# Tips for 3D rendering

These are the certain product rendering tips that are really effective. Let’s scrutinize.

- Start with a decent reference material
- Scale to the real world
- Mesh should be kept clean
- Make the hard edges softer
- Try to avoid Booleans where possible
- Pay attention to even the minutest of details
- When needed, make use of override materials
- Pay attention to even the minutest of details
- Incorporate a linear workflow
- Three-point lighting
- V-ray settings
- Control shadows using a VRayLight
- Render in slots

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