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CS 330

7-1 Project Final

The original submitted design was a very bare bones model of a blue castle with a gated door and two pillars. I was able to put this design together fairly quickly with the two pillars, two walls that led to a half torus and box doors. Each pillar was comprised of a cylinder with a cone on top and I even included spheres for handles on this castle. When we came around to textures I thought the design needed more than just a singular wall and no life, so I added more walls with matching pillars to start. I then created box hedges as a leading pathway to the castle and two cone trees. The leaf texture was used for the box hedges and the tree hedges as they provide a similar purpose to the scene of giving this world life. I utilized AI to generate a stone wall option as outsourcing for it led to results that didnt seem to fit in the world I had designed. However the tile I found for the castle pillars brought the scene together for every pillar. A gravel texture was used for the plane, I was debating between multiple different types and even potentially adding a different plane with a dirt path leading to the main gate. However I decided that if I was to work more on this project I would give it a moat and a bridge to allow for a more secluded feeling to this lonely castle. A final touch was a two tiered pillar within the castle walls that mirrored the textures of the other walls. I then added lighting of ambient sunlight and gave reflections to each texture based on how that material would act to a light souce. Stone wasnt very reflective however did have a slight change in color, the tile had a diffused light over it with a mild specular light to reflect whatever color light was shining on it. I had added an ambient light emanating from the “sun” source while also adding a specular light to the yellowish sun. The placement of the sunlight was taller and further back from the rest of the building. The castle was centered on the main plane however the walls were about 5 from the center in all directions. As navigating was a bit of a pain I sped up the movement of the camera and allowed Q to go up and E to go down. The function to view the different perspectives were allowed as well for a top down view.