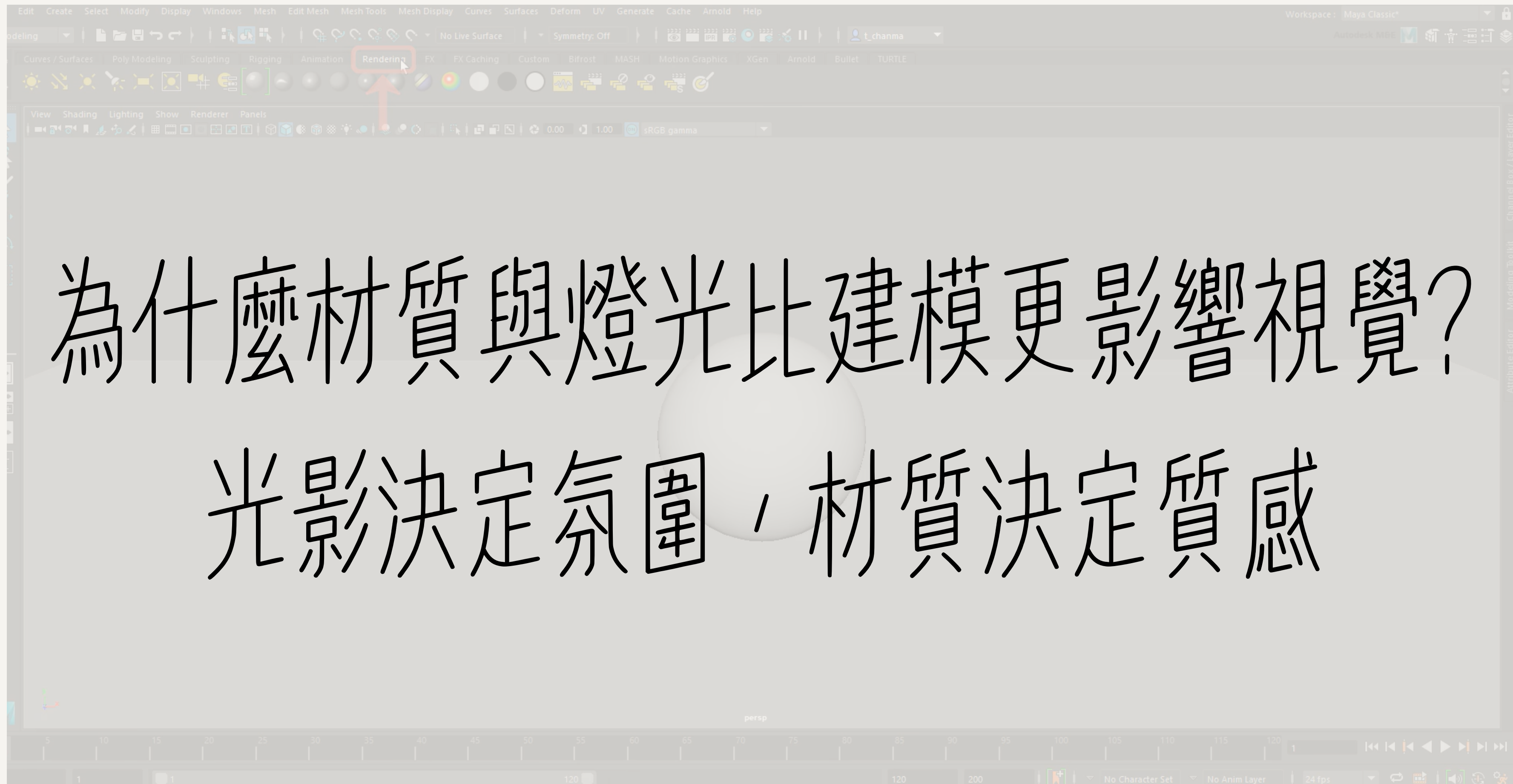




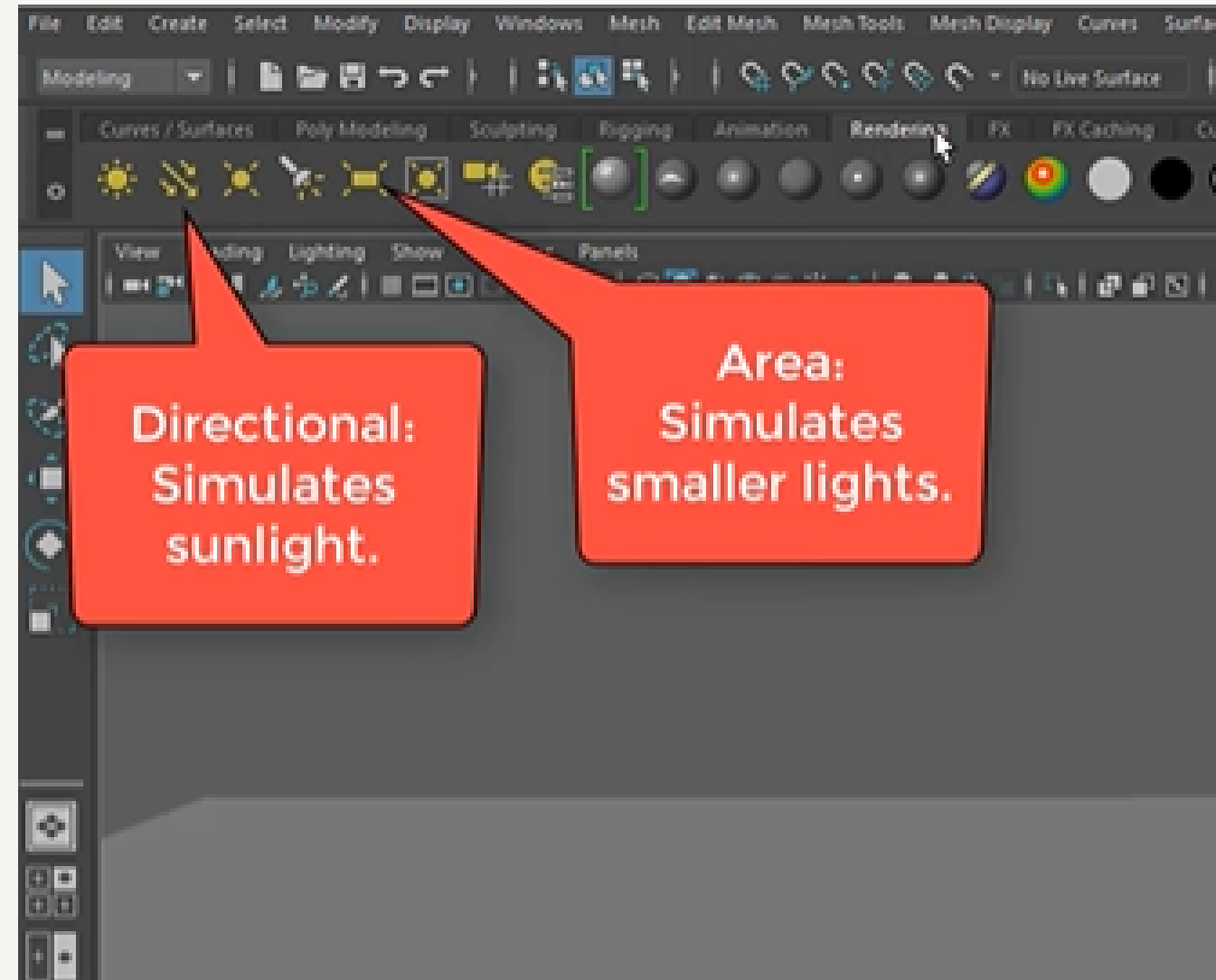
材質與燈光

2026



