

Waleed Alkefari

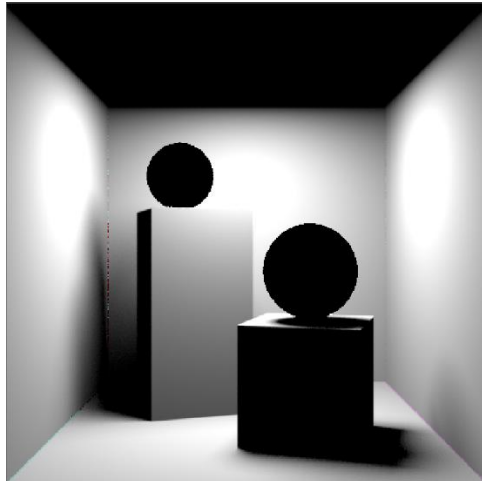
CSC 322

Dr. Bui

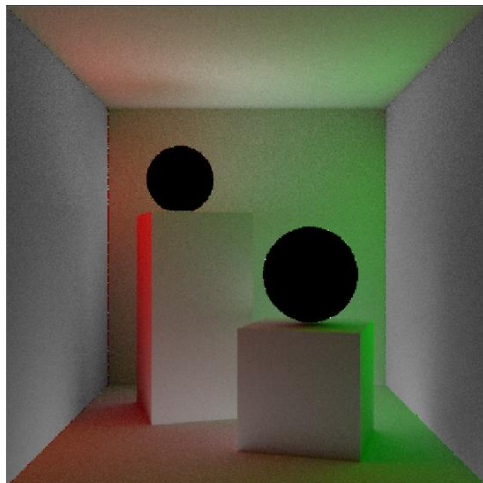
Nov 30th, 2022

[Blender Activity #4]

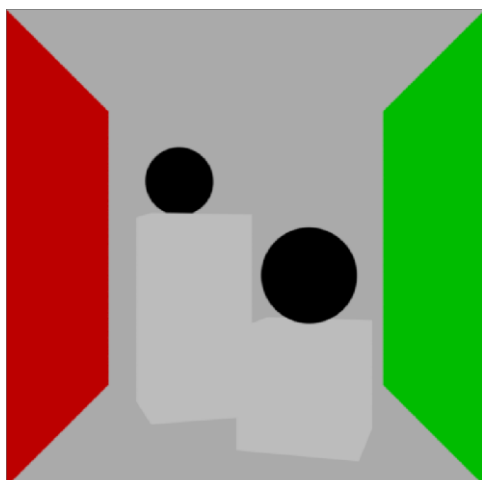
Checkpoint 1:



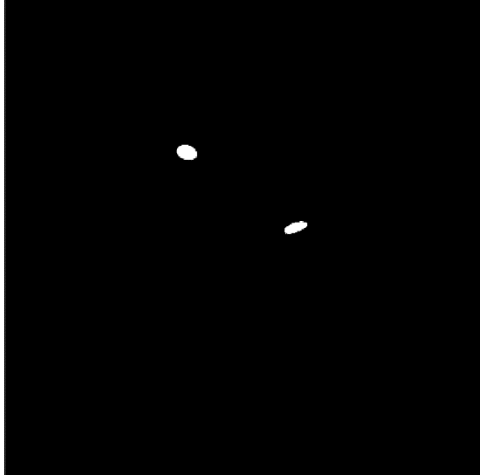
Diffuse Direct: In diffuse direct, the light is spread out over the area, and the lighting falls directly in the direction of the rays which displays this kind of lightning.



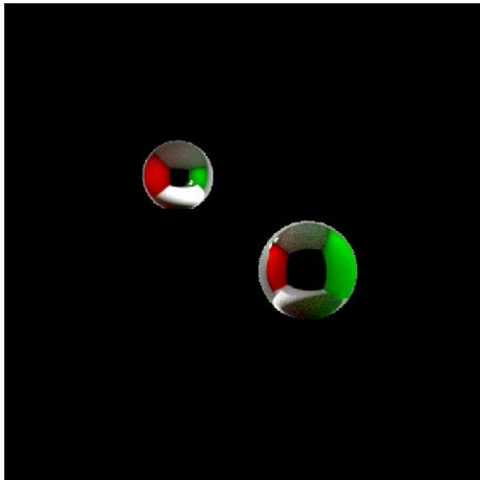
Diffuse Indirect: In diffuse indirect the light is spread out over the area, and the lighting falls outside the range of the light, which displays this kind of lightning.



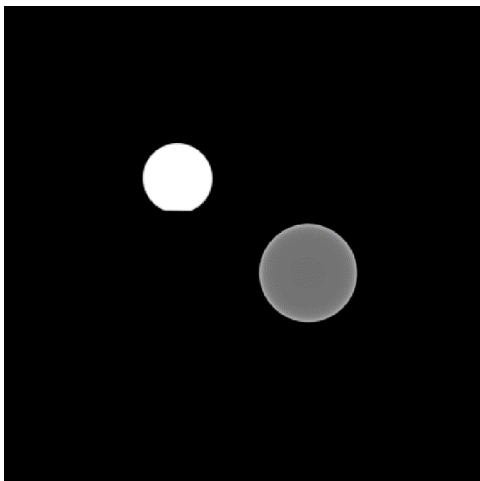
Diffuse Color: the diffuse color showing the basic color for the object.



