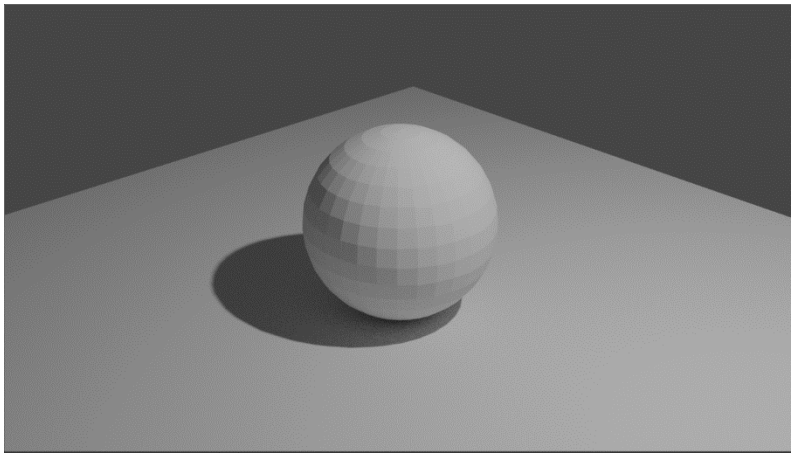Waleed Alkefari

CSC 322

Dr. Bui
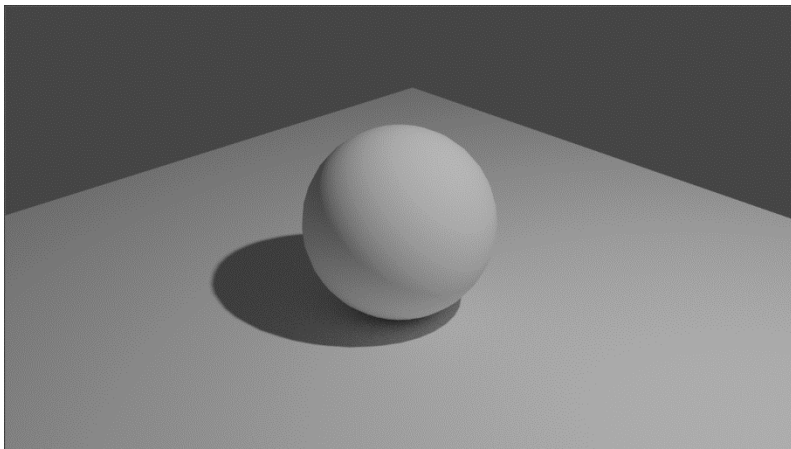
Nov 25th, 2022

[Blender Activity #3]