為什麼材質與燈光比建模更影響視覺？
光影決定氛圍，材質決定質感

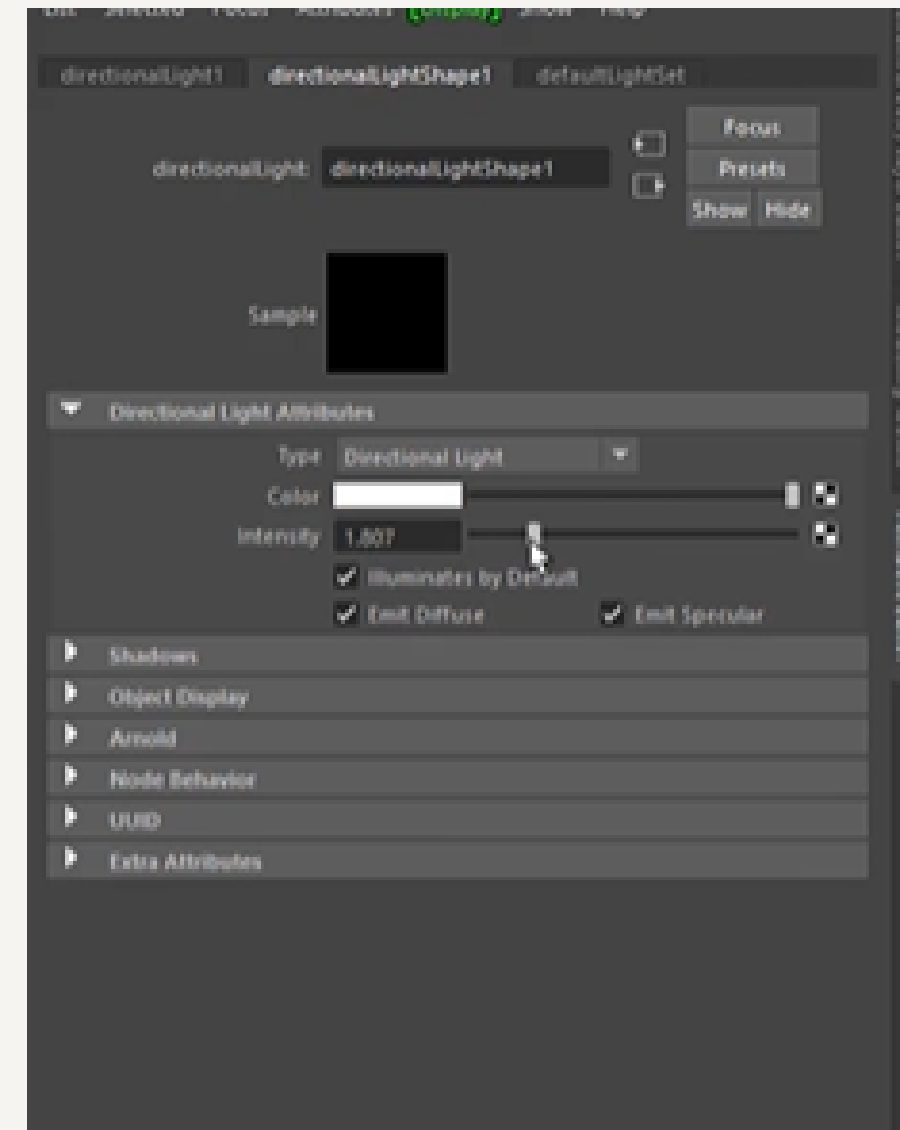
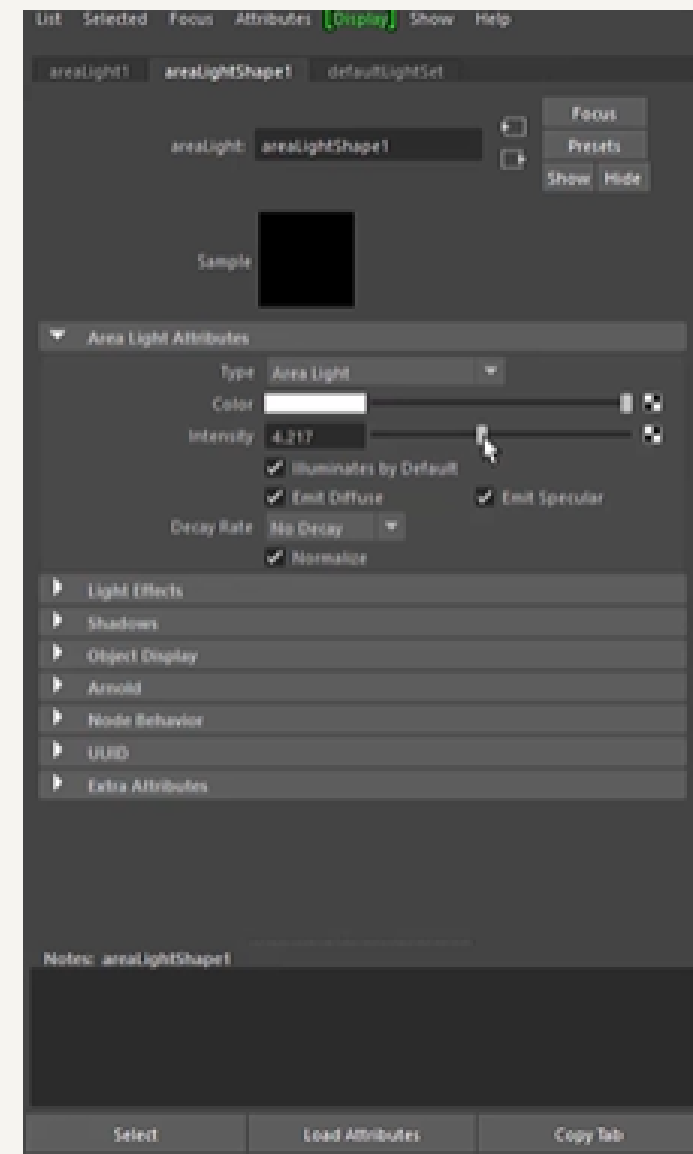
