Assignment 3

3D Modelling and Animation(UCS632)

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BE Third Year- COE

Submitted to:

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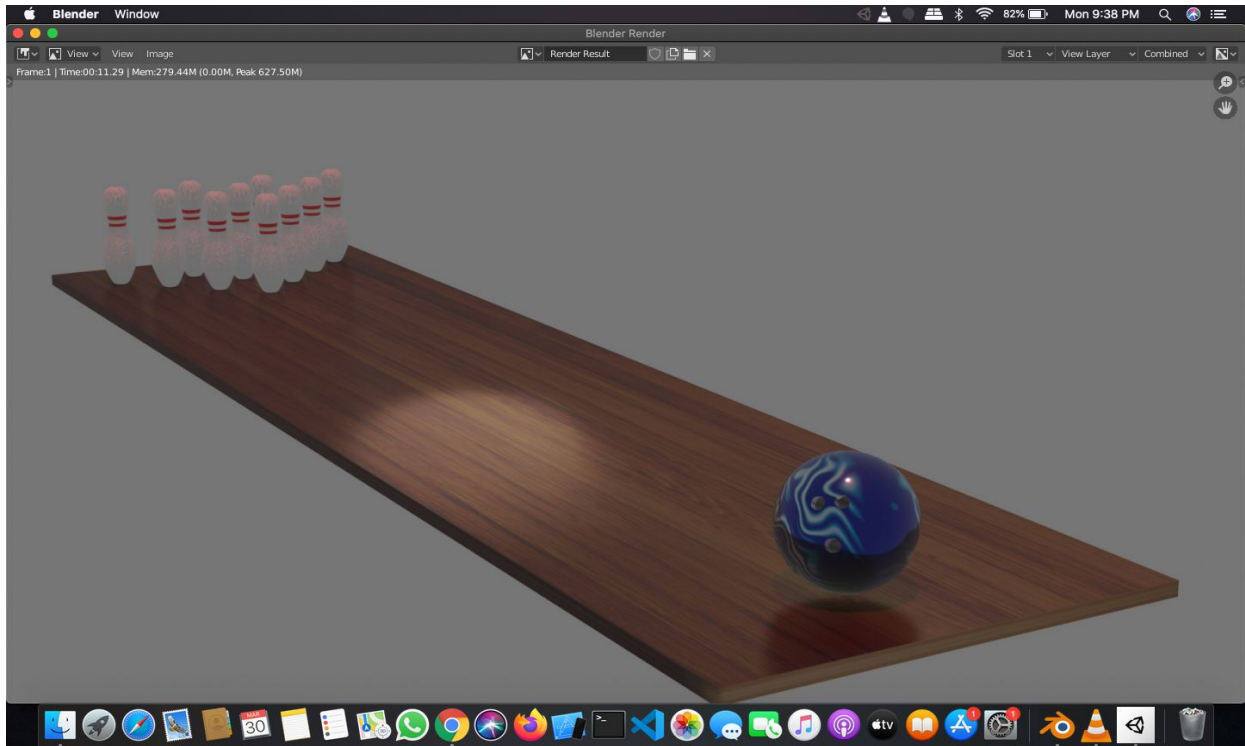
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Fig. 1 Final rendered image on pin bowl.

- **Plank:** The wooden plank shown in fig. 1 is a cube. It has a texture of a wooden plank. For the wooden texture first I downloaded a wood image for the internet then added it in the node section.
- **Bowl:** This ball is a sphere with the texture giving it a metallic shiny look.
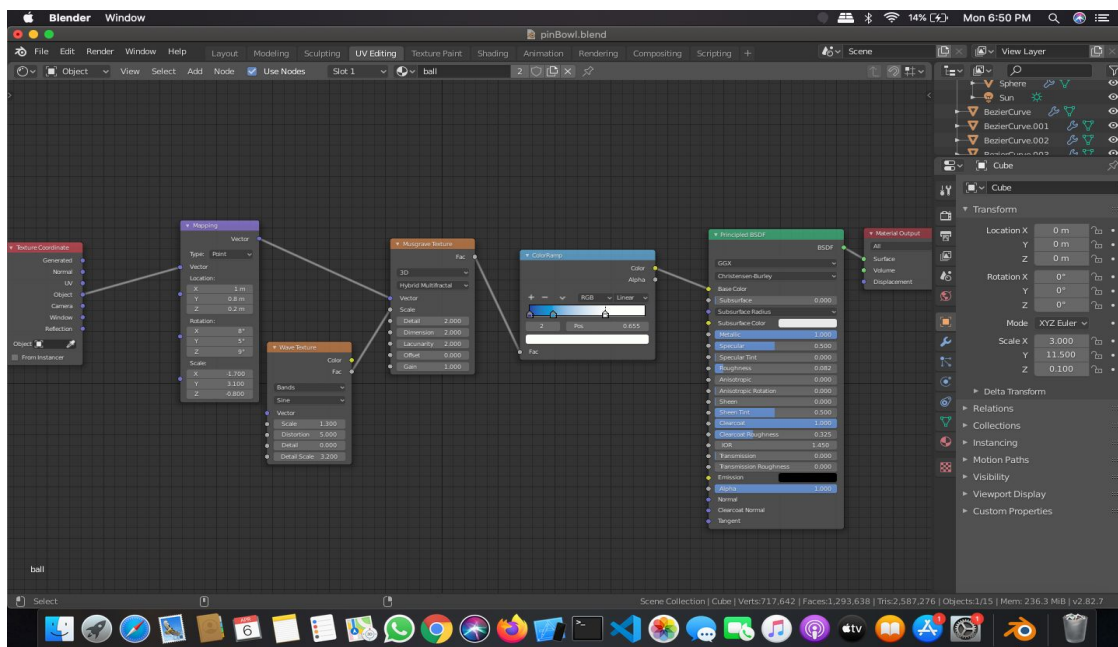

