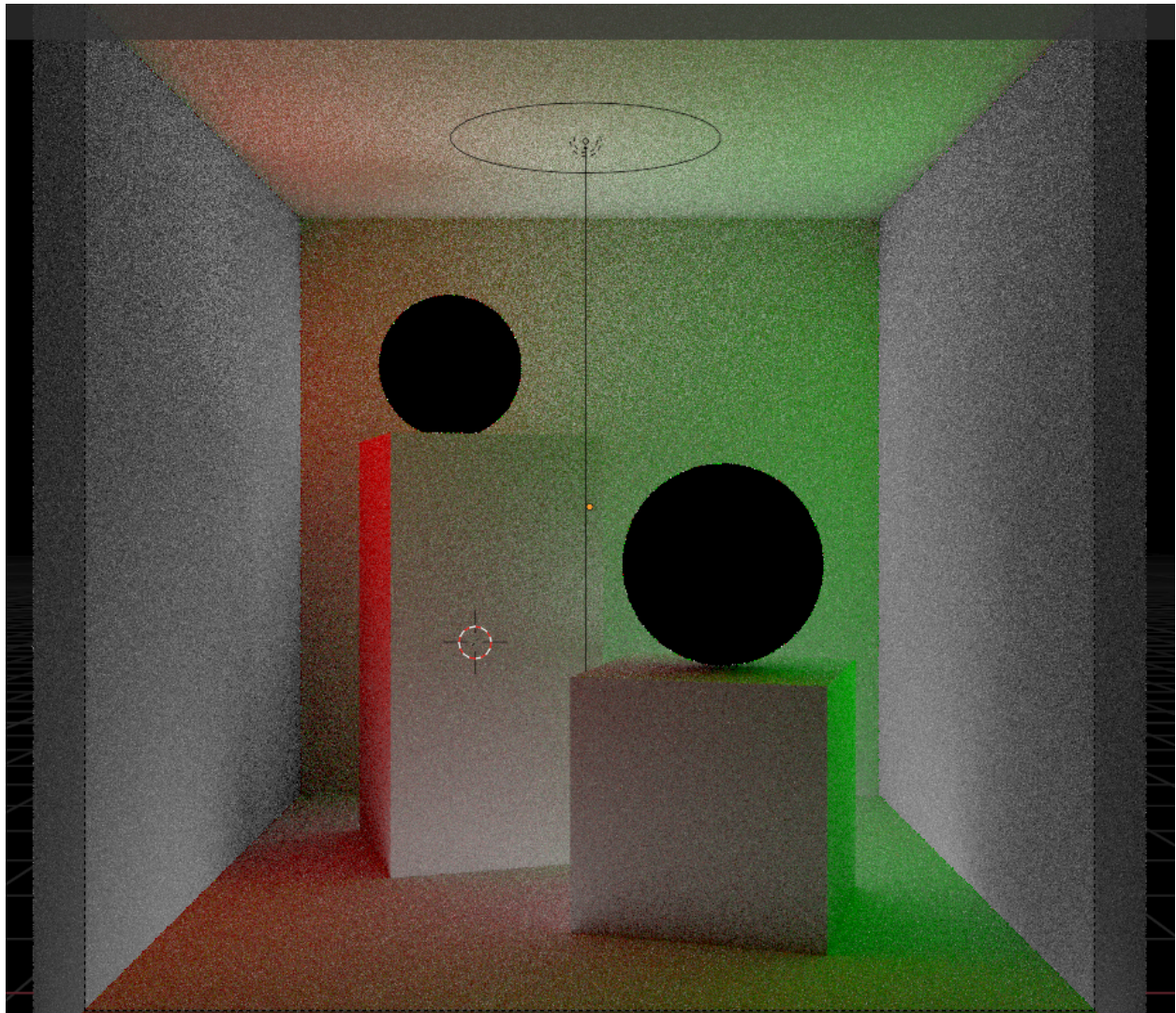


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CSC 322
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Nov 30th, 2022