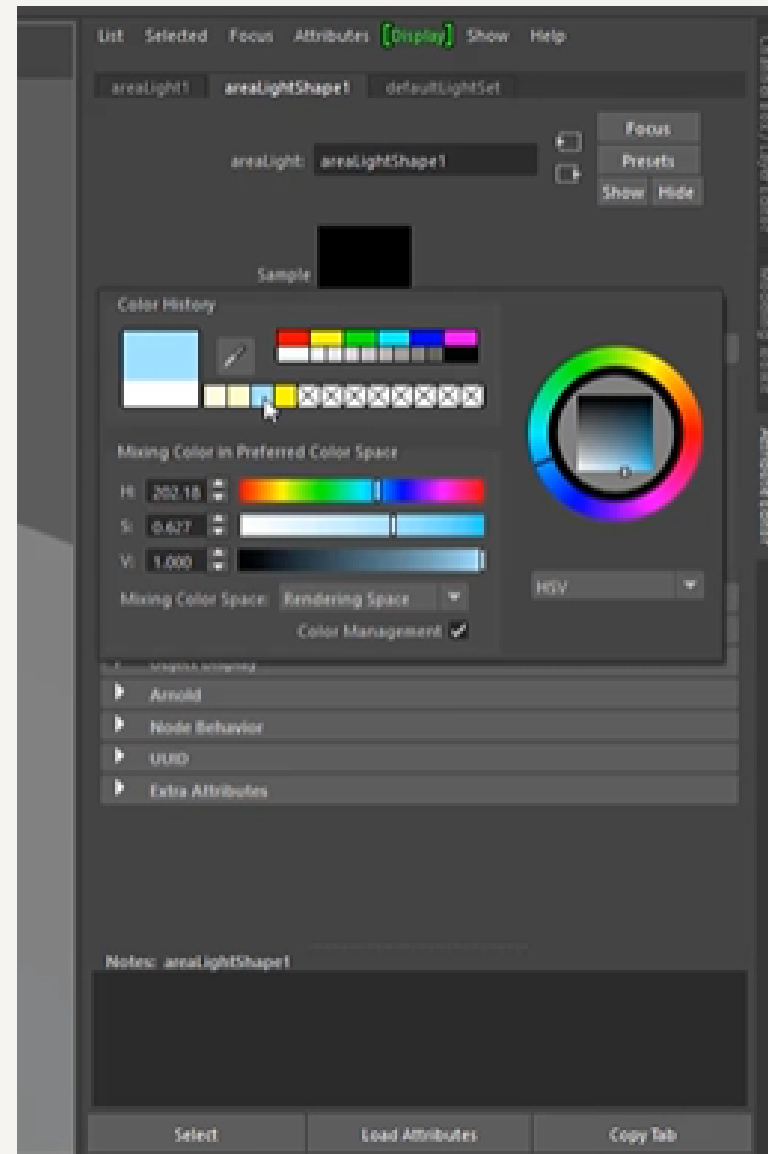
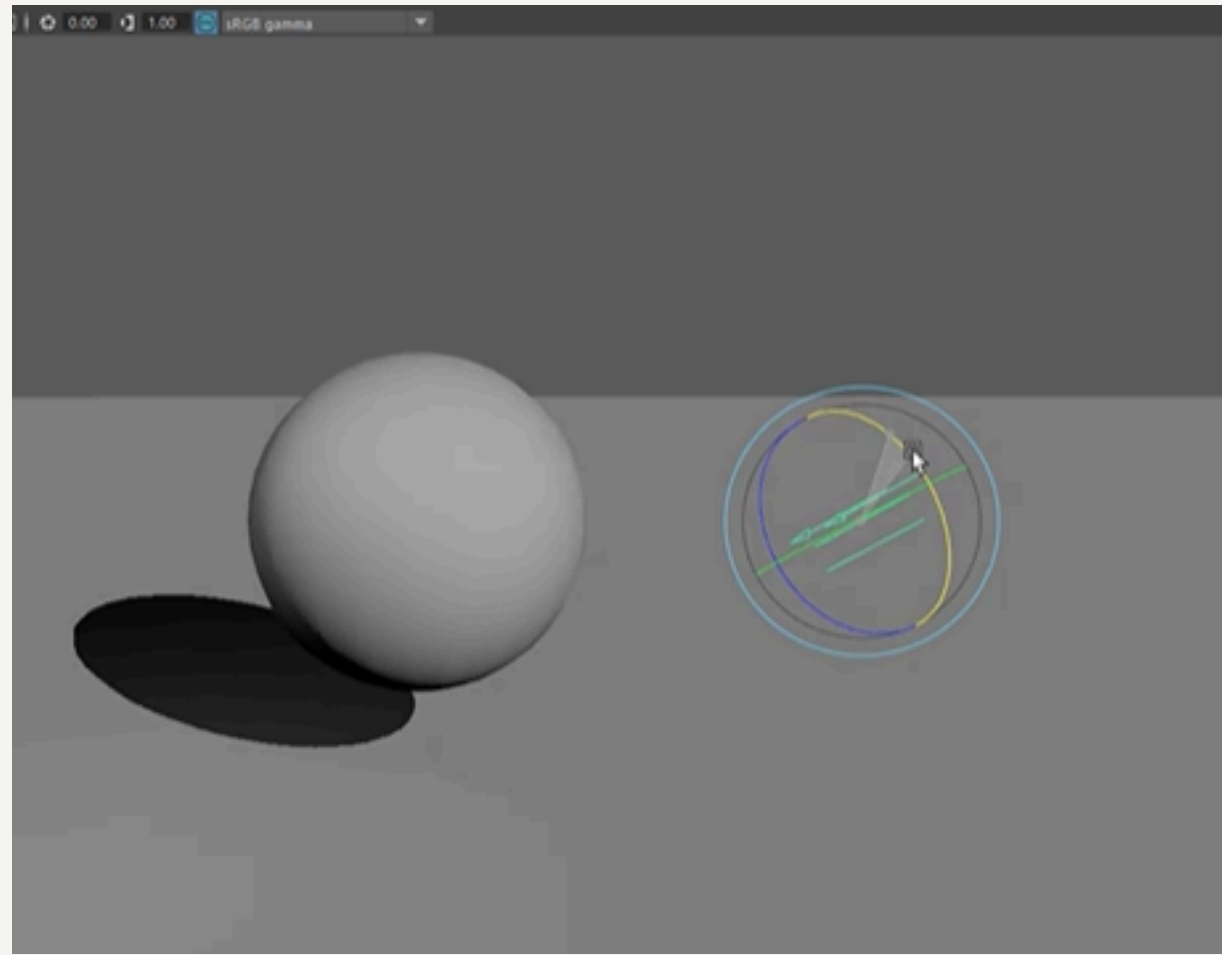
常用燈光類型



