

Team Celestial

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GDENG1 S11- Furnishing my Apartment

My Apartment Room Tour:



The apartment consists of 8 parts:

Hallway, Bedroom, Livingroom, Studyroom, Kitchen, Diningroom, Bathroom, Dressingroom

Hallway Reference:



Designed Hallway:





Bedroom / Livingroom Reference:



Designed Bedroom / Livingroom:



Bedroom / Studyroom Reference:

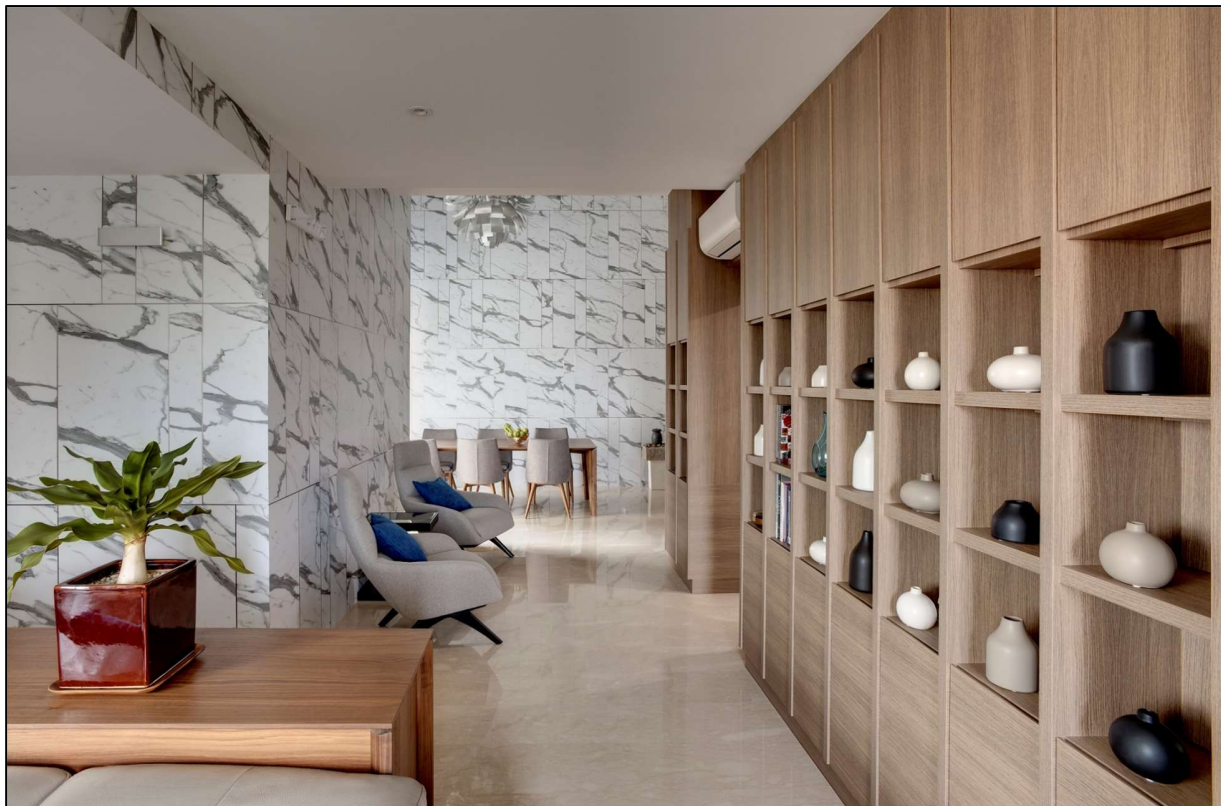


Designed Bedroom / Studyroom:





Wall / Floor Reference: (Marble)



Designed Wall / Floor: (Marble)



Kitchen / Diningroom Reference:



Designed Kitchen / Diningroom:

