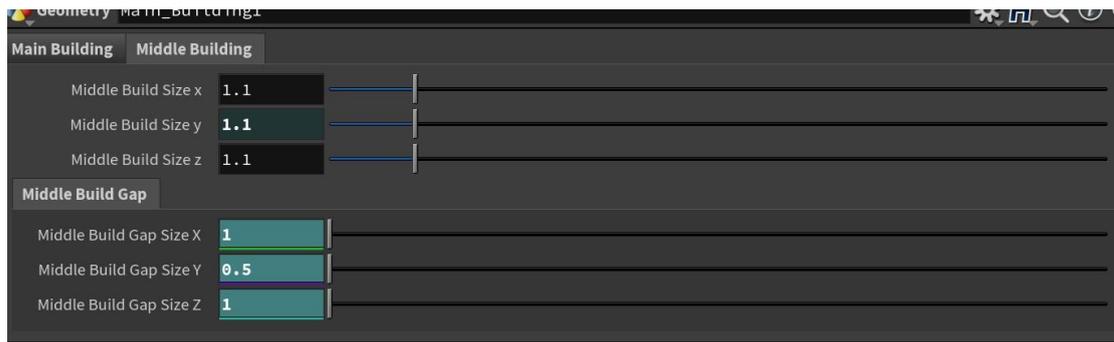
Top building part, Main building part and Bottom building part.

The main control is in the Geo node called : Main_Building

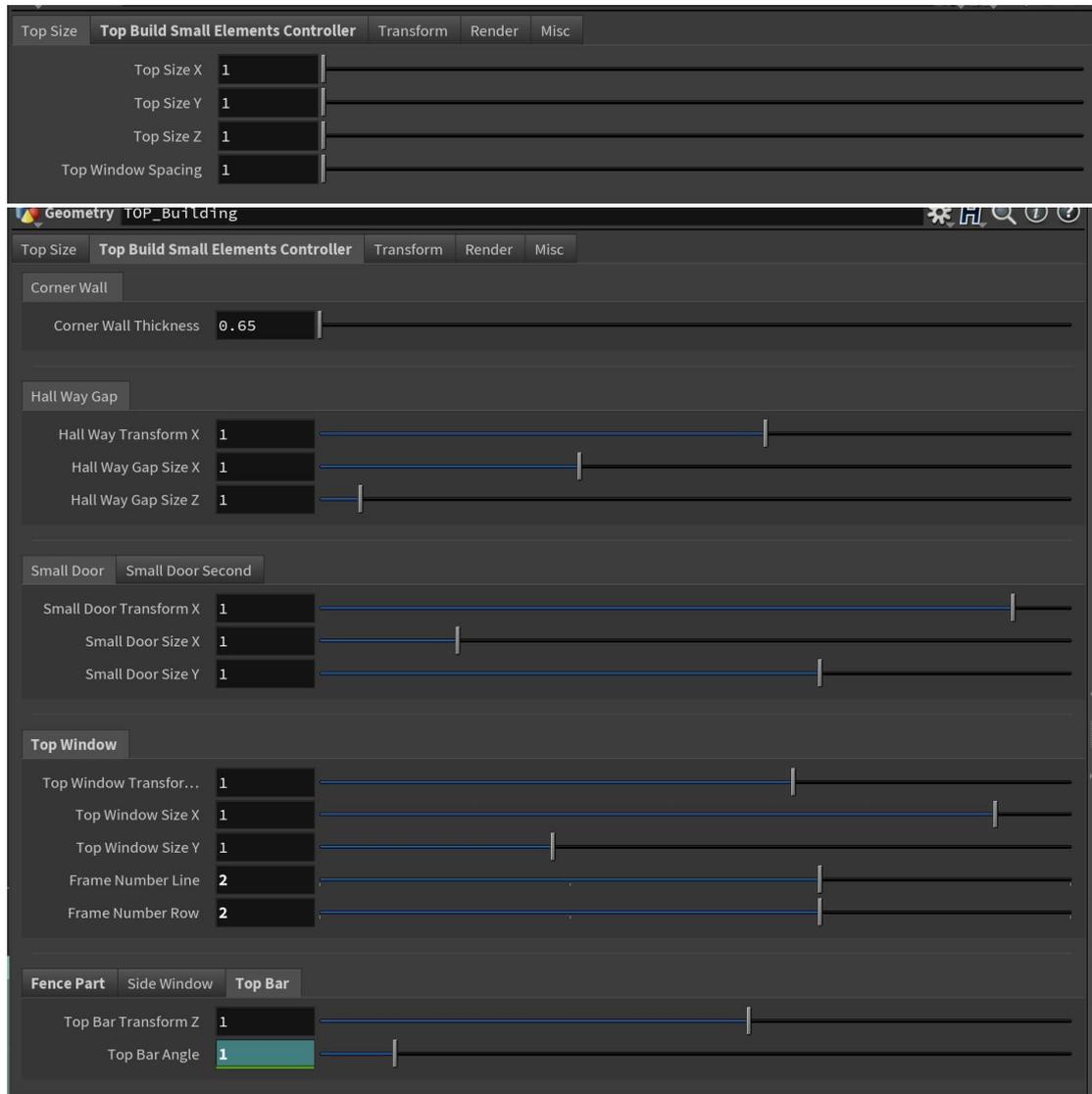
This part have full control of all the building.