AIAREALIGHT（區域光）：最常用，模擬窗戶或柔光箱，陰影柔和。

AISKYDOME LIGHT（天穹光）：用於環境照明，可連結 HDR 圖片實現全景照明。

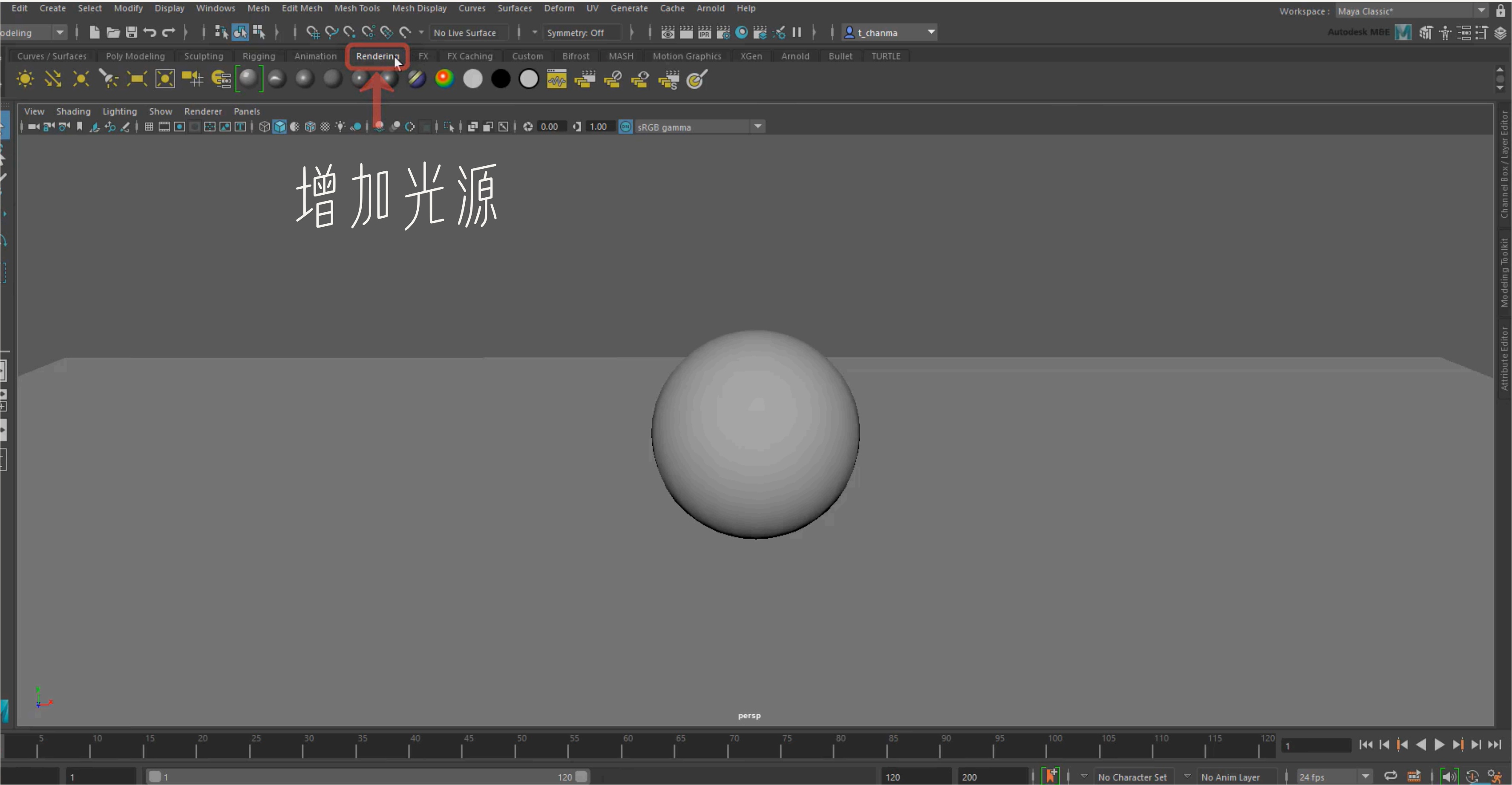
AISPOT LIGHT（聚光燈）：具有明顯方向性，用於強調主角。