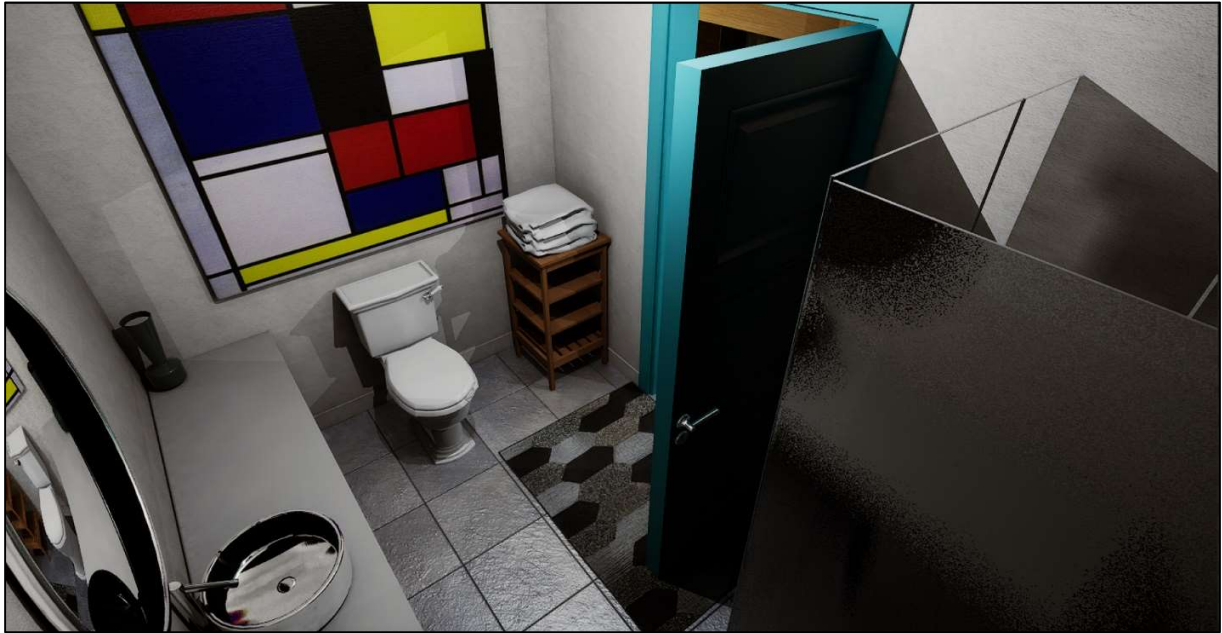




Bathroom Reference:



Designed Bathroom:



Dressingroom Reference:



Designed Dressingroom:

