

Lighting and Scene Set Up In Blender

Prompt

You will now create image renders of your scenes. Create one using the materials you created and another using the downloaded textures. Before rendering the scenes, you will need to:

1. Add ground and backdrop objects (can use planes) to complete the scene
2. Add materials or textures to these surfaces
3. Configure a lighting set up
4. Position the camera

Note: You can use the building created and edited in the prior assignments; however, if you'd prefer, you can create a new building for this assignment.

Note: Make sure to preview and render using Cycles. This can be a bit slow, especially without GPU acceleration.

Note: Rendering images will take some time.

Deliverables

1. Provide a write up that explains how you configured your lighting. How many and what types of lights were used? What color temperature, power, and exposure settings were used for each light? Explain your camera settings, such as focal length.
2. A rendered image file for each scene in PNG or JPEG format.

Points

Up to 20 points will be assigned based on the following:

1. Quality of the descriptions of your lighting and camera set up
2. You must use at least three lights
3. Quality of the added scene elements and associated materials or textures
4. Overall lighting effectiveness; image should not be too bright or too dark; good use of shadow and highlights