Checkpoint 1.1:
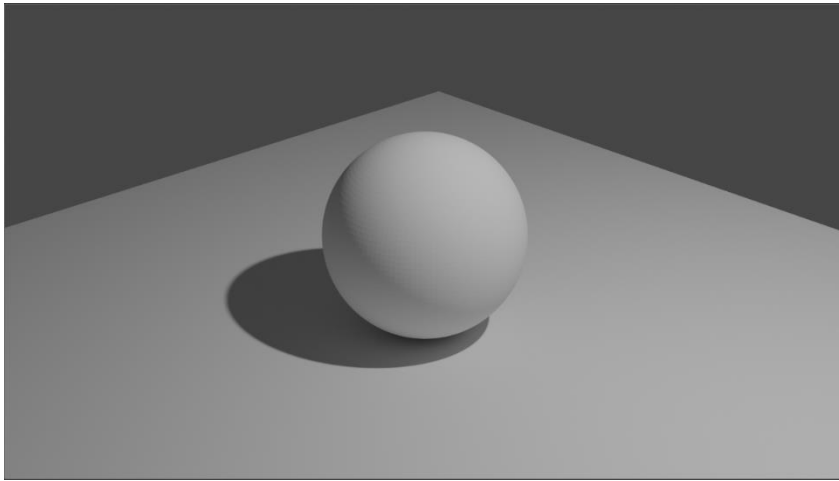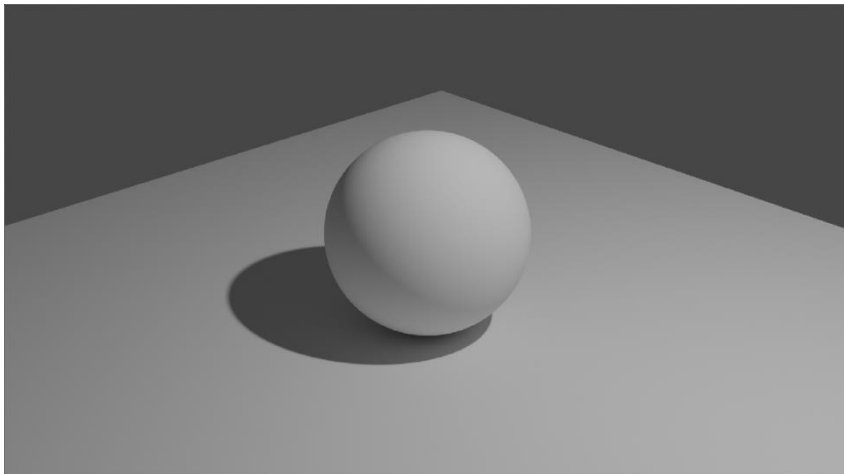

Checkpoint 1.2:

Checkpoint 1.3:

The shade smooth has smooth faces and visible edges, while the flat shading does not have.
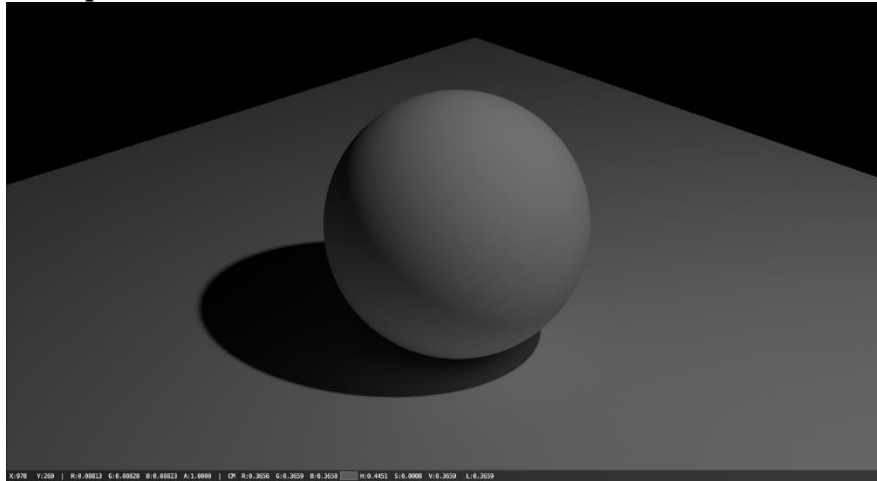
Checkpoint 1.4:

Checkpoint 1.5:

Checkpoint 1.6:

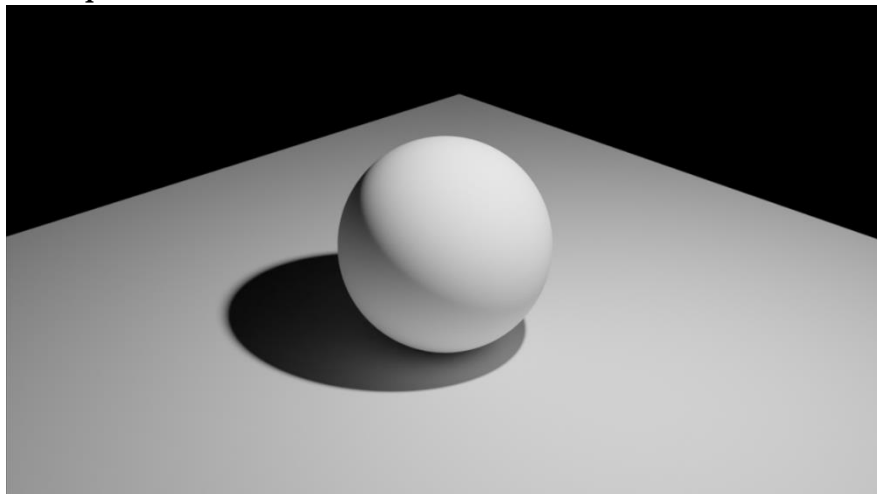Subdivision makes the object/image smoothing off any faces and edges