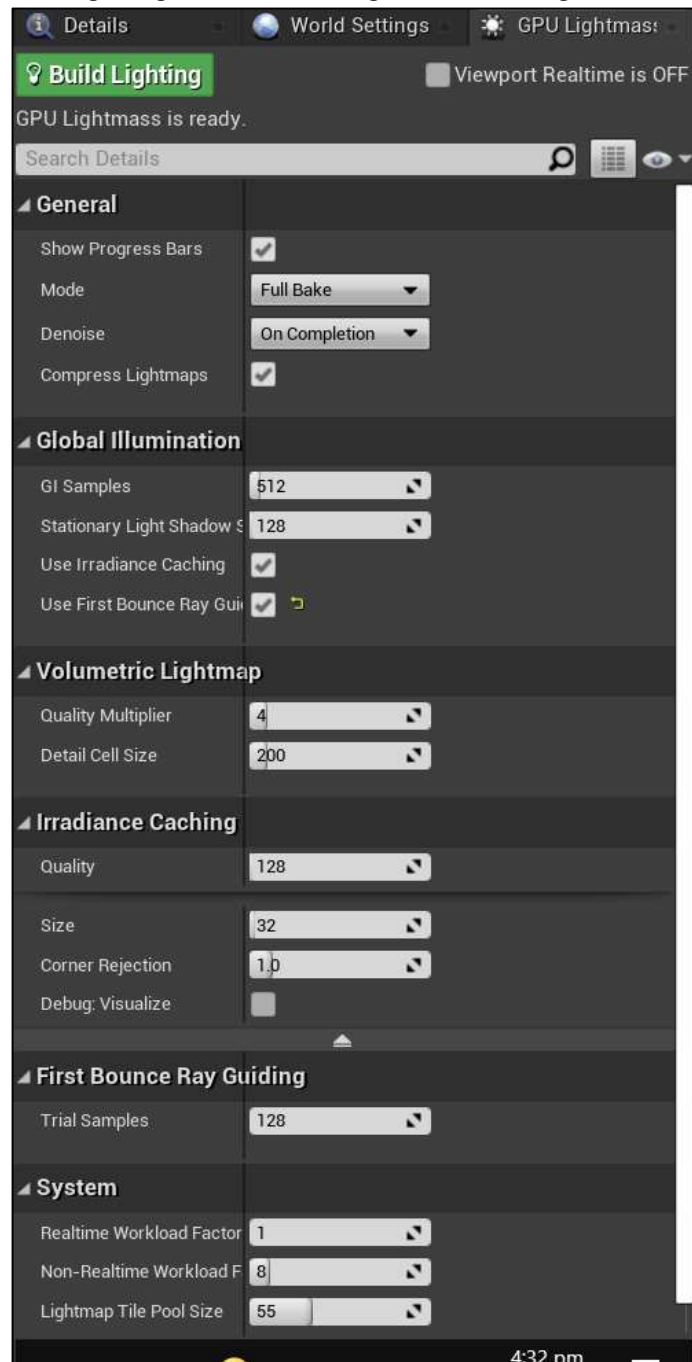


Lighting Techniques Used:

- Using Global Illumination
 - To ensure that GI(Global Illumination) works properly, the did these steps, which are the fundamental requirements when setting GI:
 - The objects in the level have their "Generate Lightmap UV's" enabled to apply Global Illumination properly.
 - Also, I checked every object used in the level if it is set to "Static."
- Skybox Setting
 - I changed the default skybox settings and changed the environment to nighttime.
 - I also speed up the cloud speed a bit.
 - The " Skylight " intensity scale is set to '0' since were in nighttime.

- Object's Texture Resolution
 - All of the object's lightmap resolution was to "256" in the level.
Despite the low value, the quality is still good enough.
- Building / Baking Light

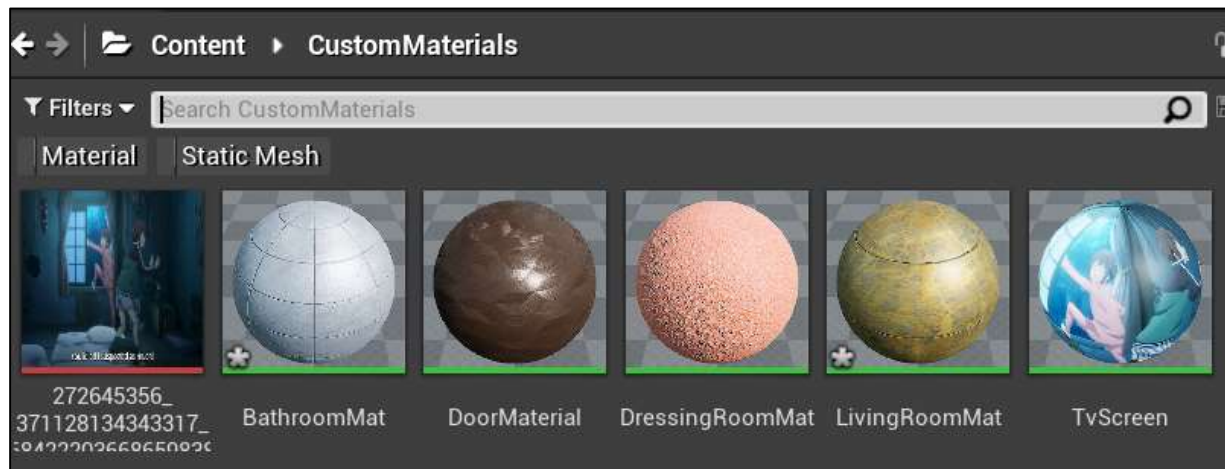
- The lighting was built using the "GPU Lightmass" tool.