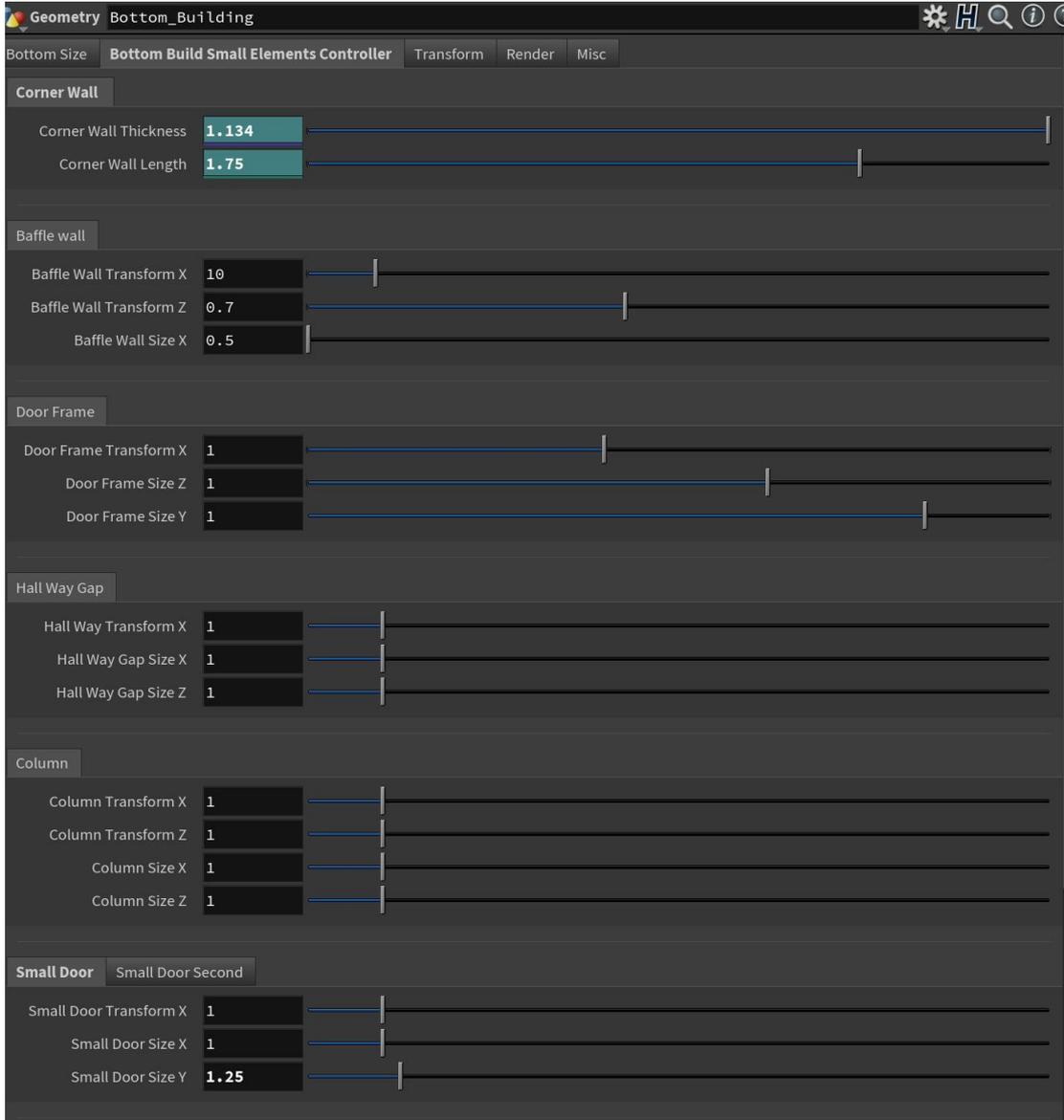
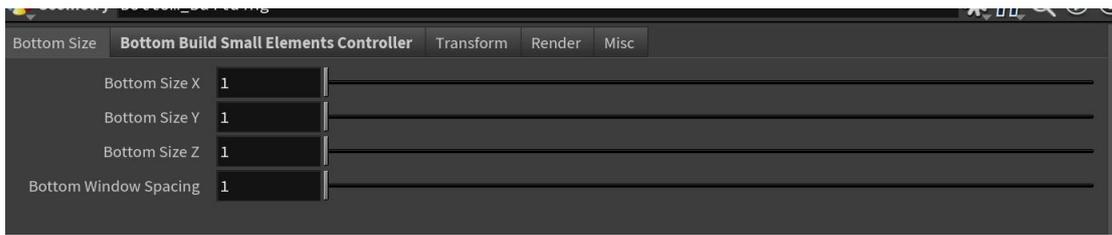
This part is control the spacing of the building