Checkpoint 2.1:

`X:970  Y:260  |  R:0.0013  G:0.00820  B:0.0023  A:1.0000  |  CM  R:0.3656  G:0.3659  B:0.3658        H:0.4451  S:0.0008  V:0.3659  L:0.3659`

Checkpoint 2.2:

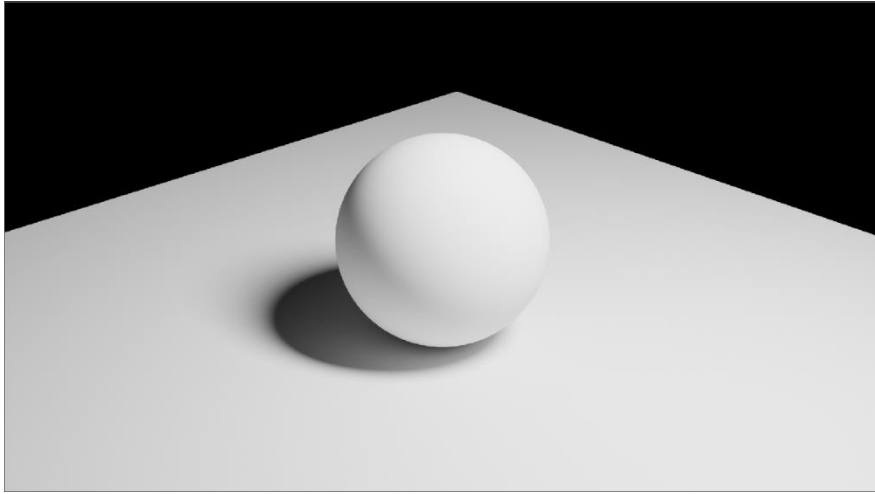Checkpoint 1.5 is brighter than Checkpoint 2.1

Checkpoint 2.3:

Checkpoint 2.4:

