

# Frontal Projection With Thea4SU

## ***What you'll need:***

HDRI set from <http://www.hdrlabs.com/sibl/archive.html> HDR 111 Parking Lot

A car, I used; <http://sketchup.google.com/3dwarehouse/details?mid=da7e942edc41c25da87cacc14bd1c0ec>

## ***Setting the scene***

After importing the car adjust the scale of the car, its to small a sports car would be about 3 meters long or around 10 feet

The back wheels are off the floor so you'll need to rotate the car slightly

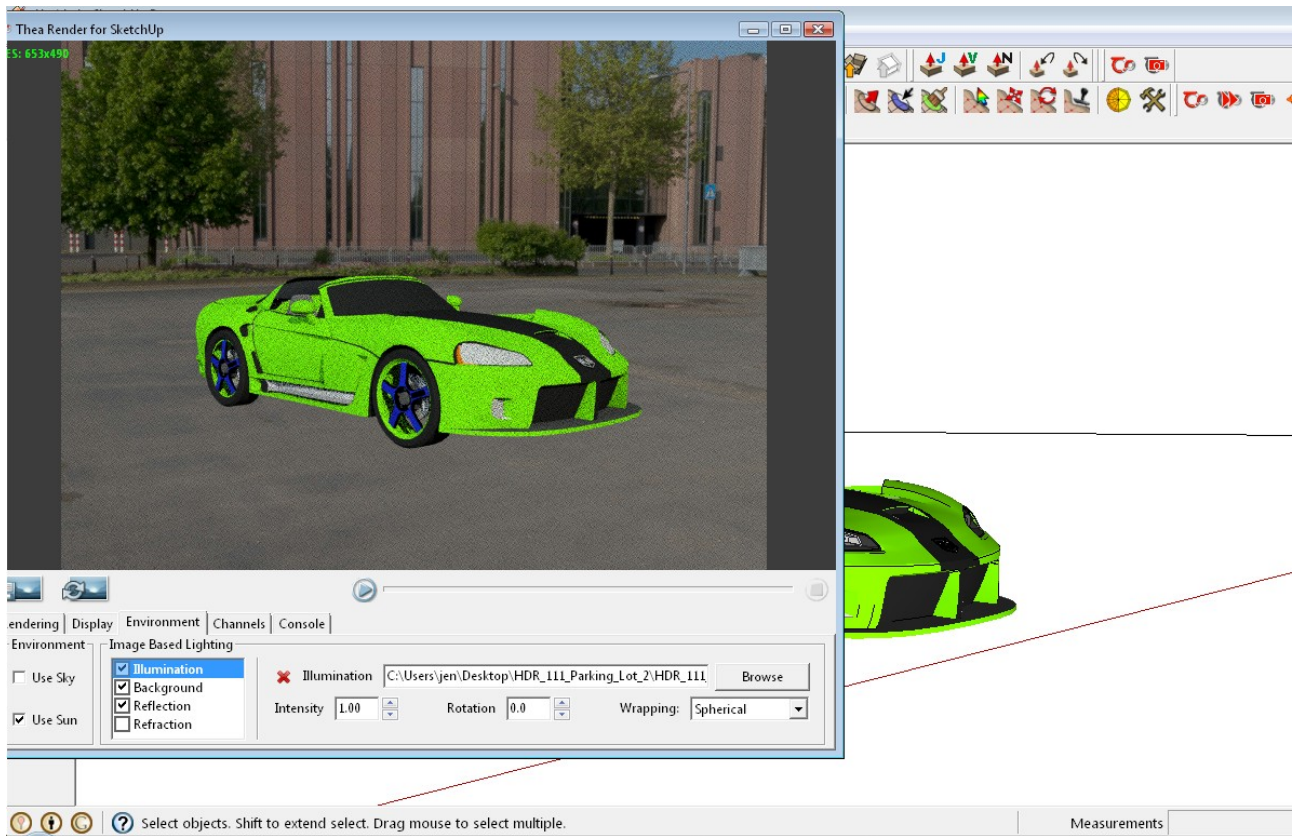
Draw a plane under the car and scale it so it reaches the horizon



Add the car park environment

Add a texture to the floor anything will do, hide the plane

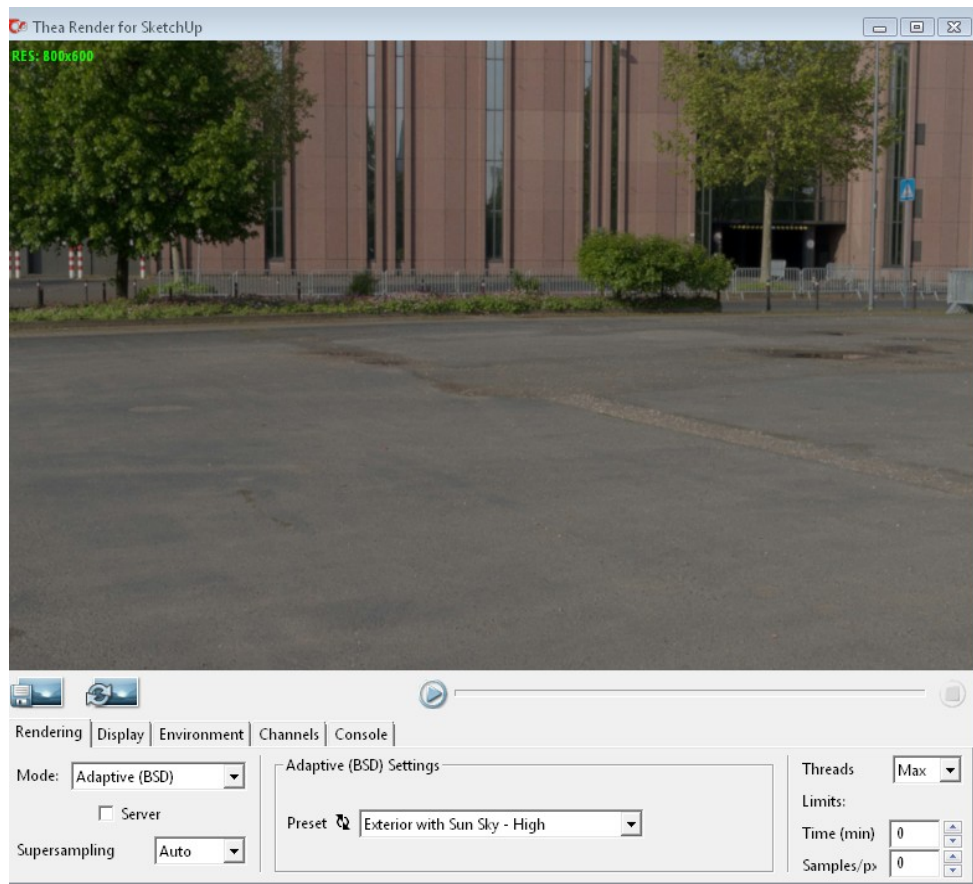
Using IR, rotate and pan the scene to position the car



Create a new scene, its important not to move the scene again

Hide the car

Render the scene using adaptive BSD, I used the exterior with sun and sky high



Save the background image

Un hide everything

Open the Thea dialogue and double click the plane to open the Mat Lab

In the diffuse slot add the background image

Change the projection to front



Do a test render, you will notice there is a colour difference between the plane and the background

Adjust the background environment intensity so the plane and background match.

This is the reason why we set the plane as big, its a lot easier to get a clean line further in the background and not so obvious if it proves difficult to get them to blend.

that's it!

