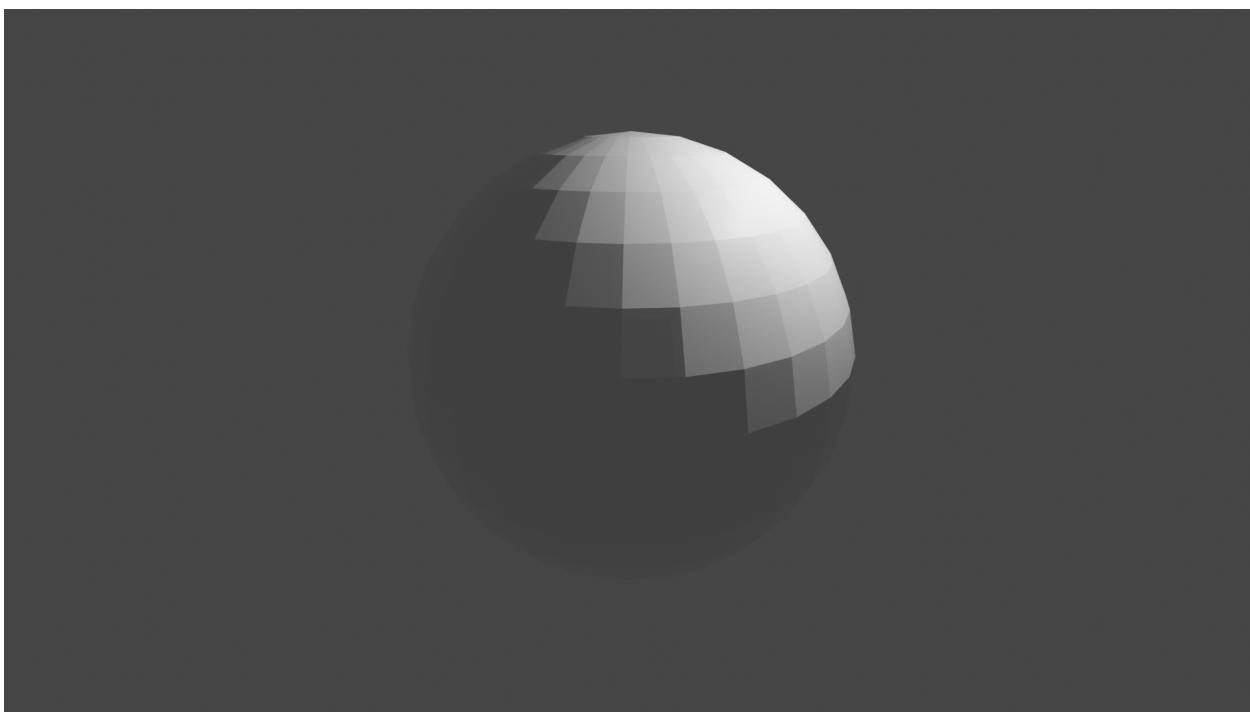
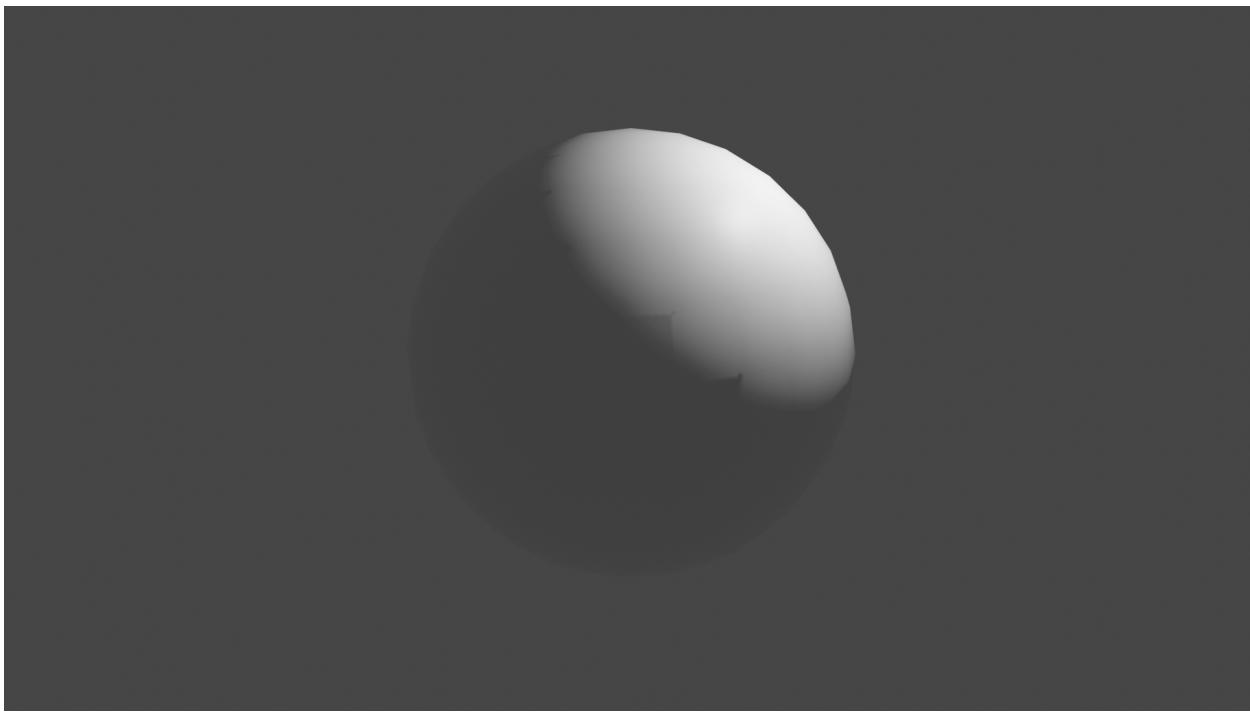