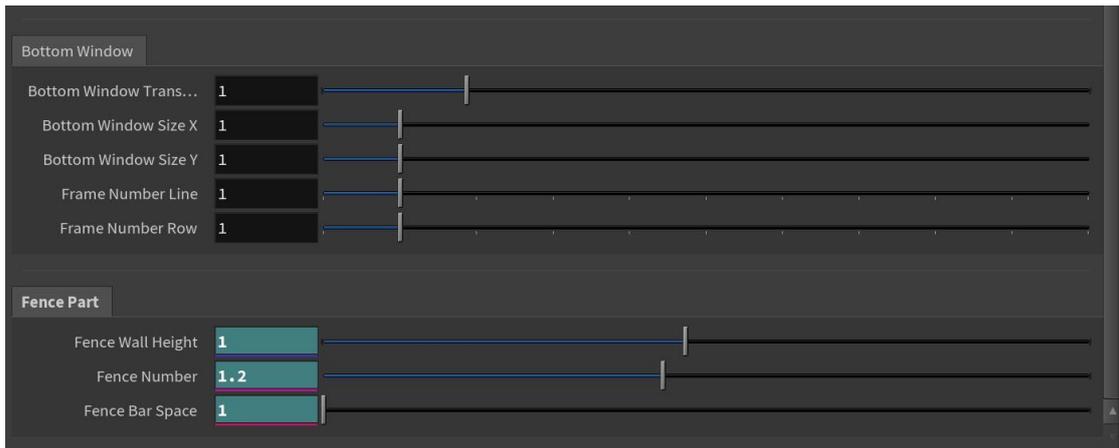


This part can only control the top building.



This part can only control the Bottom part building.





