

## Shadow\_Matte in 3DS Max © Kevin Oxland [www.kevinoxland.com](http://www.kevinoxland.com)

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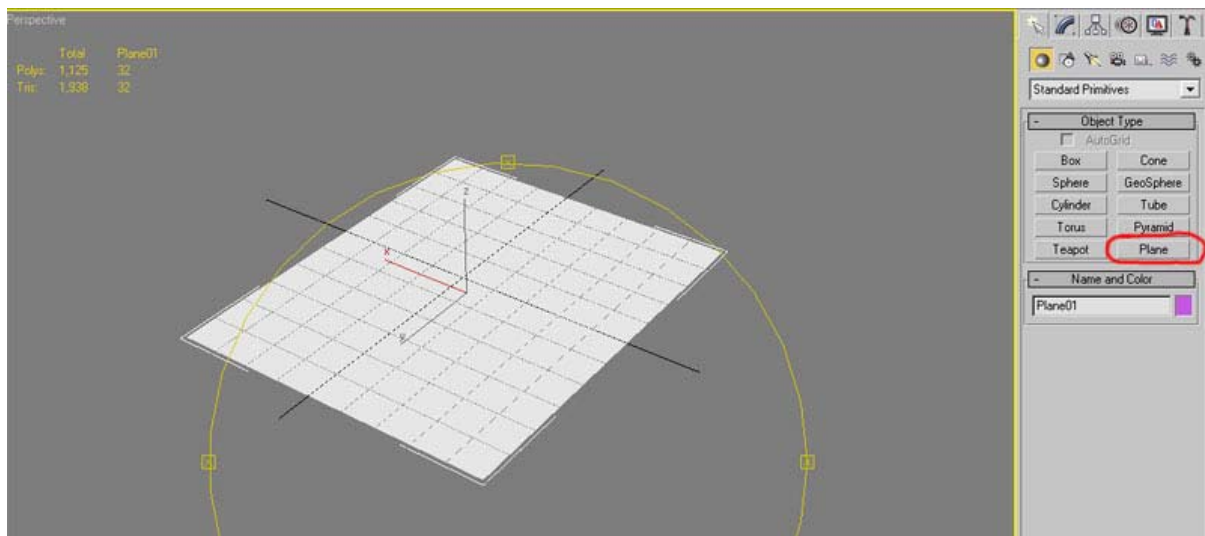
Have you ever wondered how artists render models on a pure white background and cast a shadow, without any other geometry in place? Well, if you didn't know, this simple, but effective tutorial will show you how.



Of course, your shadows will be more elegant than the one above, I'm just trying to emphasise a point 😊. This image was rendered straight out of Max as you see it here.

### Scene Setting

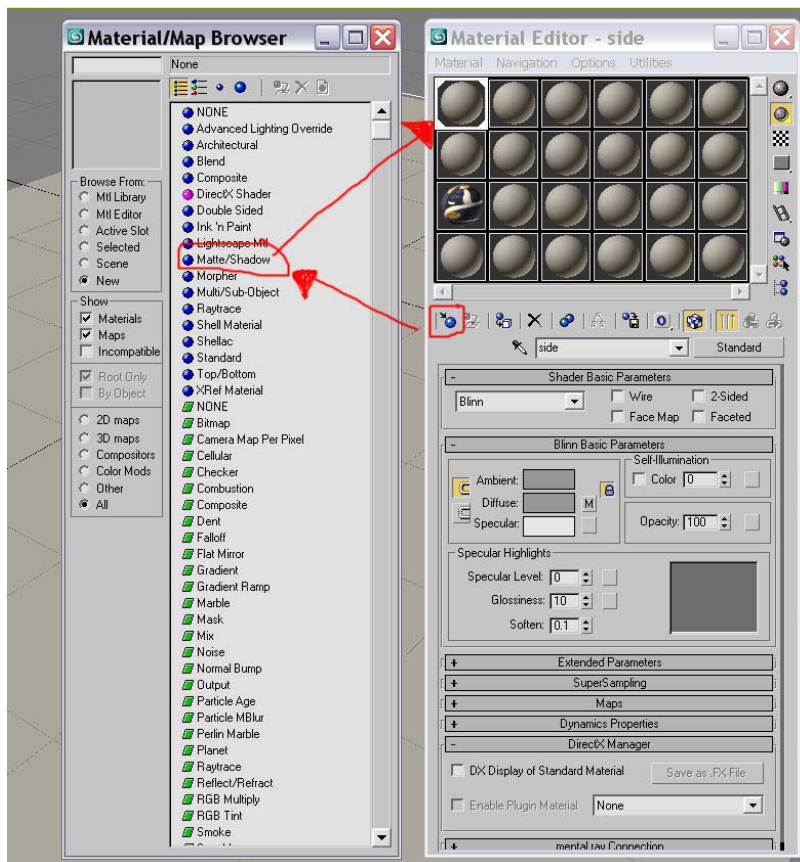
**Step 1:** Create a plane big enough to sit your character (or other 3D object) onto, like below.