1.1



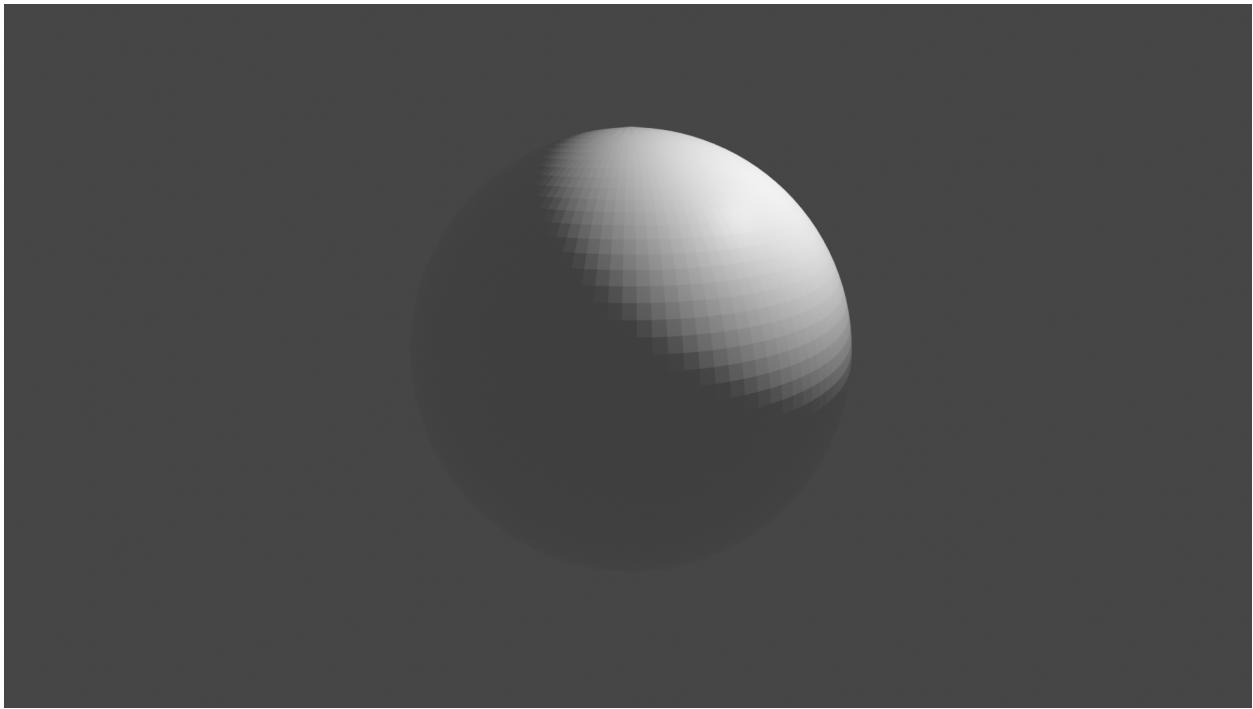
1.2



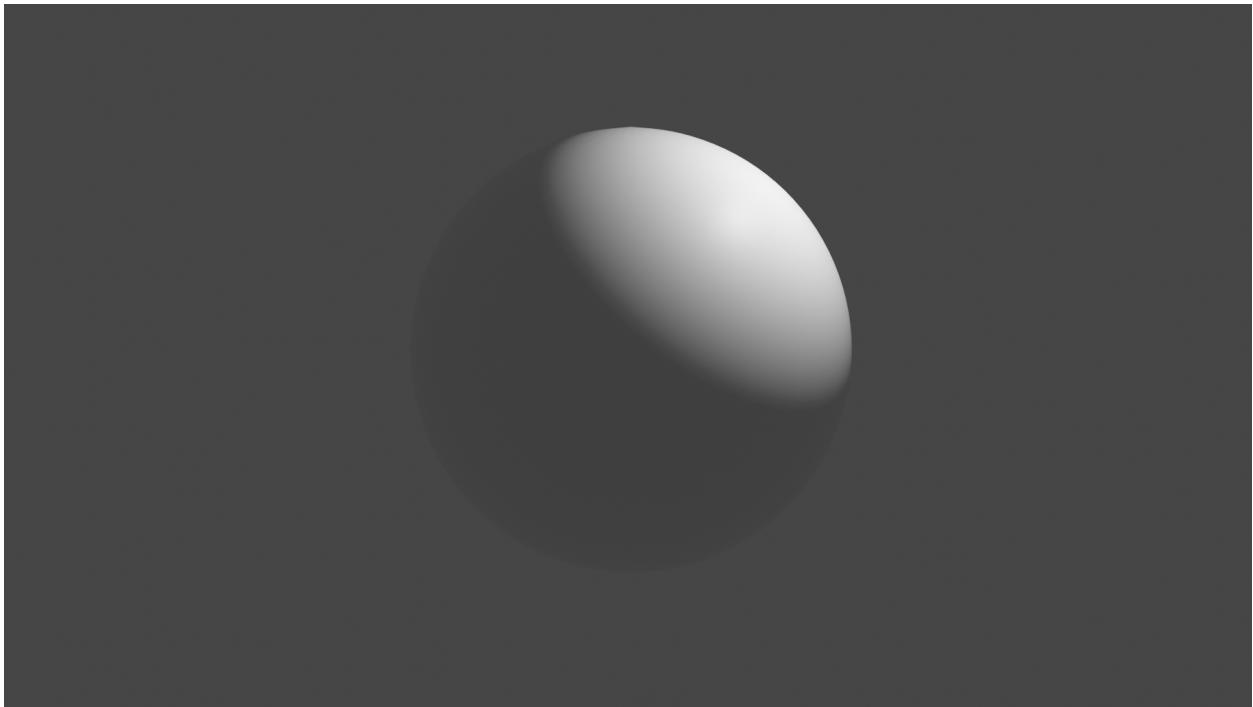
1.3

Smooth shading gets rid of the visible faces that you can see on the sphere in checkpoint 1.1