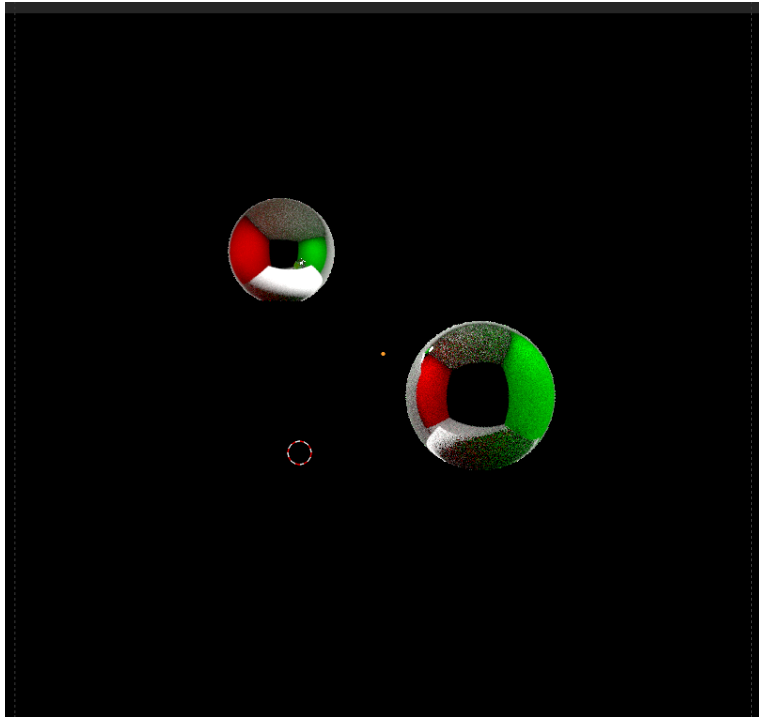
Blender Activity 4

Checkpoint 1)

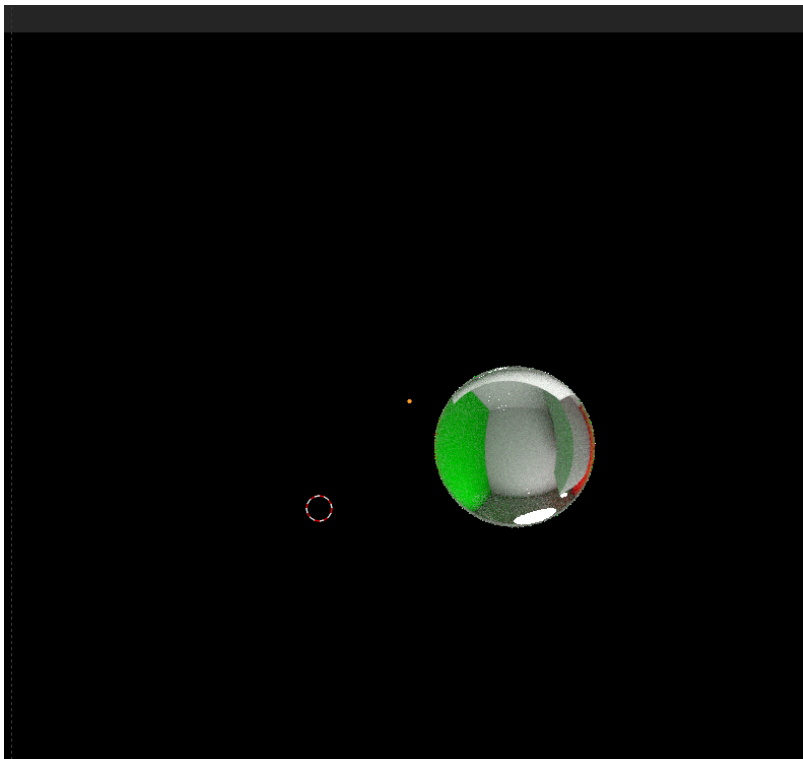
First render preview is with the diffuse indirect render pass. It can be seen that only diffuse textures are visible



The second render preview is with glossy indirect render pass, now only the glossy spheres are visible and nothing else.

