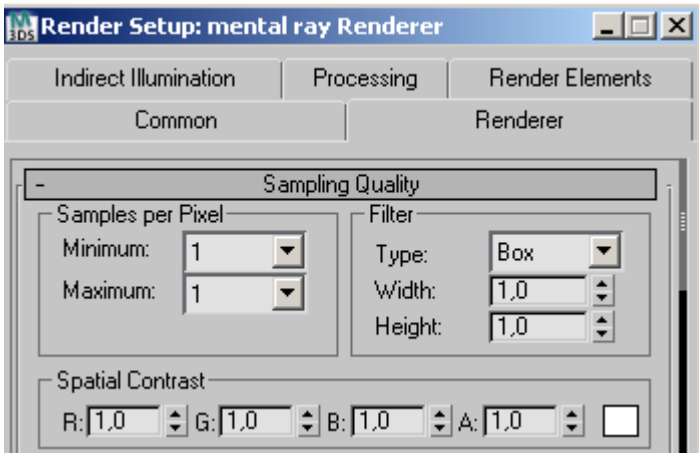
Pixel art rendering with 3ds Max and Mental Ray

(Version:1.0)

Big thanks to sharecg and skudman for the model. This tutorial is for 3ds Max and Mental Ray. It is about rendering a character with very low resolution because of the hardware(iPhone developing) and style. To finish this tut you must be familiar with 3ds Max.
Every game design document contents a art document with all art directions. After the style is defined and you want have only pixel artworks or pixel sprites or whatever. A lot of us make the graphics with a 2d tool because of workflow.
I thing the better choice is a 3d tool like 3ds Max because you are very flexible with texturing, lighting, animating,….
The biggest problem are renderings like this:

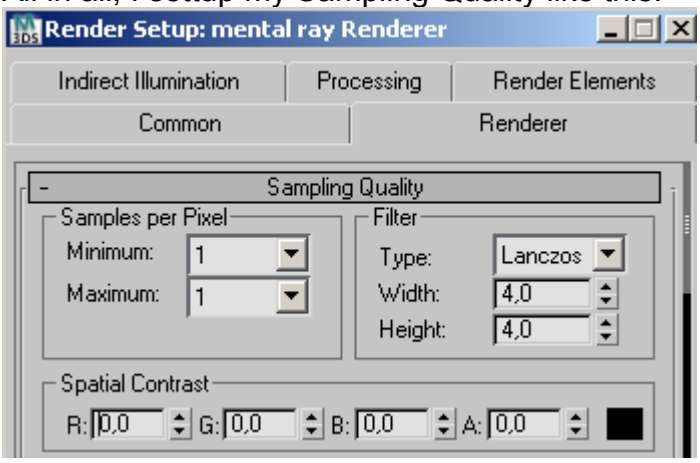
(This pic have only one big problem. IT IS TO BLURY. That means I used the wrong antialiasing/ sampling.)



(OK, these are my settings)
Sampling per pixel: Minimum value define on wich pixel Metal Ray(MR) will work.
1/4-> every fourth pixel
1 ->every pixel
4->every pixel *4
Maximum value give more subdivisons to a sample
// We need the values 1 and 1. To fix every pixel with one colour.

Filter: Filters define the details. Box makes a very blury pic. Gauss is a better one, and so on… Lanczos makes the sharpest antialiasing.
// For our fin rendering we take the Lancoz filter.

Spatial Contrast: This parameters are something like colourthreshold. If MR find two different pixel with high RGB values it will recursive sampling.
//I think I take 0,0,0 because it will sample everything.
All in all, I settup my Sampling Quality like this:



And my picture looks pretty well, now.

Ok, I hope it was a nice introduction to Sampling Quality of MR and 3ds Max. Moreover I think it is possible to organize all graphics creations for iPhone with a 3d software. At the moment I need only a rig to make very fast animations, render them out and put all the stuff into xcode

thx and cheers
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