1.4



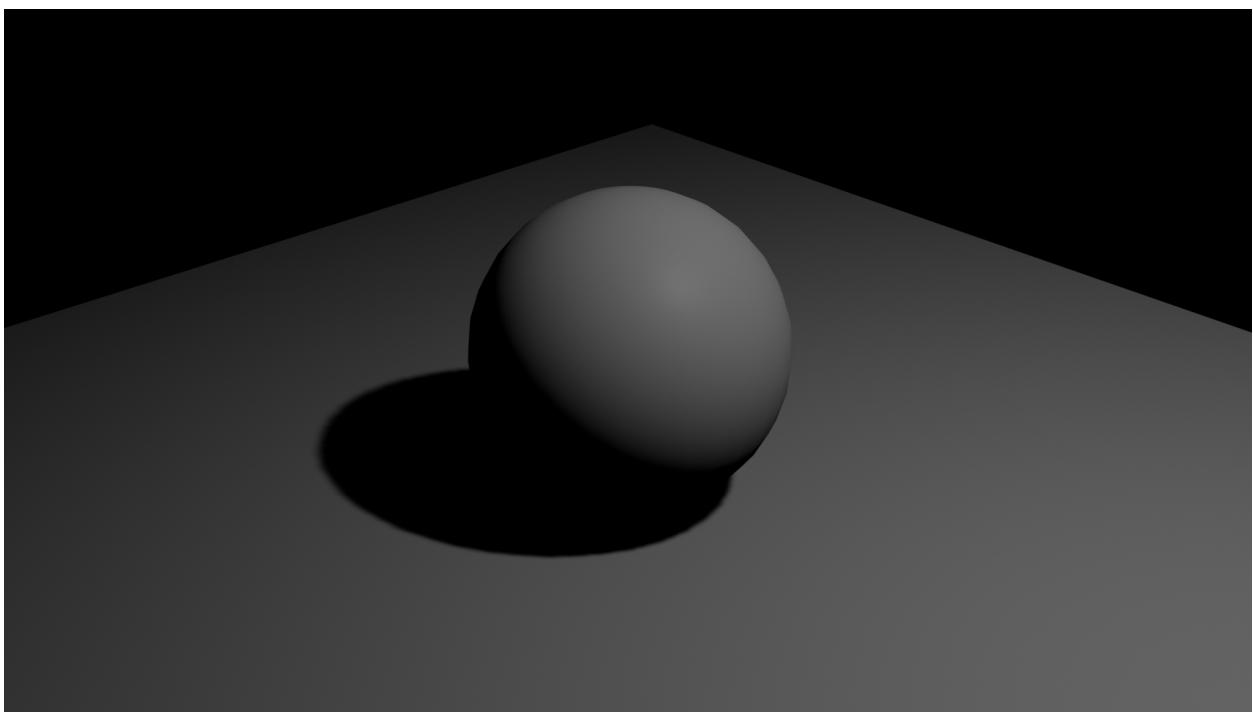
1.5



1.6

Using subdivision makes the visible faces in checkpoint 1.4 smaller, making the sphere look smoother. Using subdivision with smooth shading gets rid of the visible shading problems seen in checkpoint 1.2, this leaves us with a perfect sphere. You can use a balance of these to create the correct look you are aiming to achieve.