**Step 2:** Place your character (or other object) onto the plane as seen below.

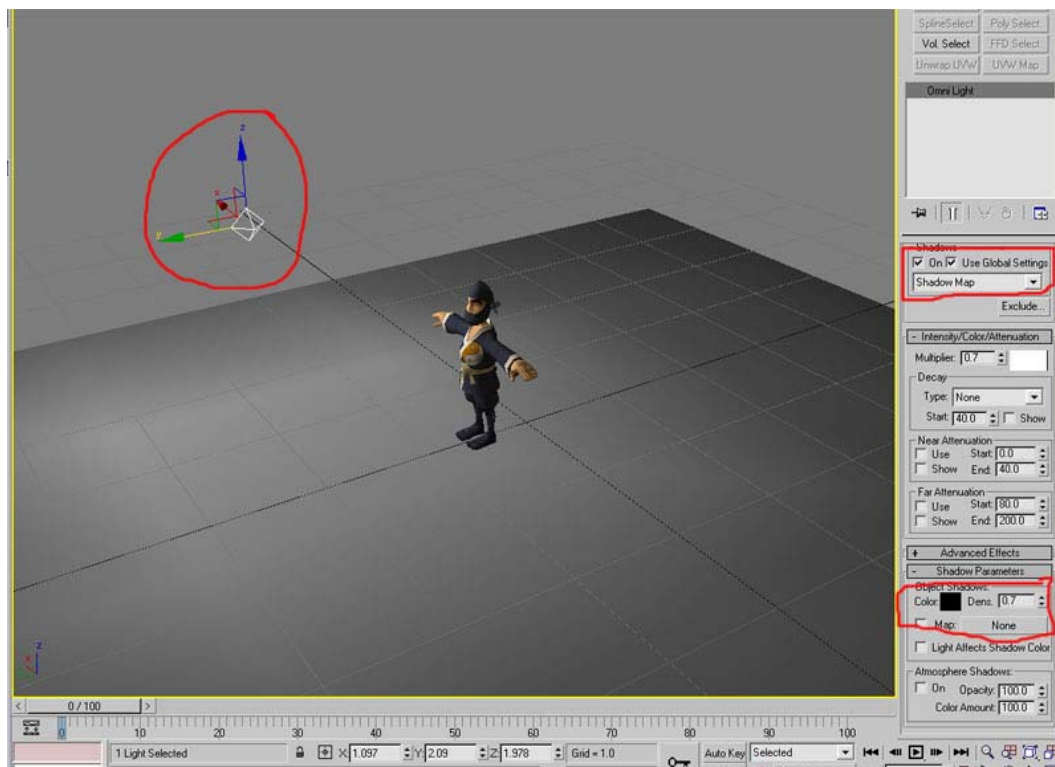


**Step 3:** Open your material editor. Click on the 'get material' icon and select 'Matte/Shadow' from the list displayed (as seen below). Close the material / map browser window.



**Step 4:** Select the plane and assign the matte / shadow material you just created to it using the 'assign material to selection' button. The plane will probably change colour, but you won't see a shadow yet. Close the material editor.

**Step 5:** Drop an Omni light (or other light) into the scene.



**Step 6:** Select the light and switch on shadows. Choose the type of shadows you want (in my case I chose shadow map for no particular reason). Set the colour and density of the shadow. Here I left it black, but took it down to 0.7 density for a softer shadow. You might also consider setting up your ambient colour.

**Step 7:** Position your view and hit the render button. Wulla – shadow on white background. It's a very simple technique and possibly very useful, especially for presentation documents etc. It's one of those things that you never get around to doing, but always wonder about. Hope you find it useful.

