

UNICO SWISS – RENDER BIBLE (MASTER STANDARD)

Standardized rendering specifications for all dining table visualizations. Goal: Consistent rendering.
Premium display via website, ads, catalogs and configurator. This camera MUST NOT be modified.
will be – only the product will be replaced or scaled.

1. HERO CAMERA (MAIN SCREEN)

Parameter	Value
Camera type	Perspective Camera
Focal length	60 mm (allowed: 55–70 mm)
Camera height	80 cm from the floor
Rotation Y	30°
Rotation X	-12°
Rotation Z	0°
Camera distance	2.8 – 3.2 m
Focus	center of tabletop
Depth of Field	f-stop 8 – 11 (very subtle)

2. CINEMATIC PREMIUM ANGLE

Focal length: 70 mm
Room height: 65 cm
Rotation Y: 25°
Rotation X: +4° (slightly upwards)
Goal: A massive, architectural premium look.

3. TOP VIEW (MATERIAL & CONFIGURATOR)

Focal length: 50 mm
Rotation X: -90°
Position: exactly above the center of the table
Height: 2.2 – 2.5 m above table
Goal: To display the surface without distortion.

4. LIGHT SETUP

HDRI: Soft Studio, neutral gray.
Key Light: 45° forward and to the side, height approx. 2.5 m.
Fill Light: opposite, 30–40% intensity.
Optional Rim Light: very subtle from the rear and top.

5. MATERIAL RULES

Metal: Micro-roughness visible, no mirror finish.
Ceramic/wood: true scaling, no over-contrast.
Edges may show a slight highlight.

6. EXPORT SETTINGS

Format: PNG

Resolution: 4000 × 4000 px (Master)

Color Space: sRGB

Noise Level: < 2 %

GOLDEN UNICO RULE

The camera always remains identical between products.

Only change the product size – never the camera position.

Optional: Tilt the table 0.5° towards the camera for a more dynamic, premium look.