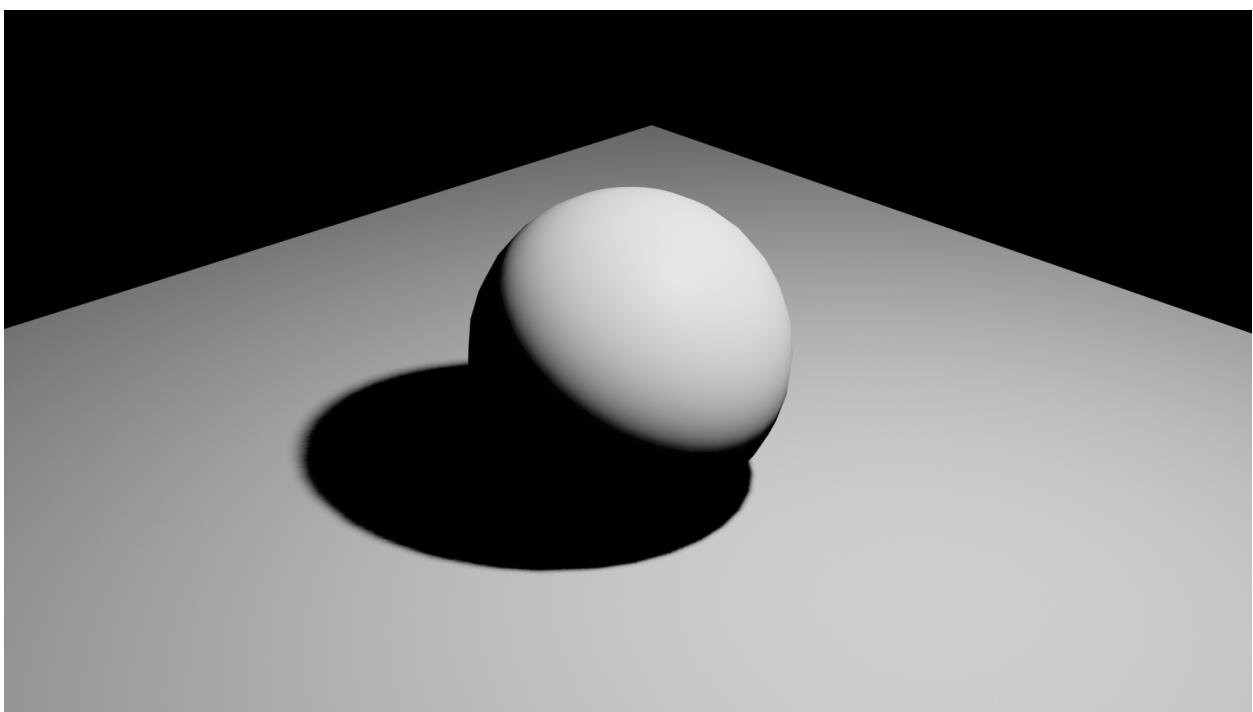
2.1



2.2

Checkpoint 2.1 is darker than in 1.5. The higher the light power is, the more irradiance there will be.