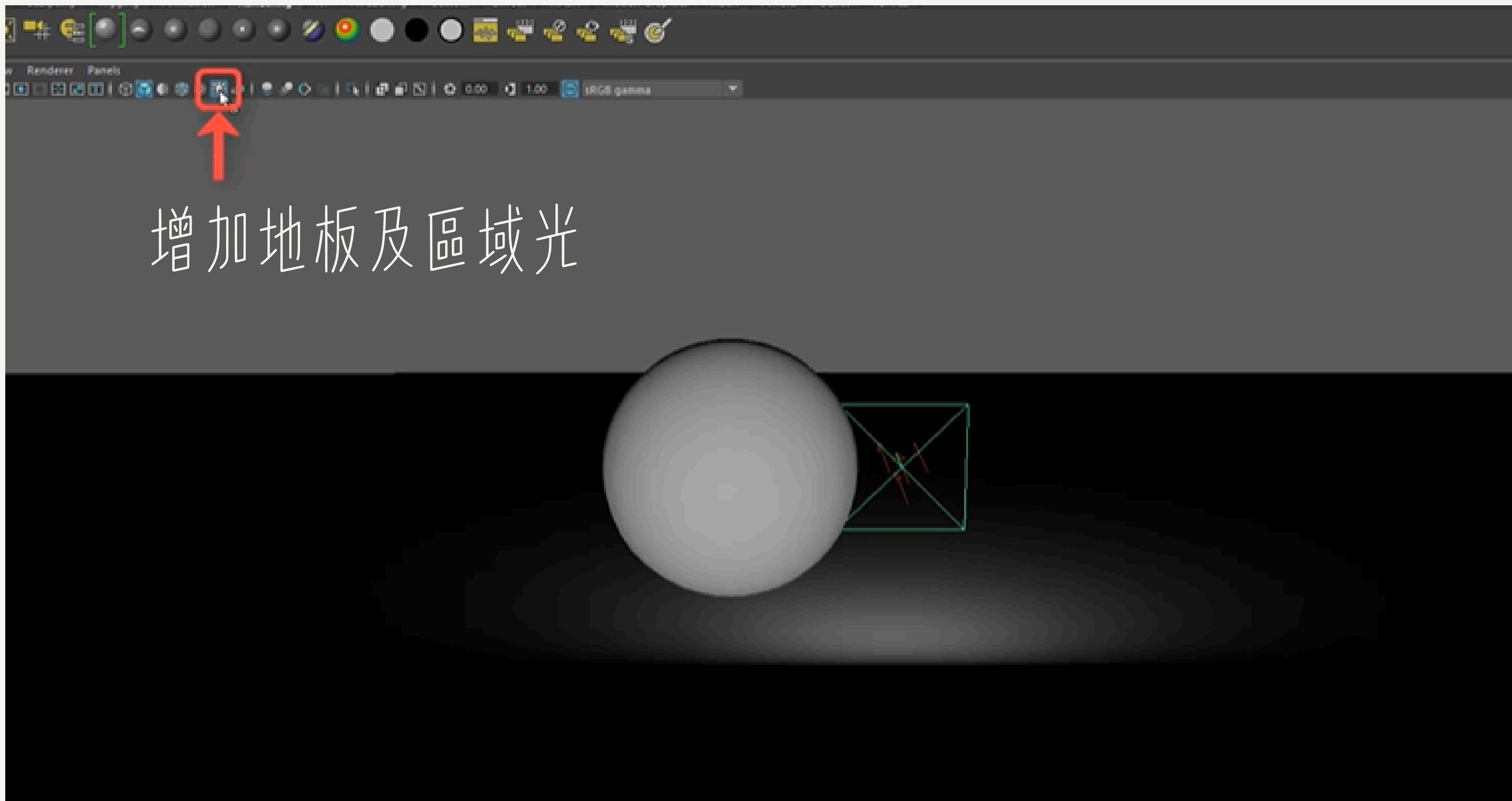


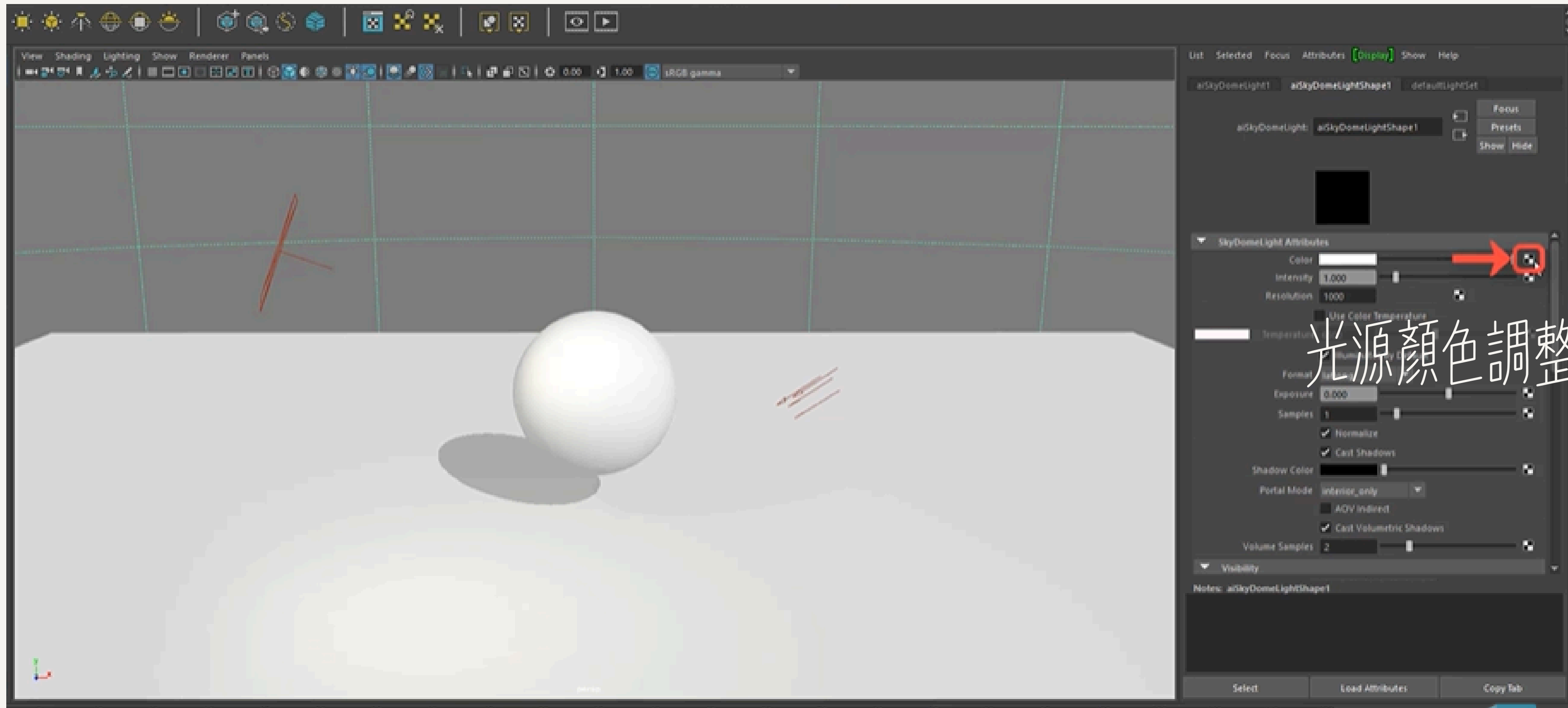
EXPOSURE (曝光)：調整亮度最直覺的方式。

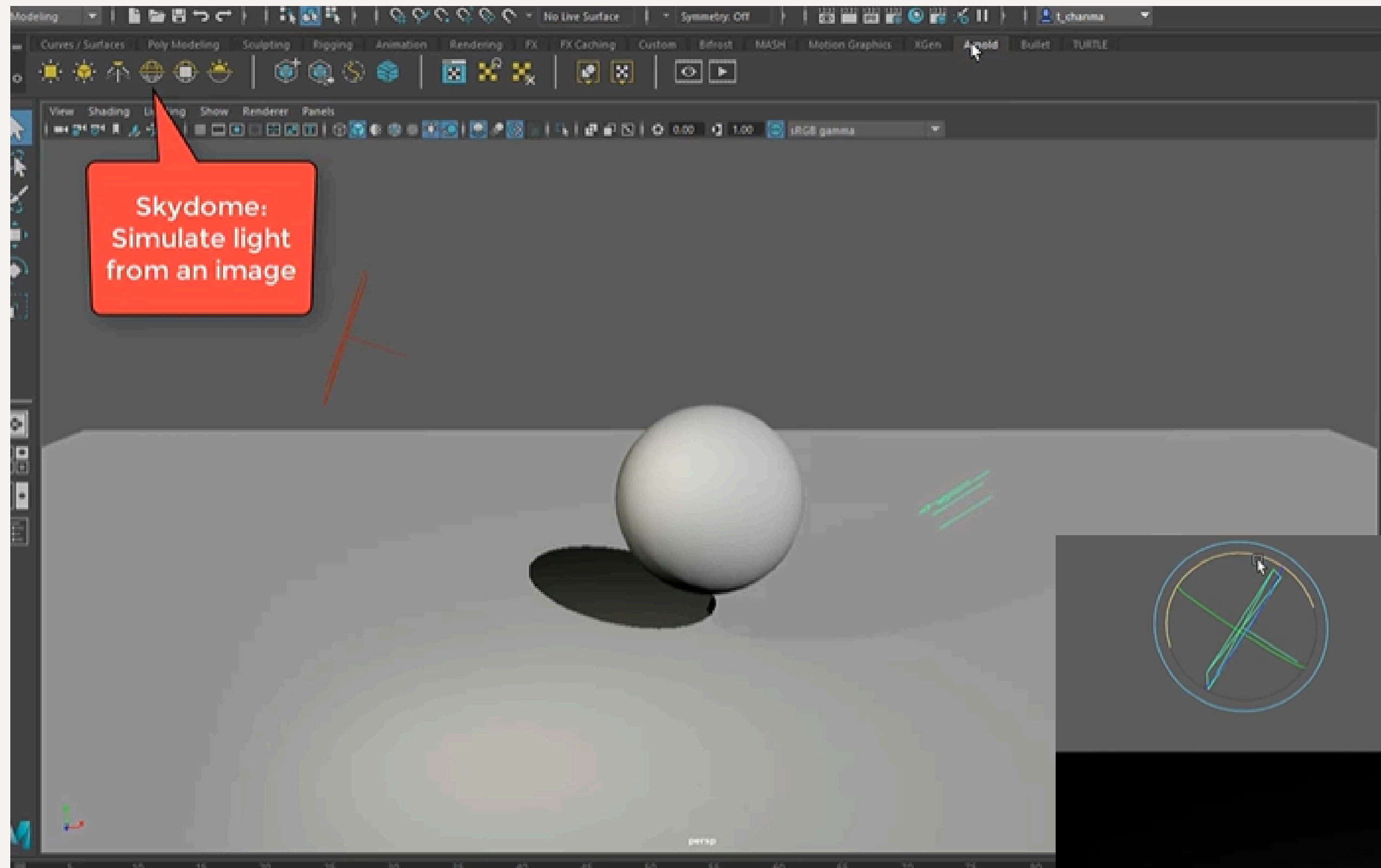
COLOR TEMPERATURE (色溫)：營造冷（藍色）或暖（橘色）的氛圍。

