

DIGM3120 3D Lighting and Rendering

DMC #285

T,R 2:15-5:05

Still Life Assignment

Deliverables

- 1920x1080
- 32-bit exr

Grading Criteria

- Composition.
- Lighting. Absence of harsh shadows or other lighting artifacts. Is the lighting believable, and does it help guide your eye in the scene? Is the image correctly exposed?
- Materials. Are your materials convincing and believable?
- Textures. Are you texturing the appropriate channels to create believable surfaces.
- Complexity/Difficulty/Appeal.

Create a still-life image of a small number of objects that mean something to you. The emphasis in this project is on materials, texture, and lighting rather than on complex models. I'm only interested in the models to the extent they help or hurt your image, or in the challenges of UVing them in a useful way. Use photo reference for materials, textures, and objects.

Color correcting/grading your image in Photoshop after the render isn't cheating—it is expected.