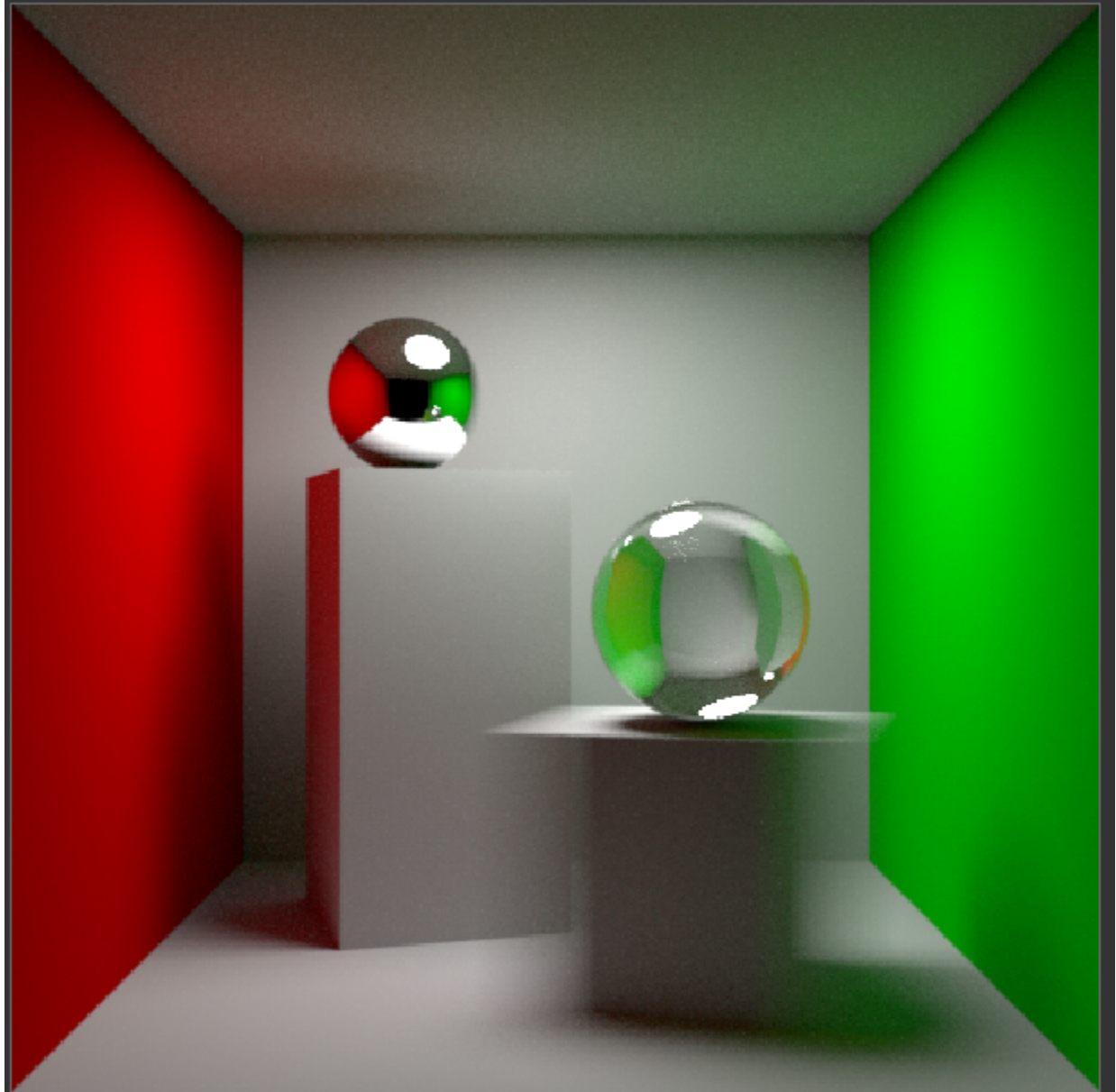


The third render preview is with transmission indirect render pass, now only the one glass sphere appears and nothing else. The sphere, however, looks different than how it appeared in the glossy render. The transmission lighting of the sphere is highlighted.