SAMPLES (採樣)：數值越高，陰影噪點（GRAIN）越少，但渲染時間越長。

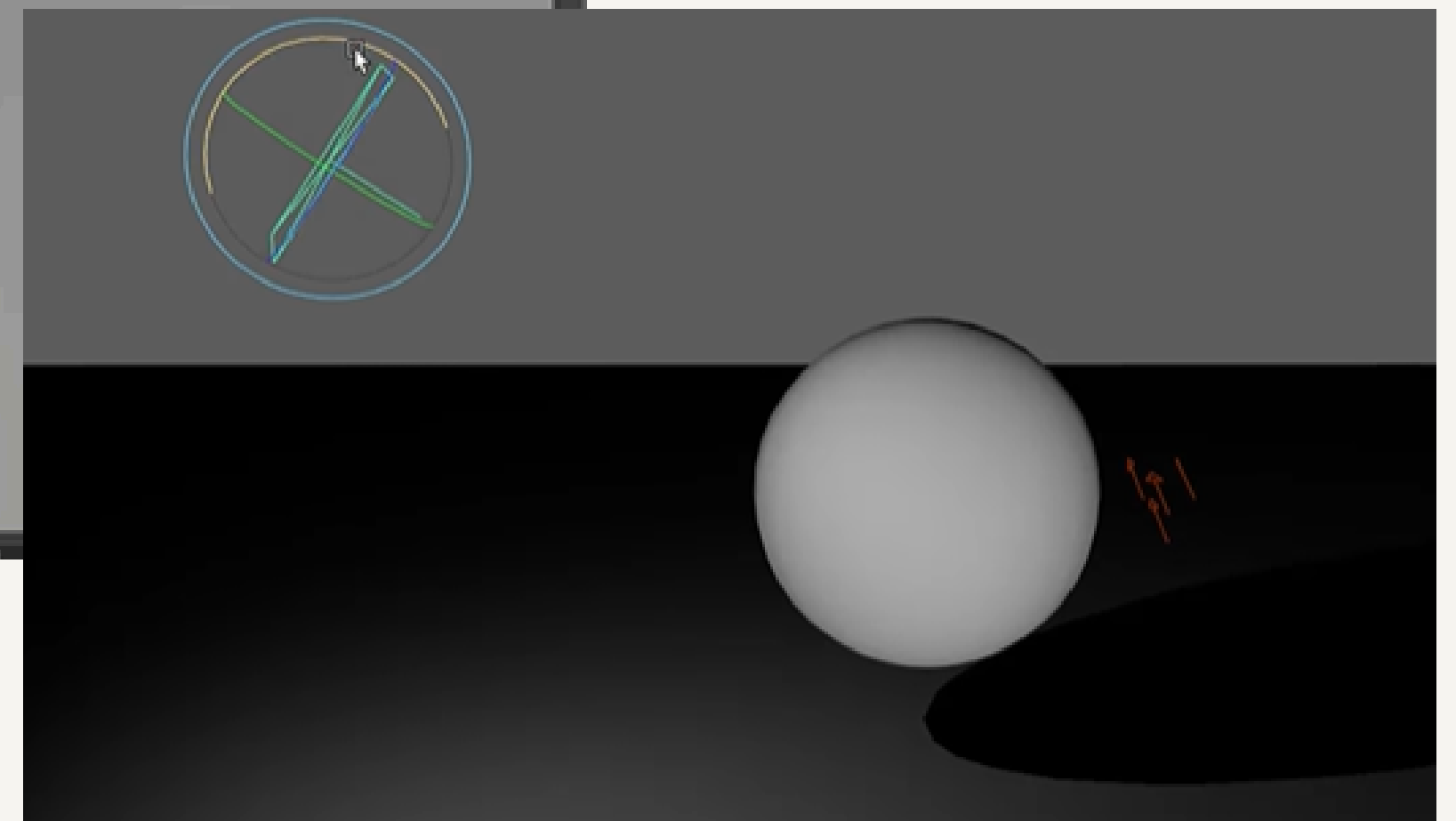


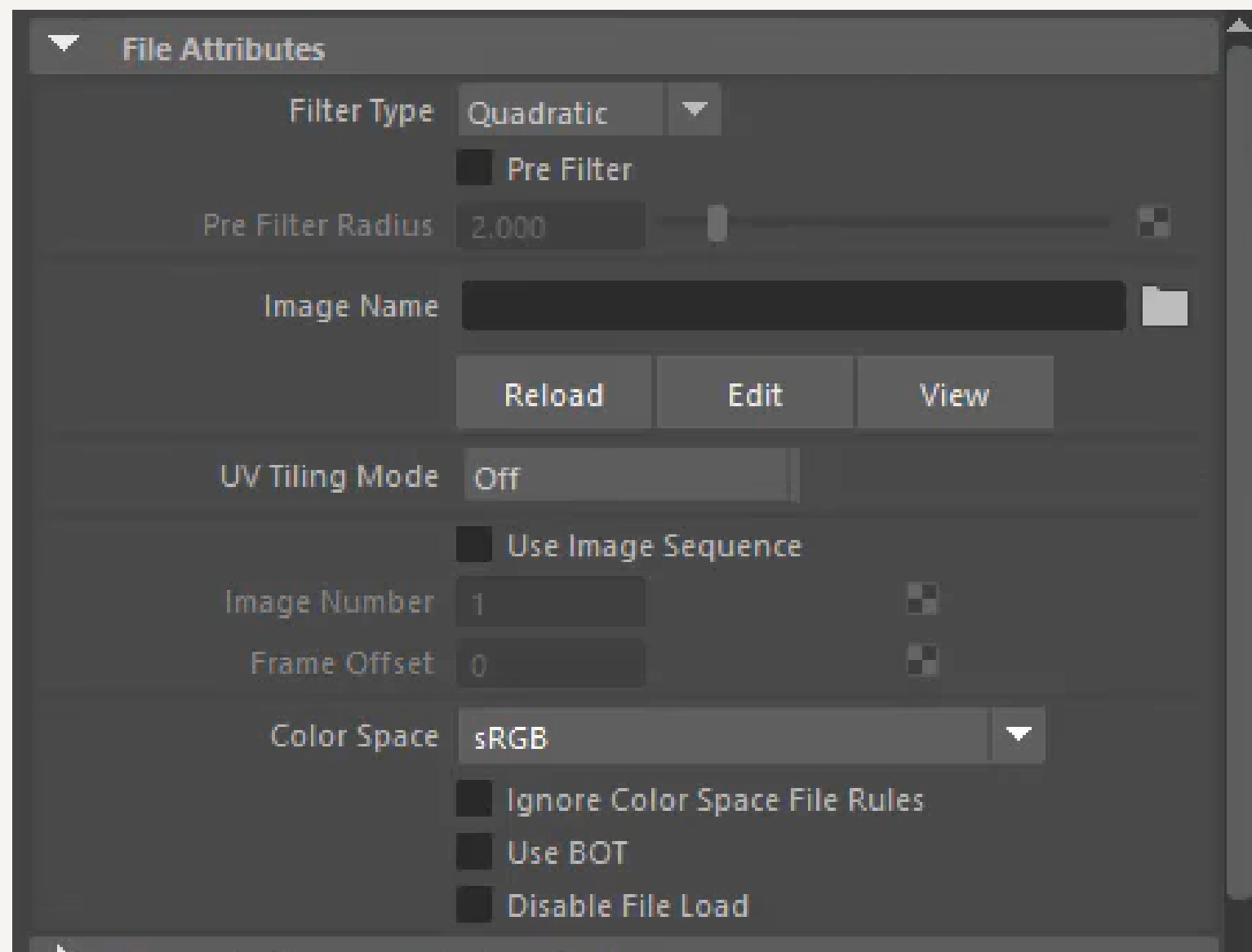




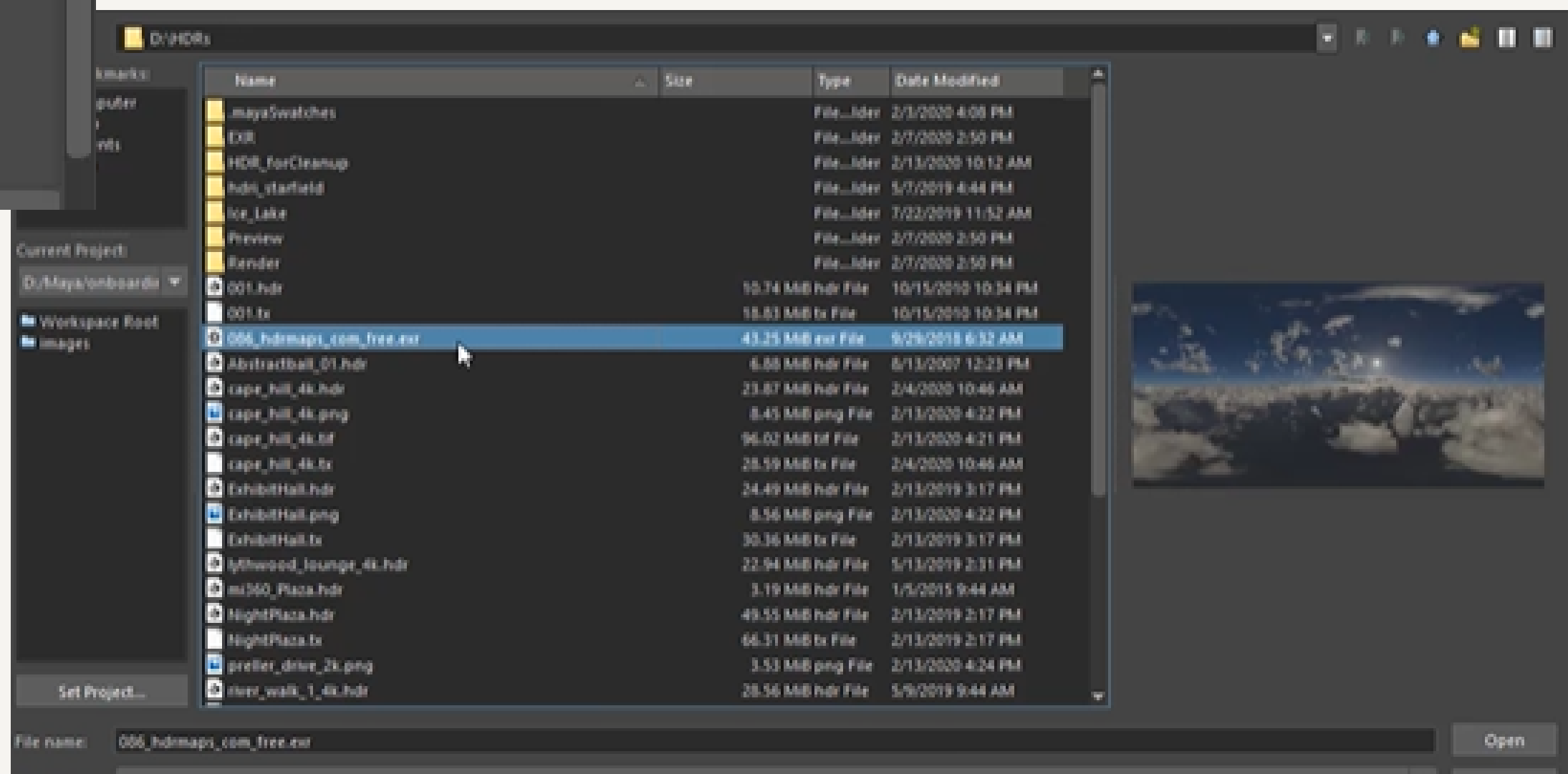