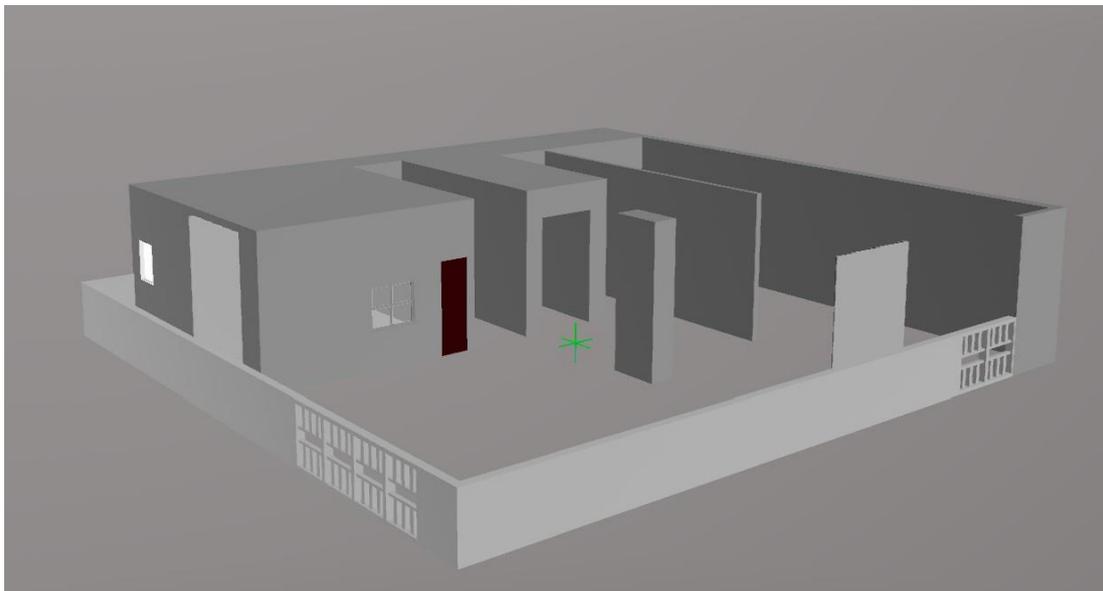
The Top Part.



The Middle Part



The Bottom Part



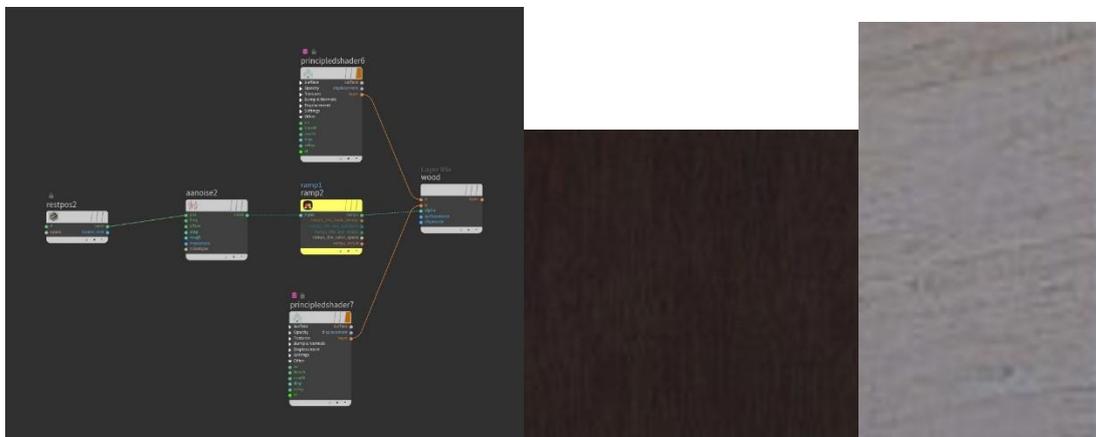
Description of what you have done beyond the requirements:

The first thing is light instance, I use the two ways to do that. One is light the inside space. And the other is make the light shape can reflect on the wall.



which is these two parts.

The material



Use the layer mix node to make my own texture.

