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## enRichPro RichDirt 2.3.2.1 & RichScene 2.2.4 for 3ds Max 2018 - 2024

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enRichPro RichDirt 2.3.2.1 & RichScene 2.2.4: Do you wish to render more realistic facades? RichDirt (r) is a simple way to enhance your renderings by incorporating simple and sophisticated dirt effects to give the appearance of a real-world environment. Now, you can alter your 3D surfaces, giving them a real-looking stained look like dust, rain, water, and other elements alter the appearance of natural structures.

Are you looking to be more efficient? Make the effect you desire on the edges of windows, walls, and even the tiniest objects like tiles, and make them come alive. Make an impression with never-before-seen quick-to-create dirt effects that can be easily controlled in just a few clicks. RichDirt (r) works with 3ds Max, V-Ray, and Scanline.

With RichDirt, you will see streaks of color at the edges, even when objects are of different shapes. The orientation is set instantly

- Optimize thin you must be number one If you do Occlusion on tables, walls, doors, or any other thin object, that Occlusion darkens will ruin the entire object. The image below illustrates how the cuboids grow smaller and darker.
- In the past, the entire weathering process was manual and expensive, and it was only utilized to make films. Richard is an impressive leap forward; however, a street block with every detail still requires lots of work using the mouse - to make changes to the materials. This is made more accessible with RichScene, and RichScene handles all your tasks automatically.
- With RichDirt2 along with RichScene, you can add weathering for just 1 minute for seven buildings, including four levels of splashes, streaks, and more for every building.
- . Optimize the thickness used on the four cuboids to the right The algorithm 'optimize thin' solves this. The pictures below will illustrate how well it works. The text below explains why it is crucial for speedy completion of tasks. The first image was rendered using the feature 'optimize thin' of RichDirt. The second image is rendered using the 'optimize thin' feature. Take a moment to look at both images; which do you prefer the most? Continue reading in the next paragraph (there is a risk that you'll stop reading as you might be missing an essential aspect).
- Breakthrough style Breakthroughs can be used to increase or decrease the number of breakthrough areas. It's straightforward to manage and select the number of gaps or fills, and you can get the best results using only a few breaks or more of them. The images below employ 92% and 9 percent. Consider this for a façade.
- Washing style Use a wash to increase the effect of the wash. Add this to the length of the wash to determine the extent that the water goes. The pictures below show 35 percent and 44 percent.
- · Sill Edges Make your most realistic construction ever by adding sill edges on the edges of benches for windows. The brand new RichDirt feature can use even wind direction, meaning you can get more powerful sill edge lines on the east side versus that on the western side. Richard is the only worldwide plugin that procedurally supports sill edges!
- Better Streets After the release of RichDirt1, many studios asked for more excellent dirt on streets and with kitchen doors. The classic ambient occlusion method fails here, and the dirt ends too early. RichDirt2 will help you build better streets and real-looking pavements. These flat obstacles (street/curb stone) create a more effective (more comprehensive) shadow on the contact. The new algorithm is also effective for streets with uphill slopes and The appearance of a triangulation. The same algorithm could be applied to aging doors made of wood or to create a vintage designer kitchen. The image above illustrates an urban street constructed using classical ambient Occlusion. The shadow cast by the contact is thin, and there's no way to increase it (a greater radius will not locate stones that are a curb).RichDirt's flat cone, optimized for efficiency, creates an even wider shadow, which could be used to create an area darker or to put in some sand.





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