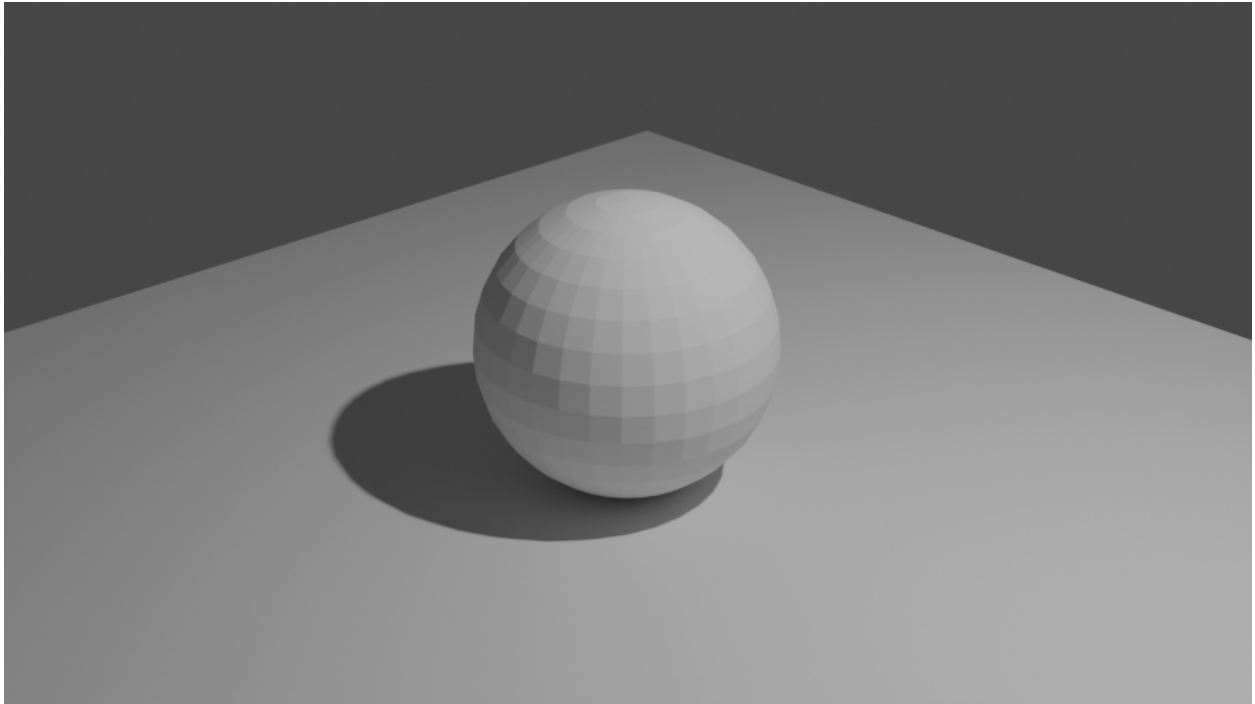
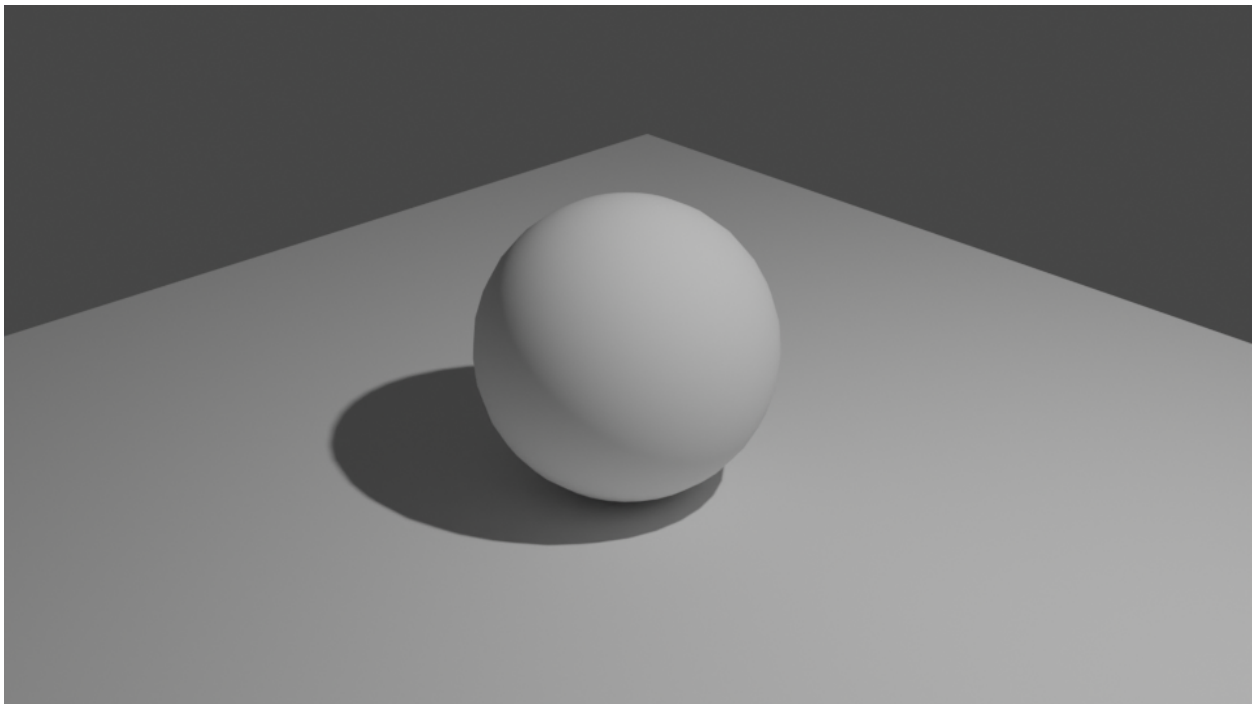


