Brandon Fowler

Project # 2

CSCD216-01

**Cover Sheet**

I began this project of course with many reference photos. I took sixty four photos for this project; photos of the room, the objects in the room from several angles, and many photos for texture use. I also took measurements of several parts of the room as preparation.

When I started modeling, I began with the general room first. I created a box of appropriate size, then deleted un-needed sides, and used a shell modifier. After adding general detail to the general room, I moved on to modeling objects in the room. This is the area I began to struggle with. Keeping my proportions right was a big problem. During the course of creating chair, signs, tables, etc, I had to stop and re-adjust countless times, despite the earlier stated measurements. By the end of my modeling phase, my models weren't perfect by any means. However, after time and adjustments, I ended with models as close to the picture as my current skills can create.

Next, I moved on to texturing. I used many bitmap textures, and things were going well until I changed the names of my texture maps half way through; not realizing that 3DS Max still needed those pictures for already made texture maps. I spent hours figuring out how to fix that problem, and finally finished texturing. My textures aren't perfect. Some of them look decent, and some I was unable to make better, but over all they are at least recognizable.

The last stage of my project was lighting. I spent almost as many hours on the lighting, as texturing. I had trouble figuring out the shadows at first, and how to make the lighting look like the pictures. I used a few different types of lights for different areas. In the end, I believe it looks fairly close to the picture, other than one or two areas were light leaks through to where it shouldn't.

My major struggles in the project were with precise texturing, and fine detail in the room. When compared with the reference photo I believe my work represents the photo well, but of course as a beginner with 3DS max there are definitely areas that I need much improvement.