

DIGM3120 3D Lighting and Rendering

DMC #285

T,R 2:15-5:05

Interior Render

Requirements

- 1920x1080
- 32-bit exr
- Lighting should be primarily natural light from windows.

Grading Criteria

- Composition.
- Lighting. Is the lighting believable and realistic? Is the image properly exposed?
- Materials. Are your materials convincing and believable?
- Textures. Are you texturing the appropriate channels to create believable surfaces.
- Model scale and accuracy. Are all your objects the correct scale in the scene? This has traditionally been quite challenging for students.
- Model quality. Is the model heavy and light enough for the scene? Are the sharp too sharp?
- Interior design and palette.
- Complexity/Difficulty/Appeal.

Create a render of an interior setting of your choice. 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. Photo reference is particularly important in this project: use photo reference for materials, textures, objects, composition, and ideas.

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