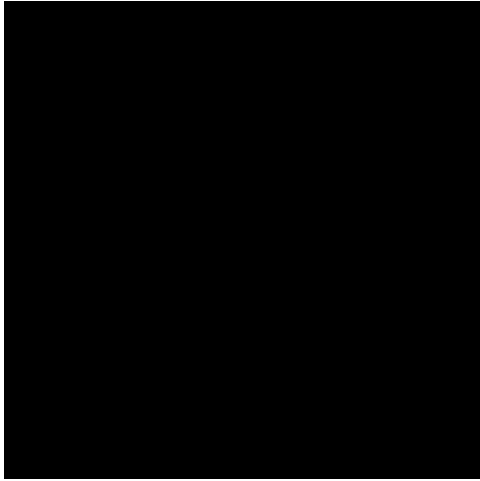
Glossy Direct: In glossy direct, the light reflects in some parts of the sphere.



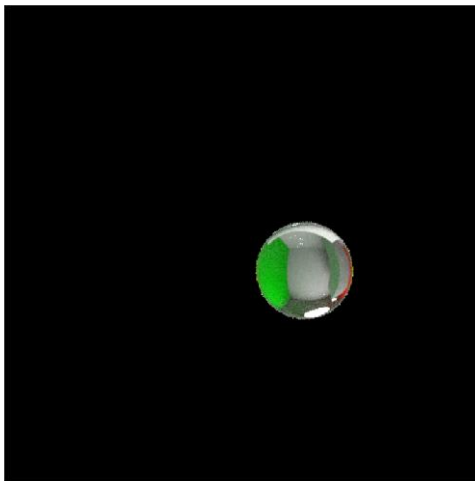
Glossy Indirect: In glossy indirect, the light reflects in both spheres.



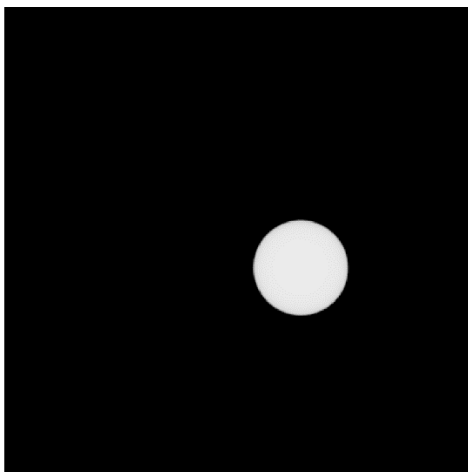
Glossy Color: In glossy color, the spheres have to colors. First color is gray and the second one is white.



Transmission Direct: In transmission direct, there is no light to reflect on any object.

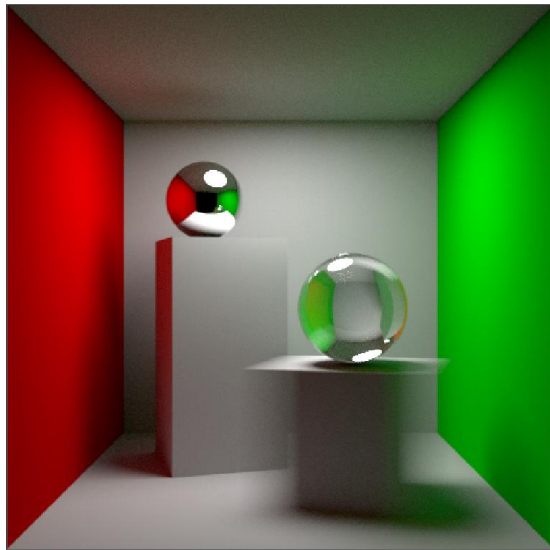


Transmission Indirect: In transmission Indirect, the light reflects in the right sphere.



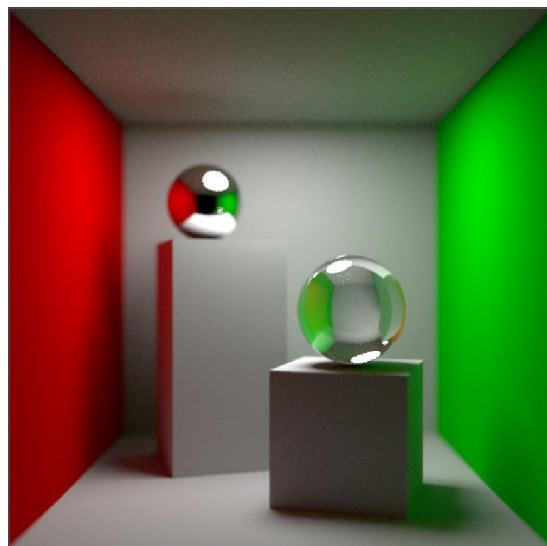
Transmission Color: In transmission Color, the sphere transmits to gray color.

Checkpoint 2:



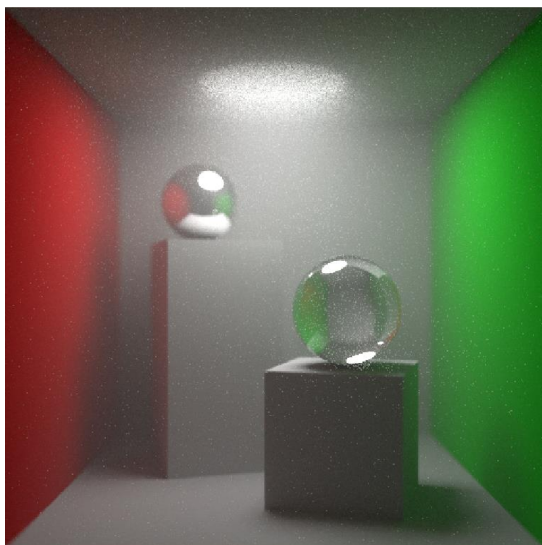
The cube was blurry because the motion blur was used between frame 1 to frame 3.

Checkpoint 3:



The front sphere and the cube were showing clearly while the back was showing blurry.

Checkpoint 4:



The principled volume made the image to have a foggy scene