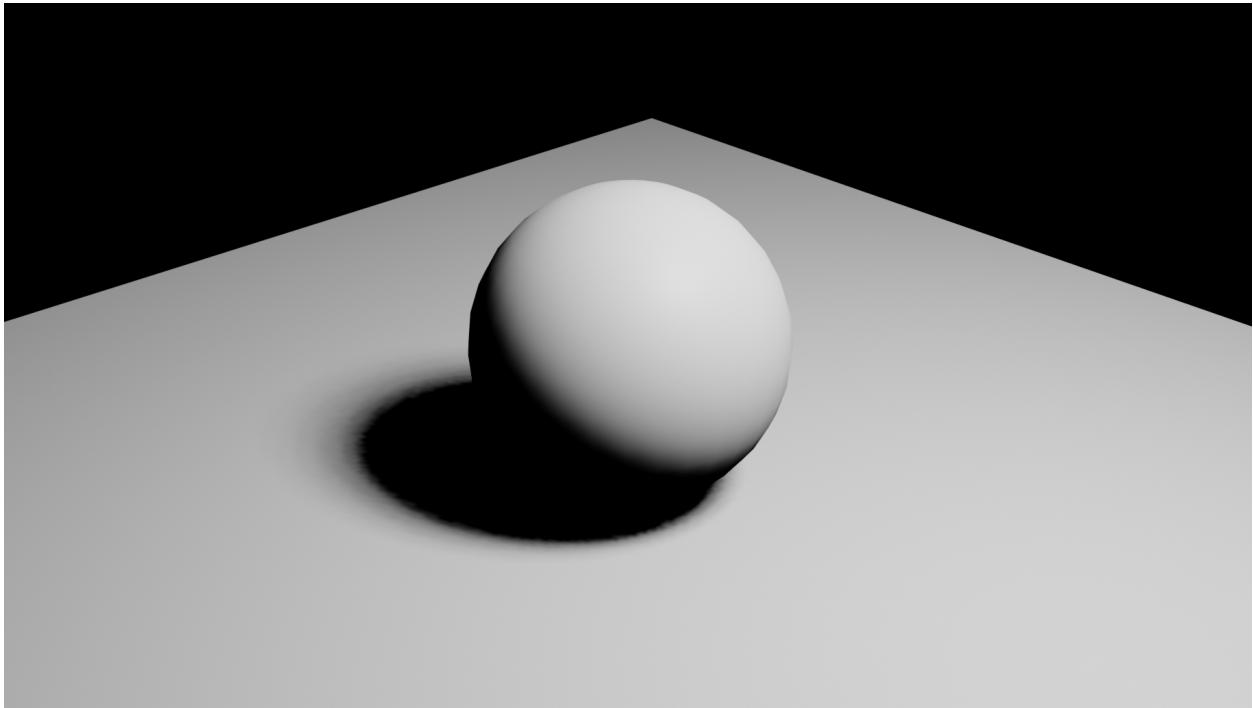
2.3



2.4

Image 2.3 is much brighter than 1.5, as the light is closer. The relationship between light distance and irradiance would be linear.