Fig. 2 Nodes for bawl texture.

- **Pins:** Pins were made using the Bezier curve. First, I downloaded a pin image from the internet and made a shape using a bezier curve.
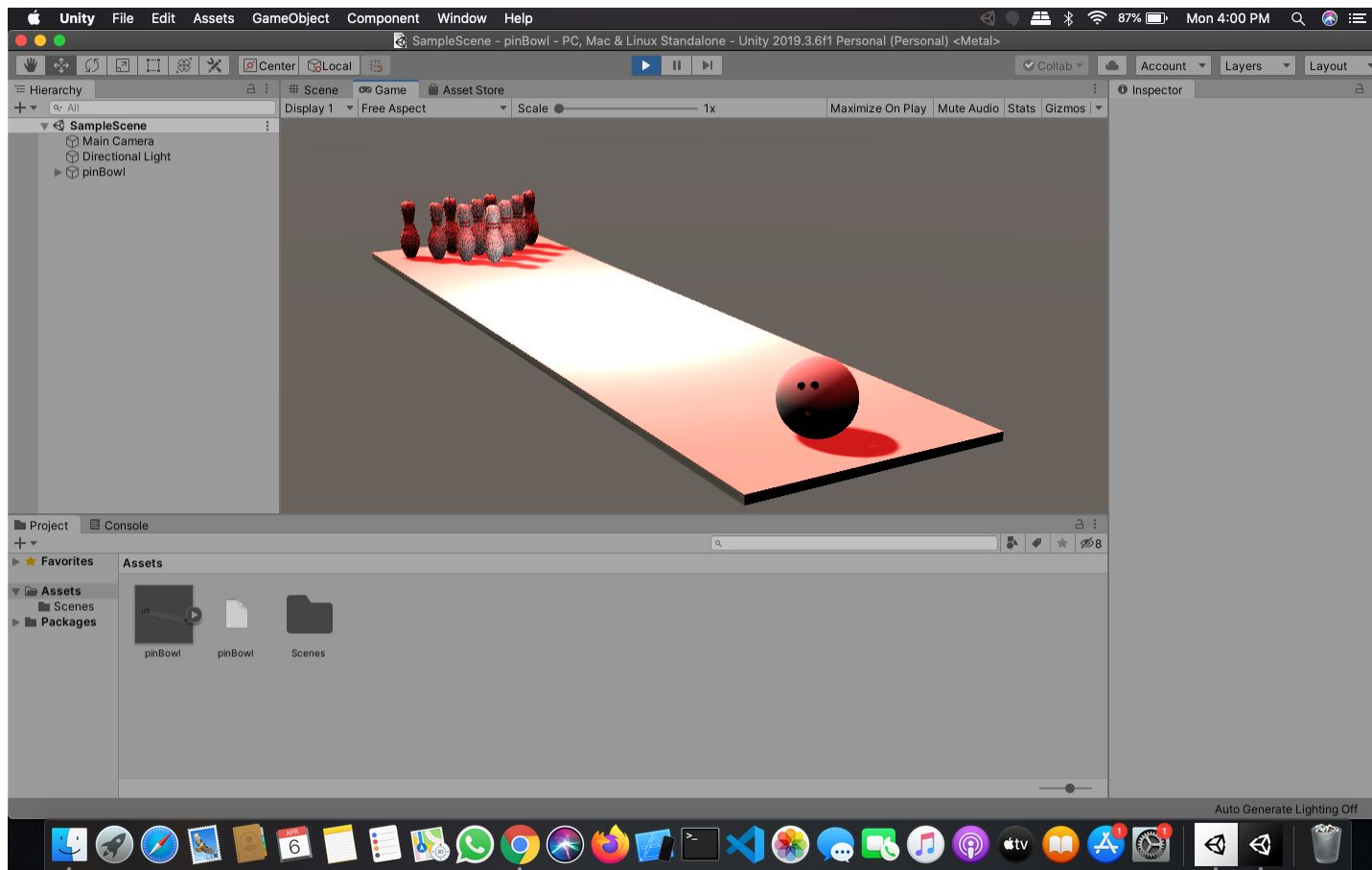- Then this model was exported into the unity.

Fig. 3 Final render image in unity.