天空光源-模擬自然光源

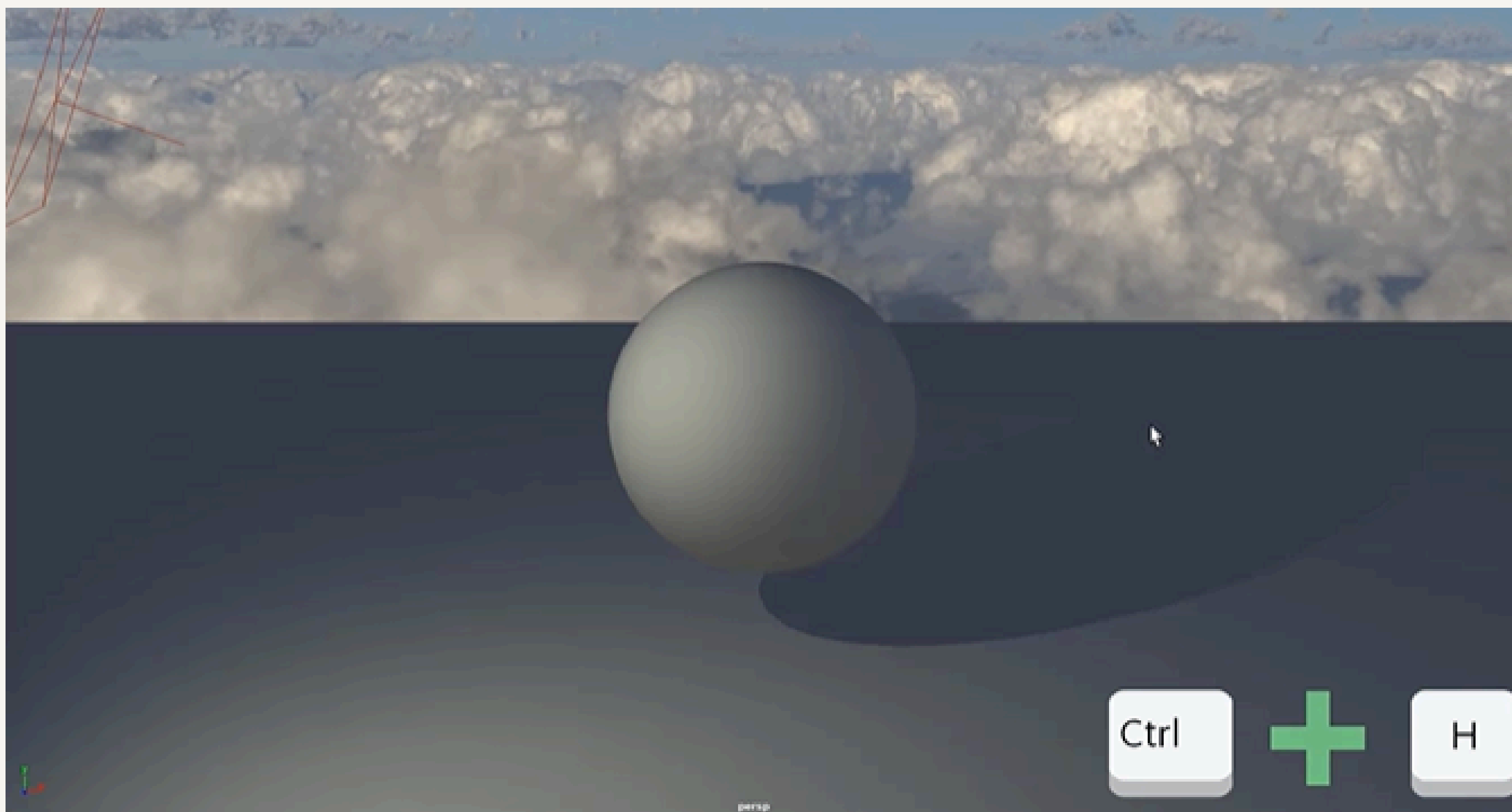




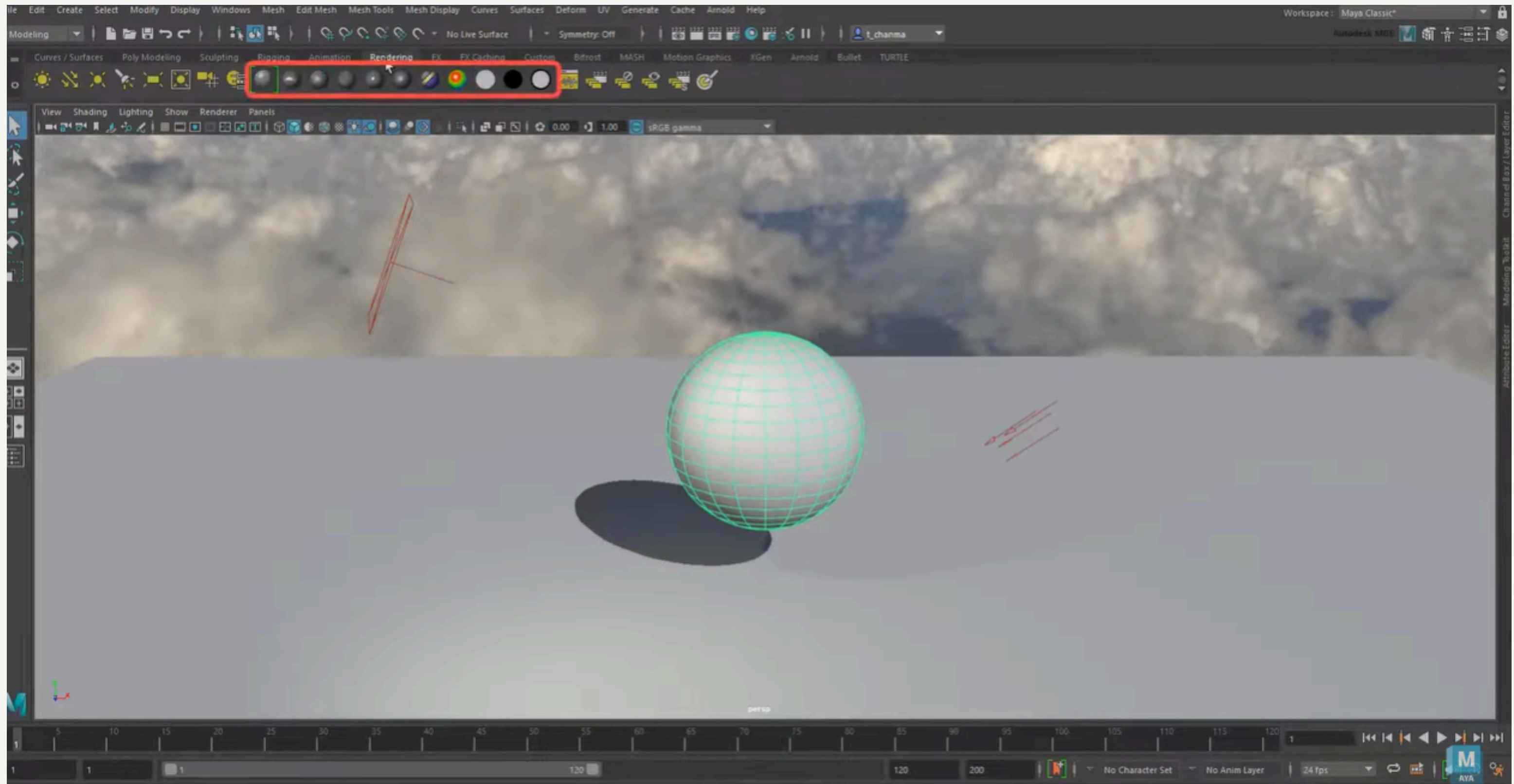
從檔案中選擇需要的天空自然光

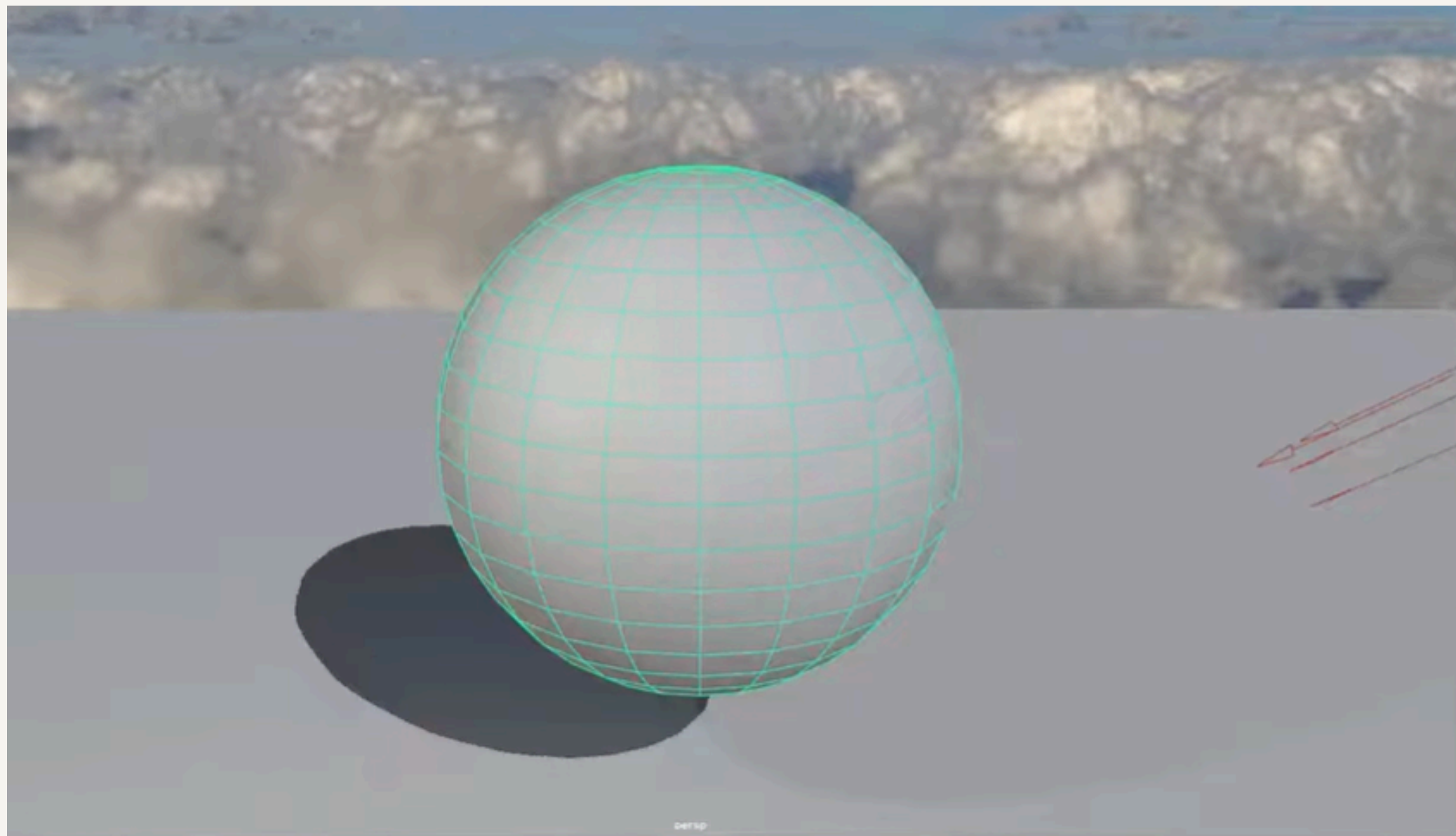


使用快捷鍵設定



認識「標準曲面材質」 (Standard Surface)





Base (基礎)：決定顏色 (Color) 與漫反射 (Weight) 。

Specular (高光/反射)：決定反光強度與粗糙度 (Roughness) 。

Transmission (透射)：用於玻璃或水等透明物體。

下節在繼續帶大家調整材質