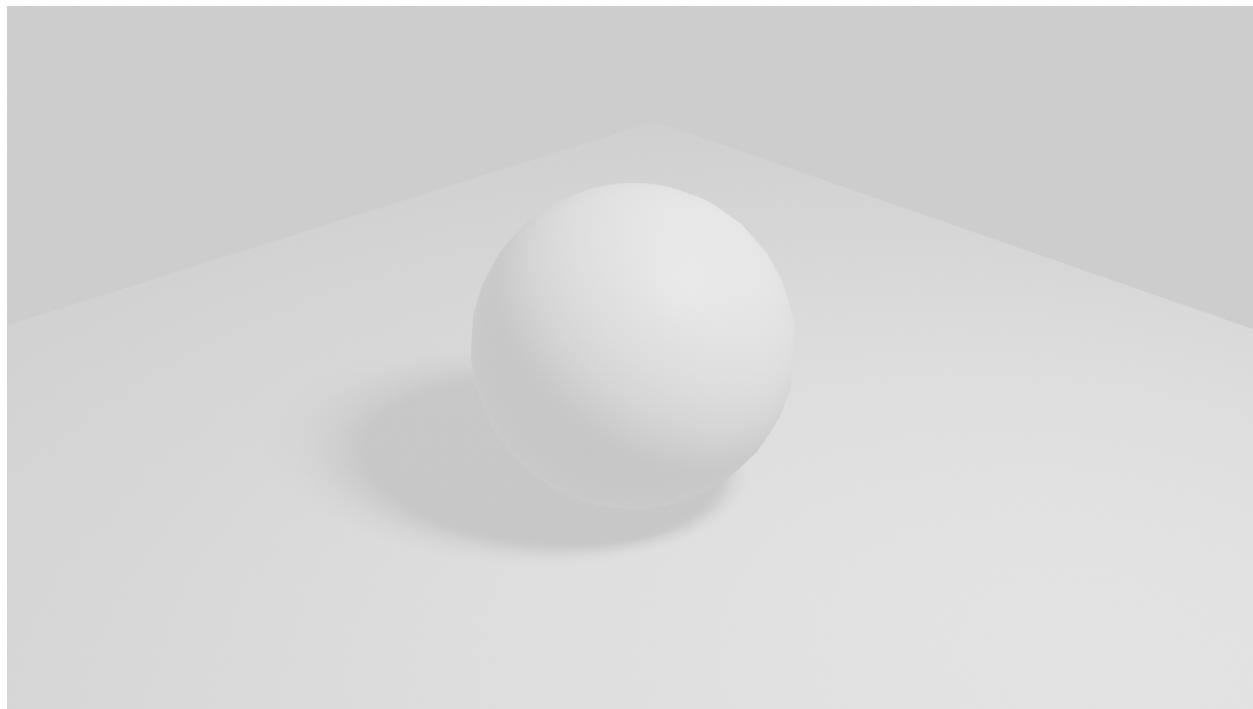
2.5



2.6

The shadow is smaller both on the plane and on the sphere. The light is more spread out as it is a disk compared to a point of light.