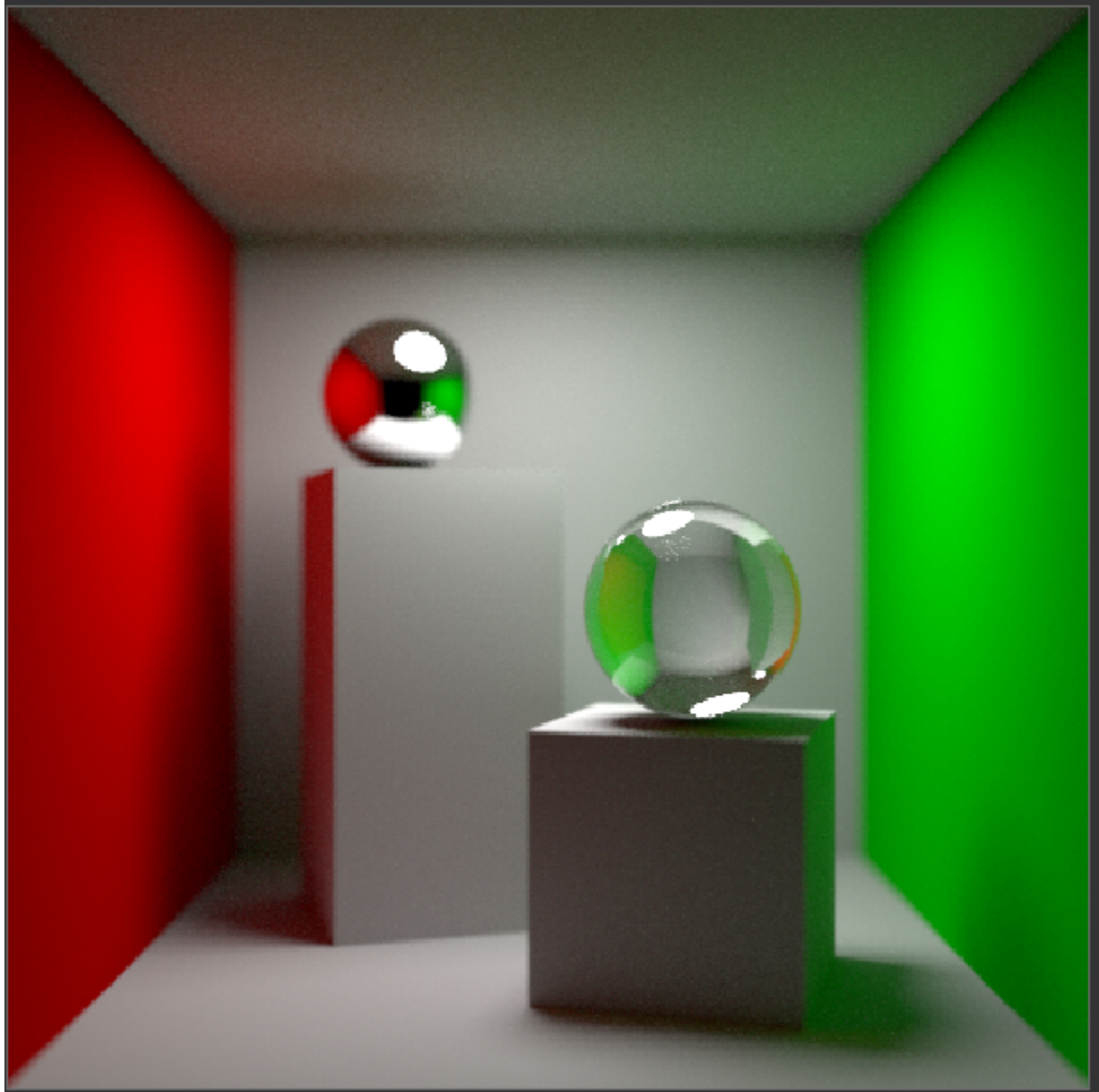
The different passes look the way they do because they are highlighting the type of lighting that is selected. Diffuse shows the diffuse surfaces, glossy shows the glossy surfaces, transmission shows the transmission surfaces.