- Post-Processing Setting
 - I added Motion Blur.



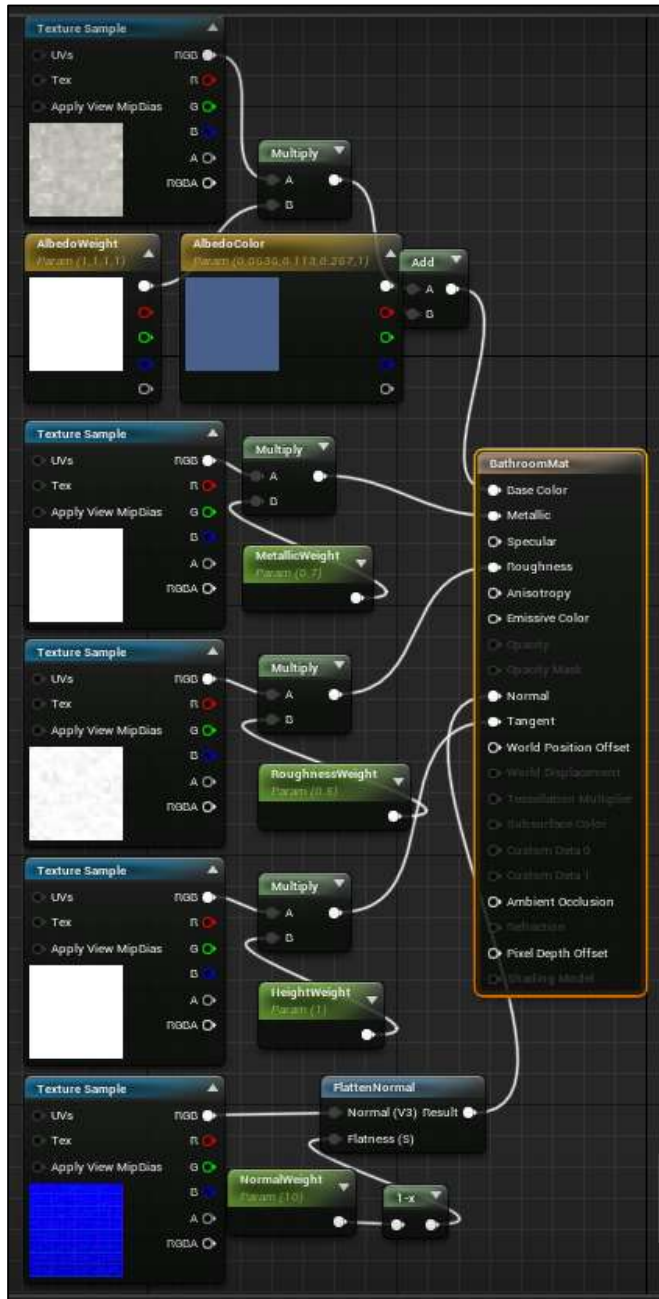
Custom Materials Created:



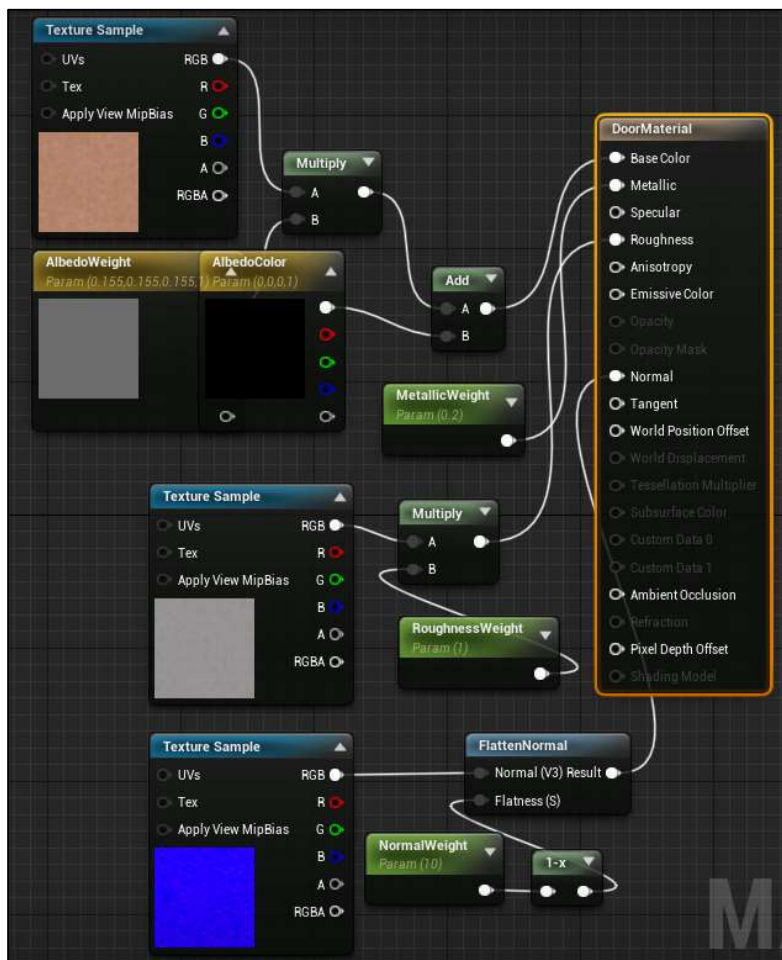
- I've created five(5) custom materials in the level.

