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Project Report

Models Created: Fluid simulation, PC case, room, table, all texts used in scene

Models Downloaded: Motherboard, and blender logo

Techniques:   
 For the PC case, I used the extrude vertex method where I used vertices to make the shape of the front panels then used a solidify and mirror modifier to add realism and flip the model to the other side. I tried keeping the geometry clean, but some holes had to be filled to make the animation work.

Text was not as simple as I thought since I needed to have an outline for all texts to contrast other emission shaders ( I used emission shaders to give the text a glow effect). First you had to write your text, select the text, go to Properties>Font Options>Fill>None, extrude and add depth. Then you duplicate the text and for one of them remove the depth and set the fill option to “both”. Then you just join the two objects together. There you will have a text with an outline.

All the background elements were easy, but you had to be careful to not leave any objects, emission shaders, or other items behind while animating in the same scene using a different camera. I made sure to keyframe the render icon in the outliner to make sure things were to be rendered when they were needed. This doesn’t only speed up render times, but also allows for coordinated control over the objects.

Challenges:

The biggest challenges were the materials and modeling. I realized that while past models in the class helped a lot, approaching new objects is still a daunting task. I looked up numerous tutorials on PC cases and wanted to do a graphics card model, but it didn’t turn out well. I wanted to get the nice look of this commercial: <https://www.youtube.com/watch?v=QW9YkbPgoQw>, but the lights in my scene didn’t replicate the effect of hard model plastic. I think more geometry would give the effect needed.