

Computer Graphics Midterms

INFR 2350U: Intermediate

Computer Graphics

By

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Pictures



Jaden Hepburn

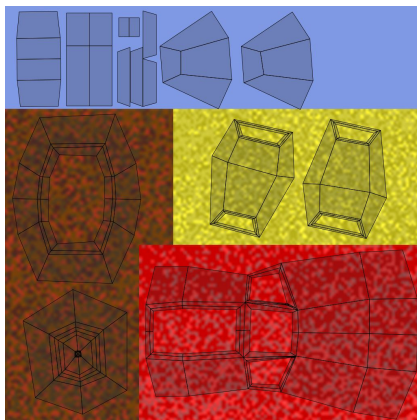
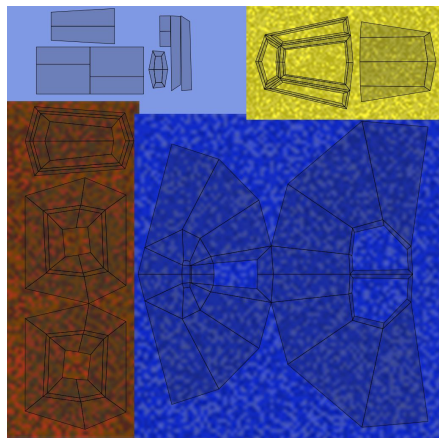
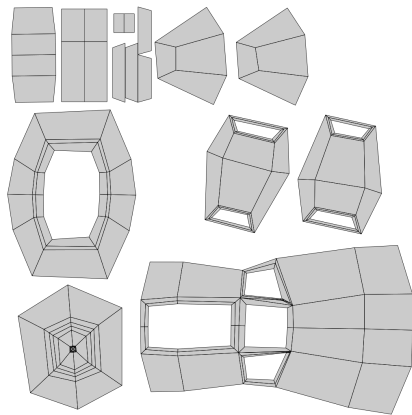
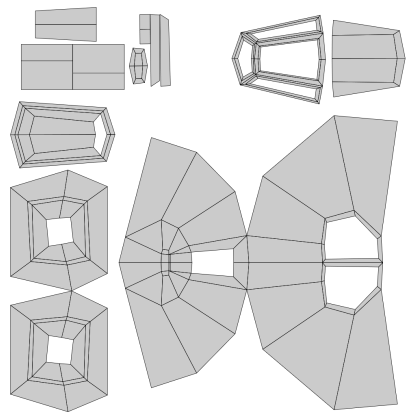


Stephen Chin

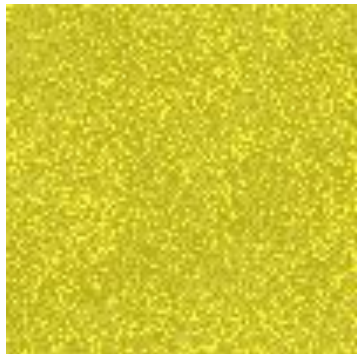


Kai Joseph

Textures: UVs



Textures References

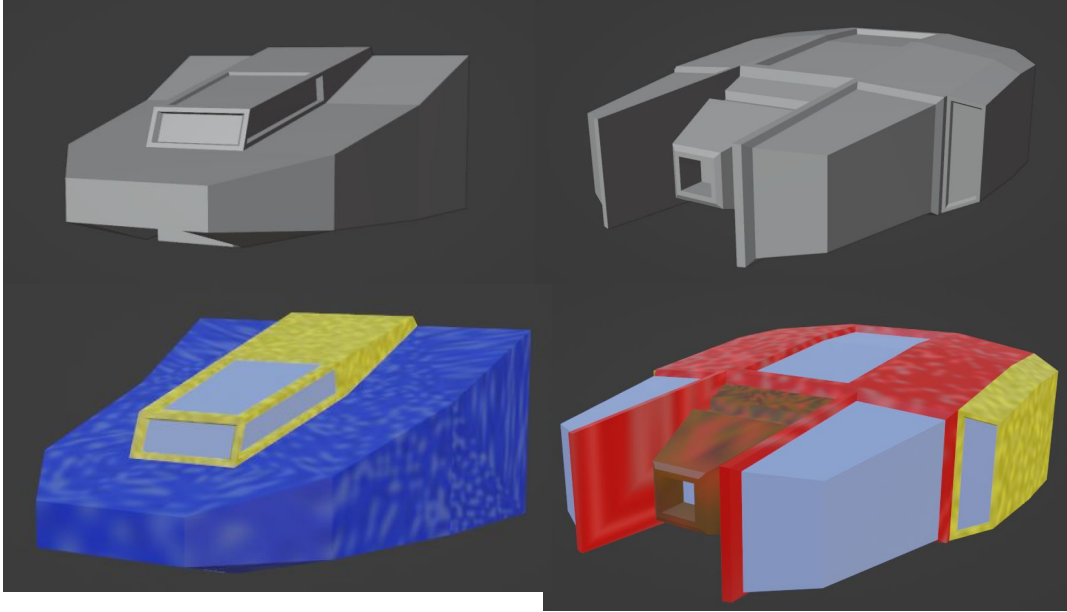


A majority of the textures are pixel art interpretations of paint flakes on a wall.

As for the windows and thrusters, they have the same plain texture as to contrast with the paint flake texture.

Although done to a limited extent, the color difference between the pixels are meant to be the color of the paint slowly disappearing overtime, and show the previous, “rotten” layer of paint that was covered by the newest layer of paint.

Textures Toggle



- Note, this was done in blender