Checkpoint 2) Motion blur image rendered at frame 2



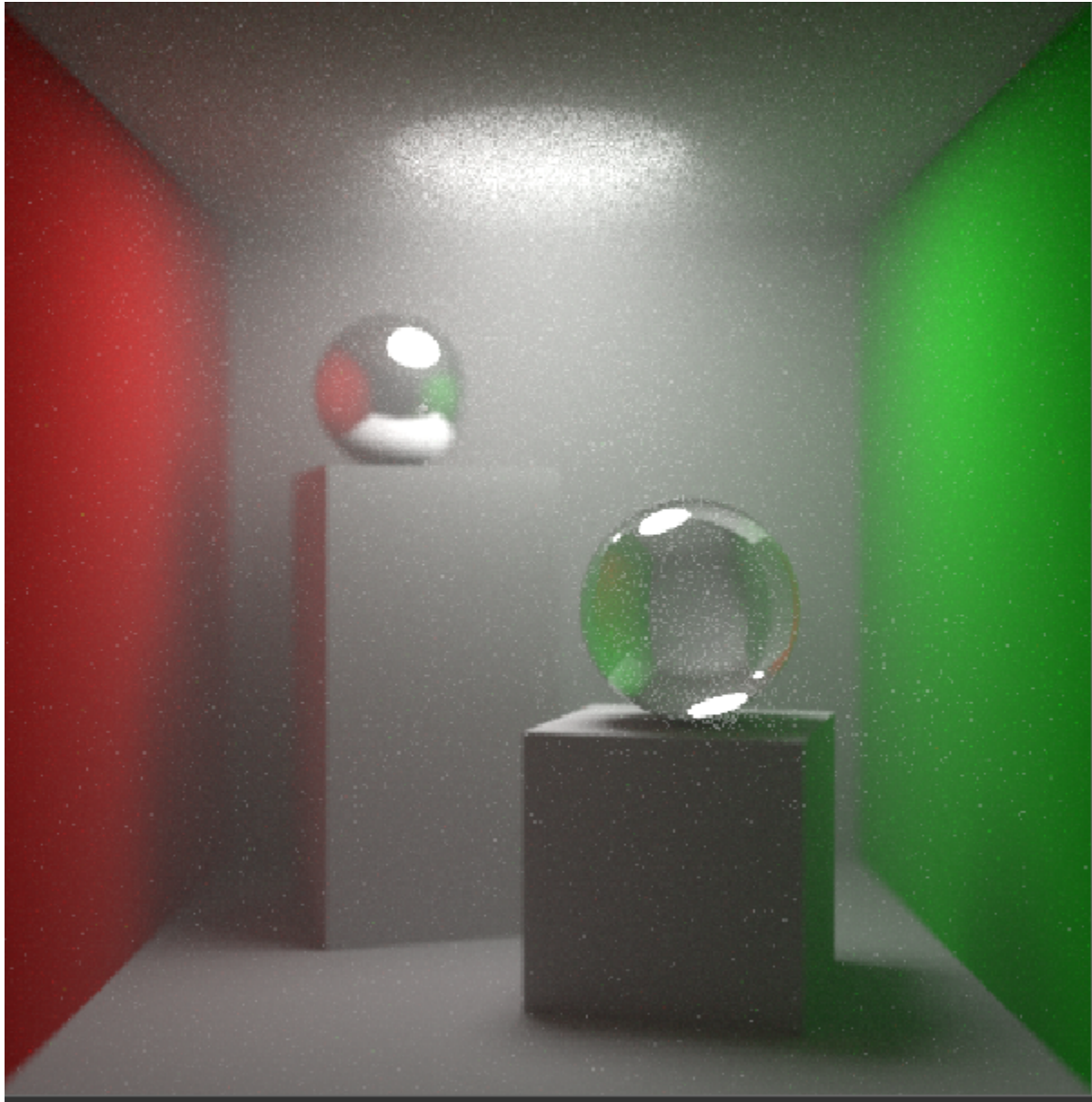
The motion blur is visible on the moving cube. This is very interesting to see, because there was no “real” motion here but the blur effect is simply computer generated. The blur effect is very accurate.

Checkpoint 3) Render with depth of field



Depth of field makes the object of focus, the glass sphere, very clear while the objects behind like the rectangle and glossy sphere are blurry. Gives the picture depth and highlights a subject.

Checkpoint 4) Volumetric Absorption



Adding the volumetric absorption gives the render a fog-like overlay. It is like a cloud or a filter is over the image. Can be useful for adding effects or changing the feel of a render.