

Computer Graphics: Rendering (INFR11246)


Tutorial 1: Coursework 1 prep

Setup


1. Make sure to set the “Render Engine” in the “Render” tab to “Cycles”
2. Go to the section below called “Sampling” and reduce the “Max Samples” value in the “Viewport” and “Render” tabs to something lower. The default values are excessive for our purposes and will make render time much longer. 32 for viewport and 128 for render works well enough.

Ex1. Model a Duracell battery

Using your knowledge of 3D modeling, create a mesh in the shape of a Duracell battery - Automagic’s sponsors.



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