

Project 5: Final Scene (Interior or Exterior)

Project Overview:

The main goal of this project is to demonstrate a solid understanding of lighting methods used in film production or games. Working with Physically Based Rendering in Arnold, design the lighting and surfacing of your scene in a particular style, high-key, low-key or mid-tones. Your scene should tell a story about the character(s) who inhabit the space. A solid lighting skill sets with aiArea Lights are used and an understanding of working in the node editor in Maya. Final image to be rendered in Arnold at film production quality. Attention to photo-realistic or stylized detail is emphasized.