CS 557 Final Project Proposal

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Final Project Proposal:

The final project I would like to make a 3D modeling project that will focus on the rendering of an animal figure to enhance its visual allure. This endeavor will be executed by employing a variety of techniques, such as surface displacement, noise bump-mapping, flat lighting, and cube mapping, each contributing to the overall aesthetic enhancement of the model.

The initial phase of this project will be dedicated to the optimal lighting of the animal model to accentuate its distinct features. Subsequently, the surface of the model will be modified using complex mathematical formulas to introduce a sense of depth and texture. To augment the texture of the animal's skin, we will utilize both NoiseAmp and NoiseFreq functions in the glman rendering toolkit to simulate a textured skin surface.

The animal model will then undergo a process of flat lighting, designed to ensure a consistent spread of light across its surface, thus highlighting the intricate details. The culmination of this project will be the placement of the animal within an environment crafted through cube mapping techniques, effectively demonstrating my proficiency in cube mapping.

In summary, the project tasks will include sourcing an animal model and perfecting its lighting, applying advanced surface displacement techniques, executing noise bump-mapping with NoiseAmp and NoiseFreq in glman, employing flat lighting to enhance detail visibility, and developing a cube-mapped space to display the animal model.