Blender Activity #3

CheckPoint 1.1:

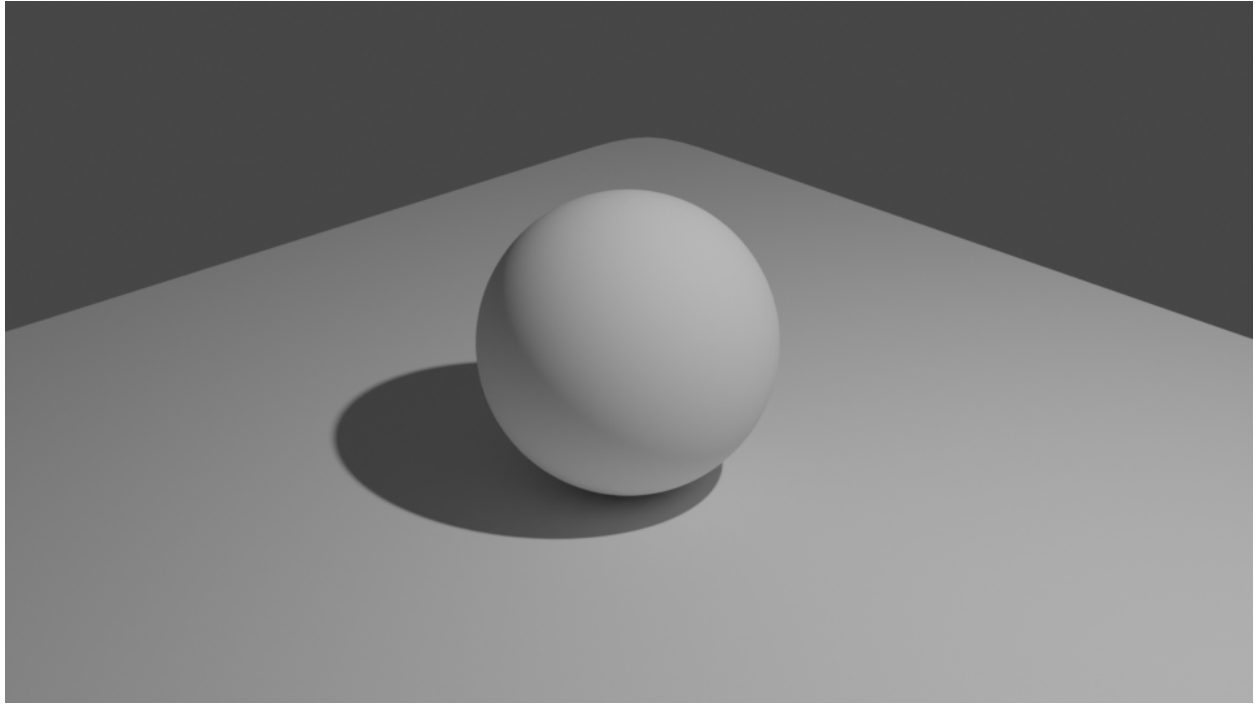


Check Point 1.2:

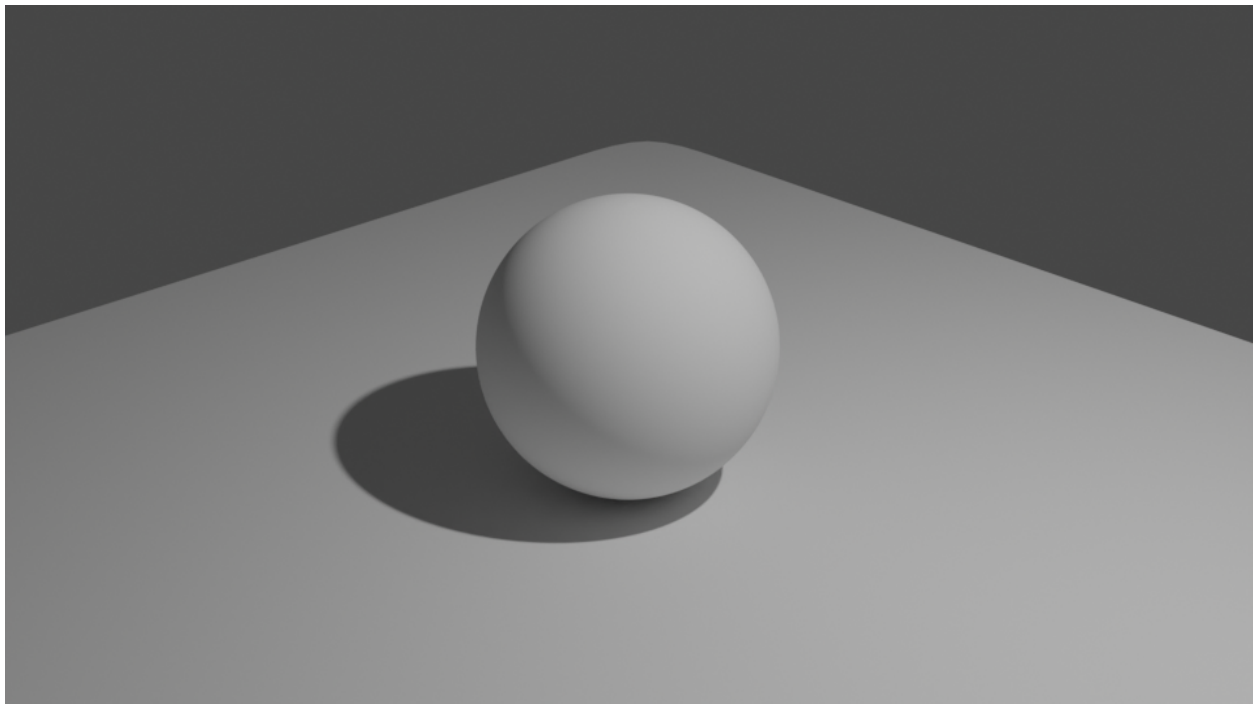


Checkpoint 1.3: Smooth shade got rid of those boxes in the circle

CheckPoint 1.4:

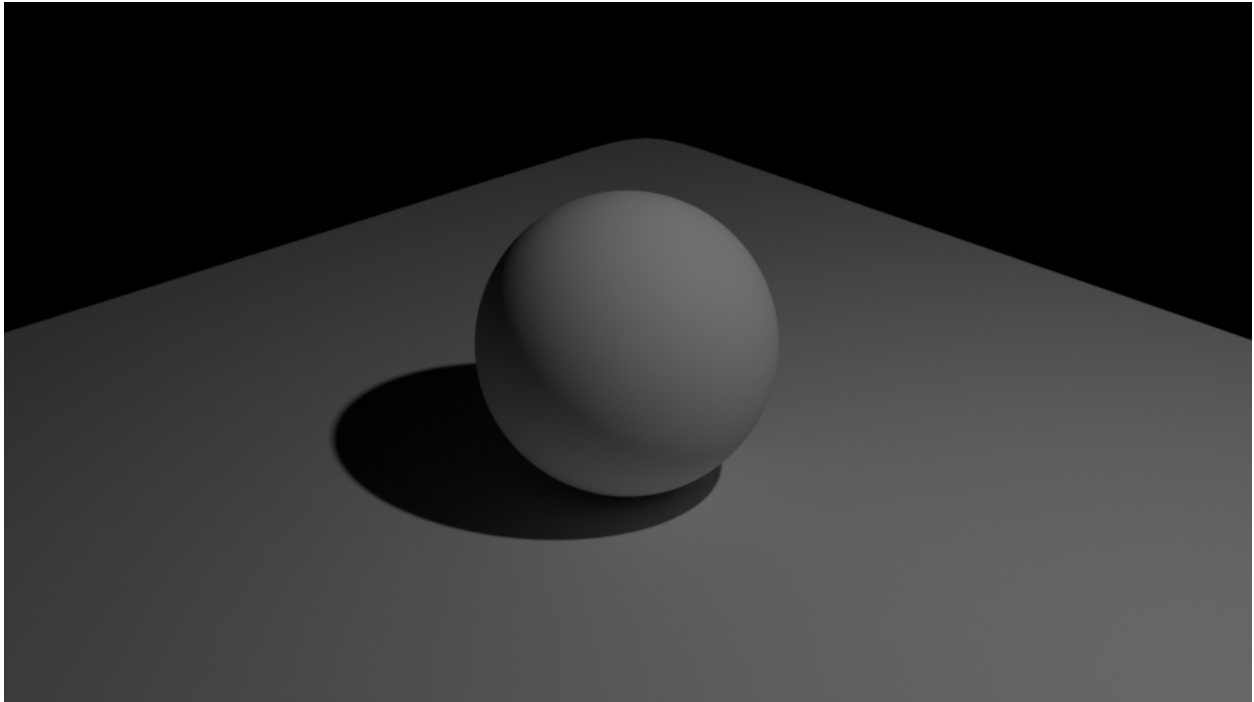


Checkpoint 1.5:



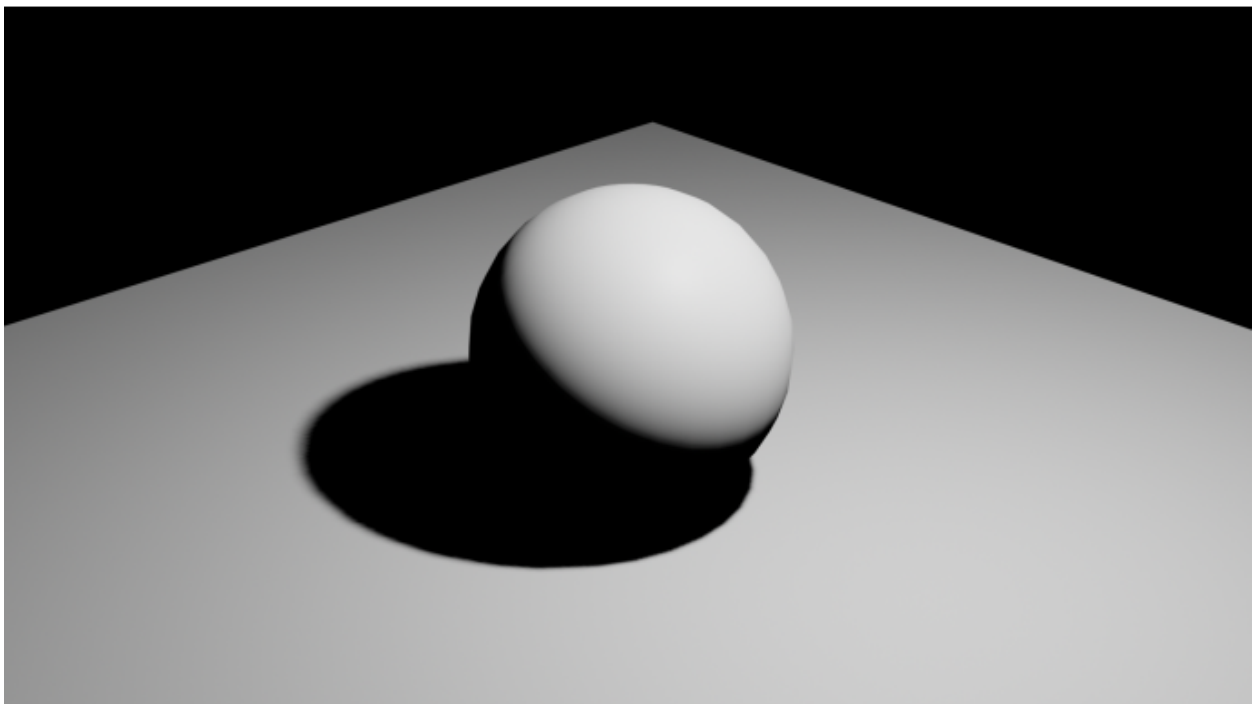
1.6: with subdivision, it makes the object smooth automatically and with it being flat it still looks smooth. With subdivision, it will be helpful if you want the smoothness of the image for it to work.