BathroomMat

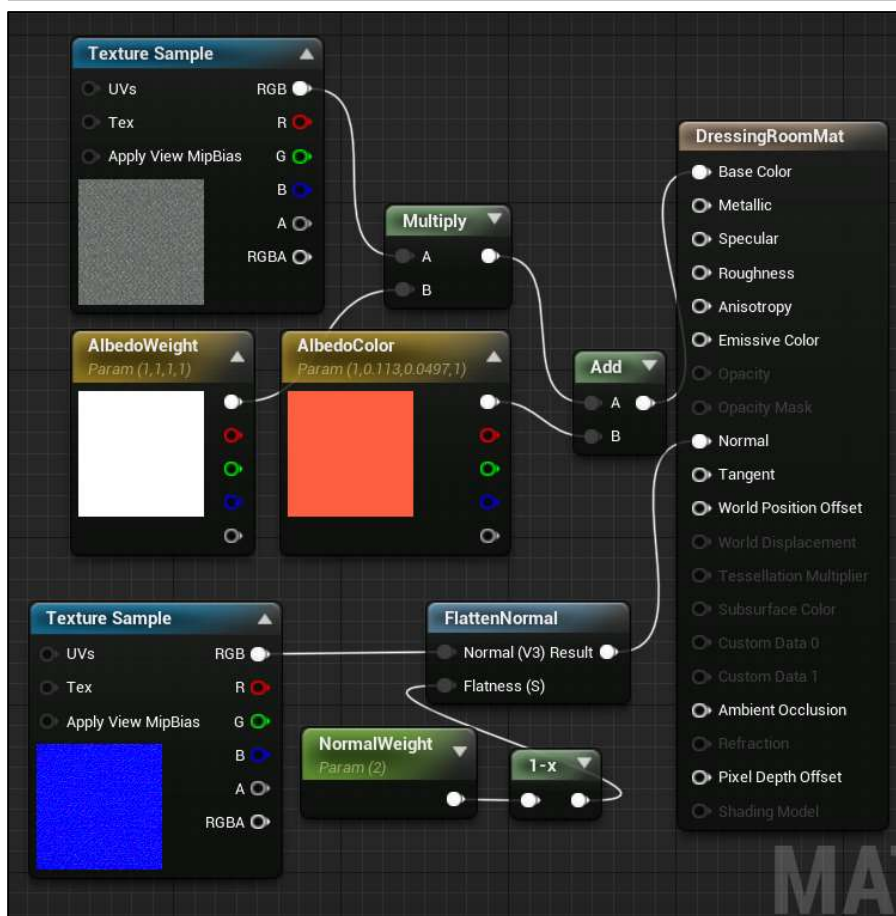




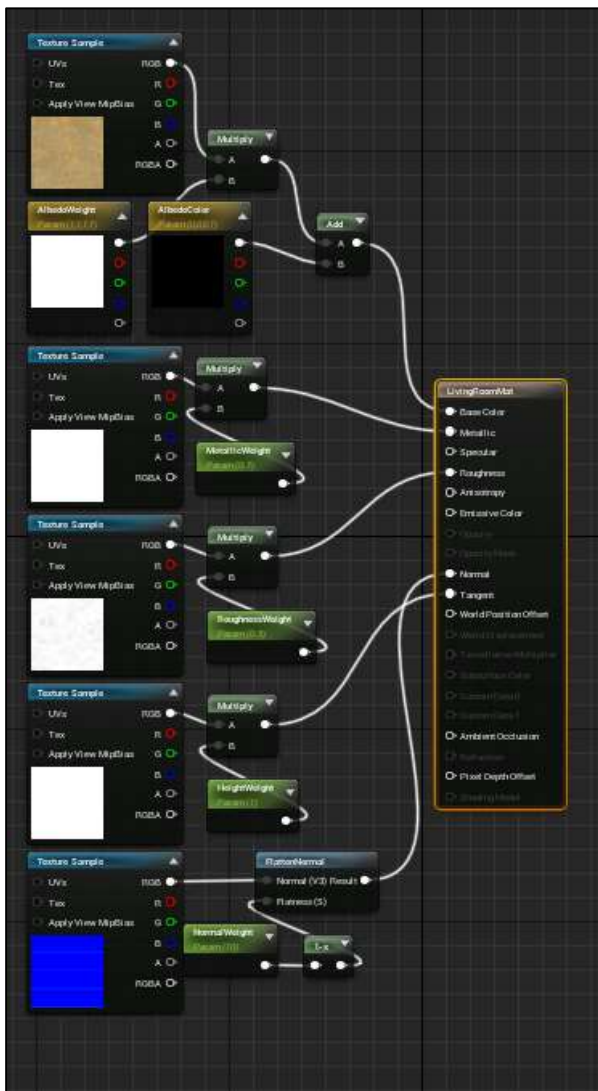
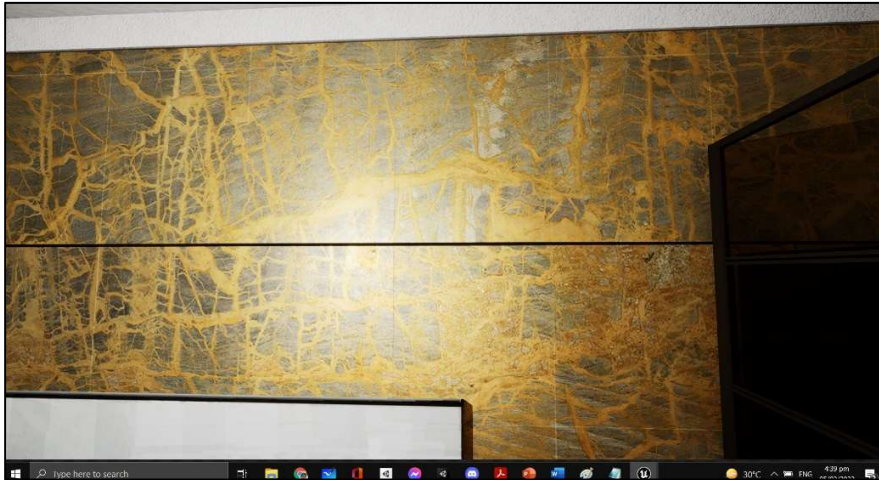
DoorMaterial



DressingRoomMat



LivingRoomMat



TvScreen