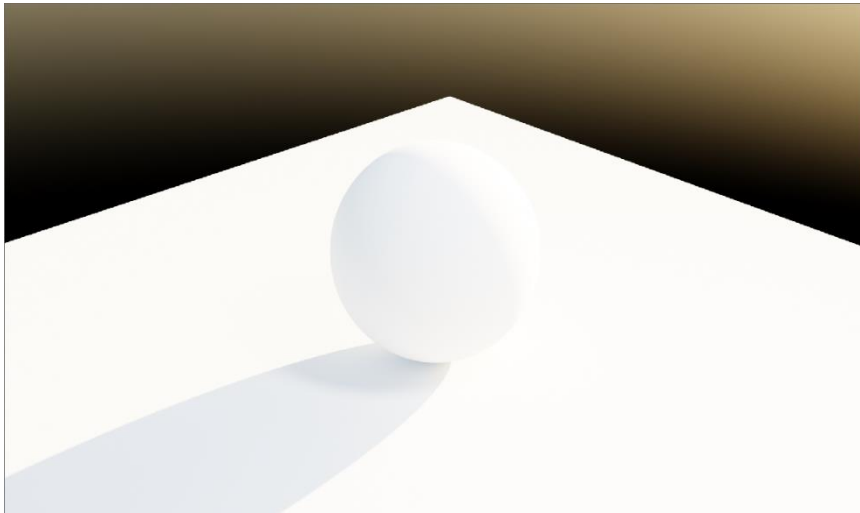The Checkpoint 2.3 is brighter than Checkpoint 1.5
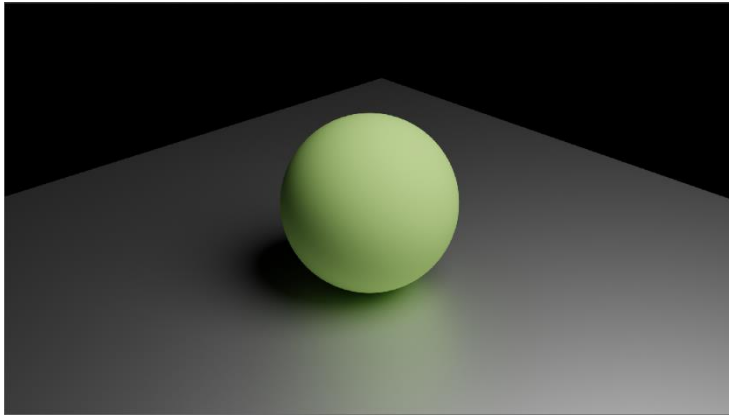
Checkpoint 2.5:

Checkpoint 2.6:

The shadow in the area light is smaller than the point light in Checkpoint 1.5
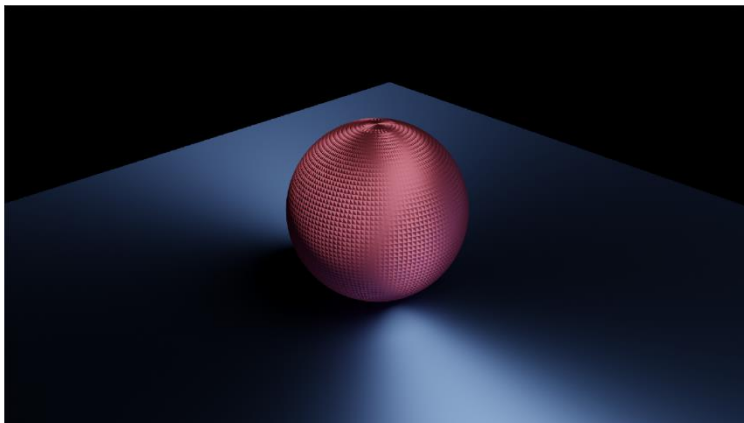
Checkpoint 3:

Checkpoint 4:

1)
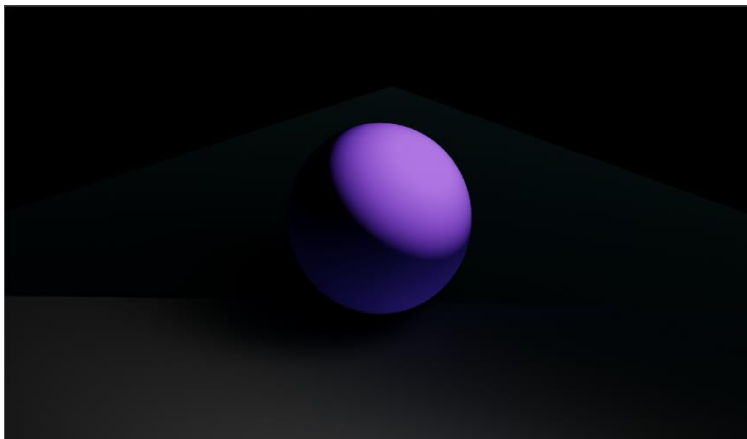

Sphere: Diffuse BSDF

Plane: Glossy BSDF

2)

Sphere: Hair BSDF

Plane: Anisotropic BSDF

3)

Sphere: Toon BSDF

Plane: Principles Hair BSDF