2.1:



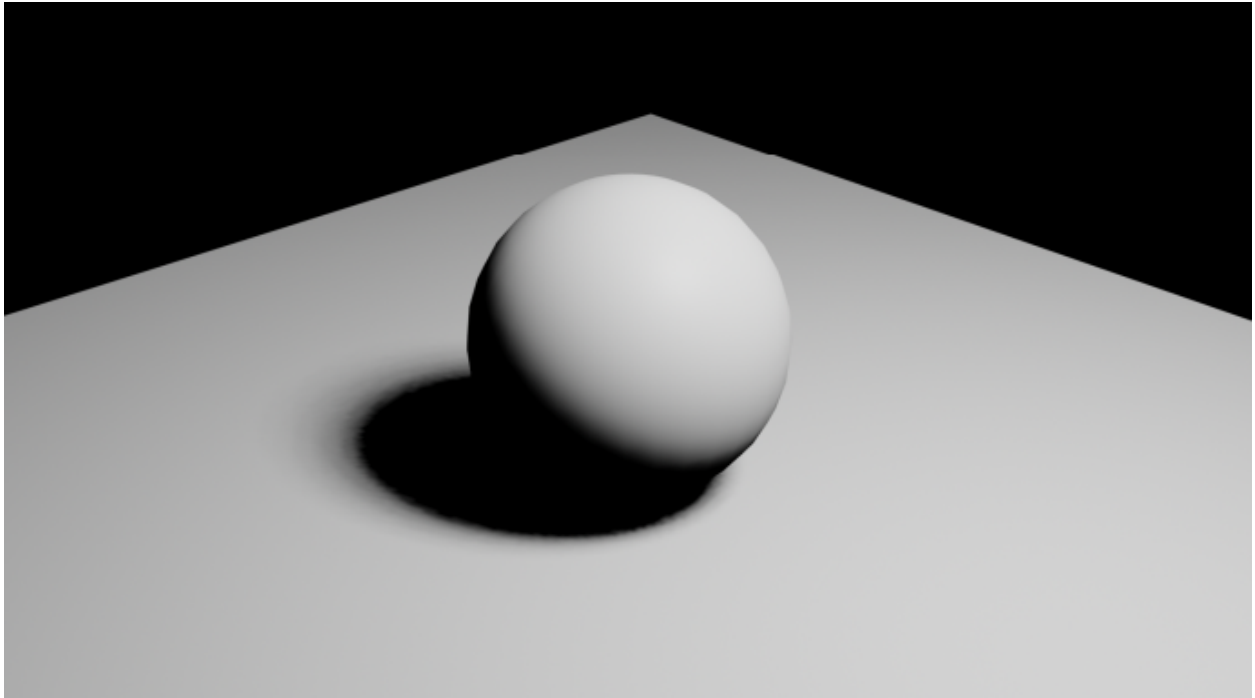
2.2: Compared to 1.5 2.2 image is darker making the object have more shade and shadow than 1.5

2.3:



2.4: The light is closer and the image gets brighter

2.5



2.6: it seems the shadow got smaller

Check point 3:

