

Project 7 Report

For this seventh and final project, I came into it with several ideas in mind. At first, I wanted to make a first-person scene from Minecraft, however, I decided that it would require quite a bit of time to accomplish what I was imagining so I opted for the option of making a room of some sort.

In the beginning, I wanted to make my real-life bedroom, but that was too boring so I went with a bedroom that is inspired by Japanese aesthetics since I've always been interested in Japanese culture and thought that their aesthetics are just simply beautiful. I successfully implemented a bedroom scene with a floor and 3 walls, using Japanese tatami mat textures for the floor and old rustic wood color for the walls, with the exception of 1 wall with the textures of some Japanese-styled panels. In this room, I've also successfully rendered a wooden bed base and headboard and on top of this base, I've placed a silk-textured mattress with a blanket and 2 pillows on top to add depth and detail to the room. Next to the bed, there's a little drawer/nightstand with a lighter wood color with shiny black metal for the drawer knobs. On top of the nightstand, you'll see a floating sphere with the texture of a nyan cat (from project 6) which I added to this scene purely for aesthetic and nostalgia purposes. Above the headboard, you'll find a circular window (looks more like a painting), of Mount Fuji. For the backside of the room, I made a little wooden wall shelf, where I scaled down the back wall and give it different textures to imitate the look of books on a shelf. On this shelf, I've also added a basketball and a clock. To the right of the wall shelf, I have 3 paintings on the wall, which I implemented using polygon offset so that the texture of the paintings and the wall wouldn't glitch with one another. Below the paintings, you'll find a small sofa which I made by rendering the frames of the sofa first and then adding flattened cylinders as cushions. Next to the sofa, there is a little coffee table which I made using 3 separate cylinders and used a shiny black metal for the texture. On top of the table, you'll find the circular surface that we implemented in prior projects just scaled

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down for better viewing. On the side opposite the bed, I made a projector screen, 2 speakers, and a tv stand/counter, which I used the polygon offset to add textures onto as well.

For the keyboard controls, my project has all the controls from project 6 as well as 2 new added keys for controls. By pressing “5”, you will be able to turn on the project to a channel that is randomly chosen, and by pressing “6”, you will be able to turn off the projector. Most if not all of my texture maps are found on google images with a search like “tatami floor texture”, then I used Paint to turn them into .bmp files to work with.

I really wanted to implement some sort of cool animation for this final project, however, I thought that it would be too time-consuming to do so as I’m already somewhere between the 15-17 hour mark. Therefore, I chose to downsize and thought that this is a good enough spot to end my project for now. If anything, I think I will come back to this after the quarter is over to animate it and have it as something I’m proud of in my portfolio for the future.



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