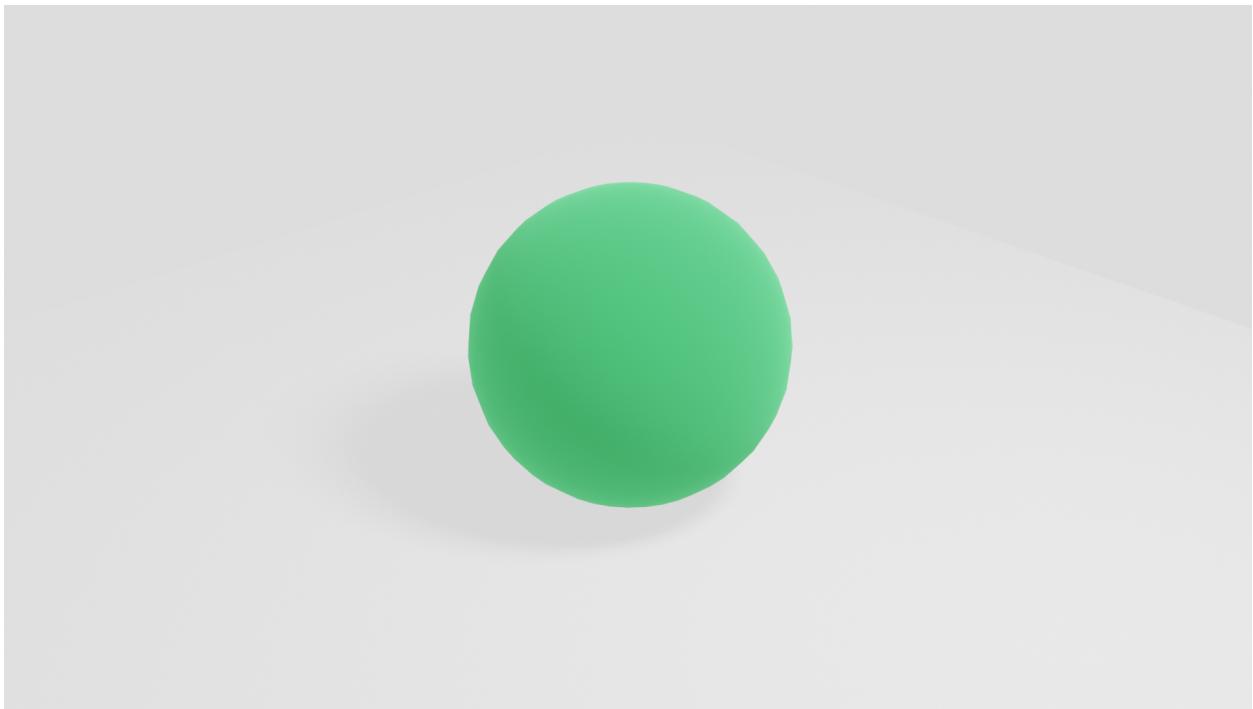
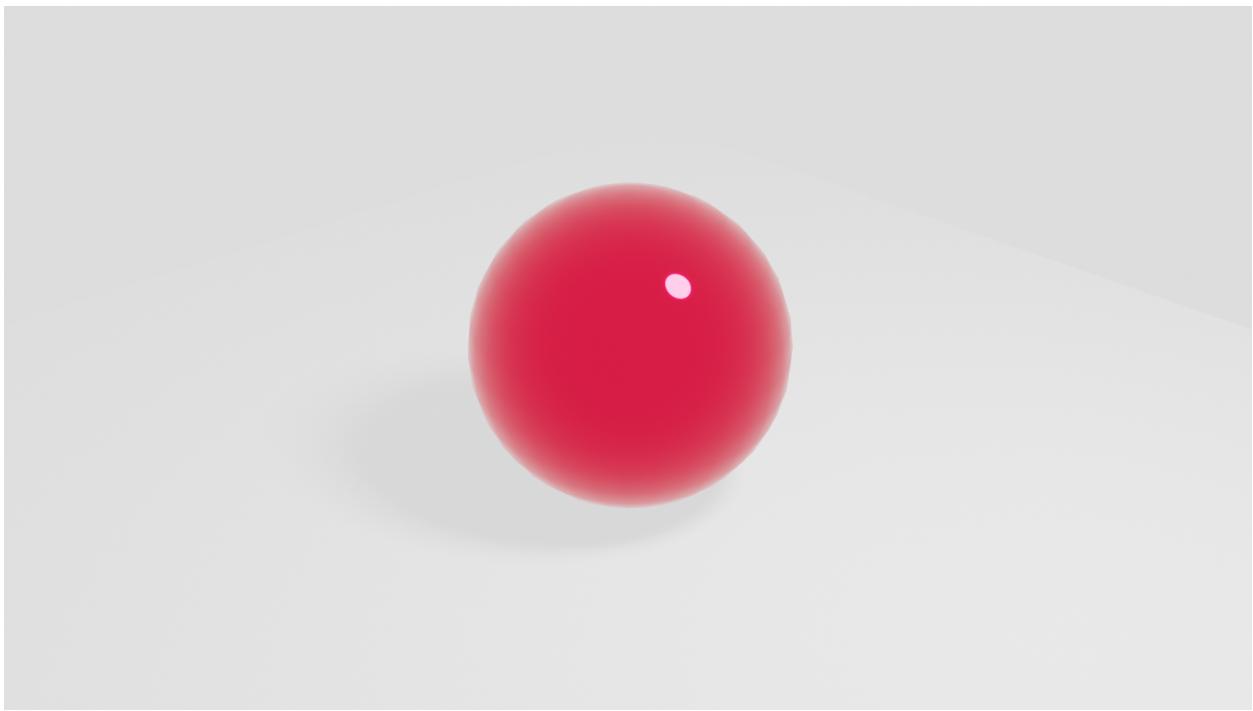
3.0



Rendered with Nishita Sky

4.0





I mainly altered the clearcoat value, and the metallic value, this is shown through the shine seen in the second image, compared to the third.