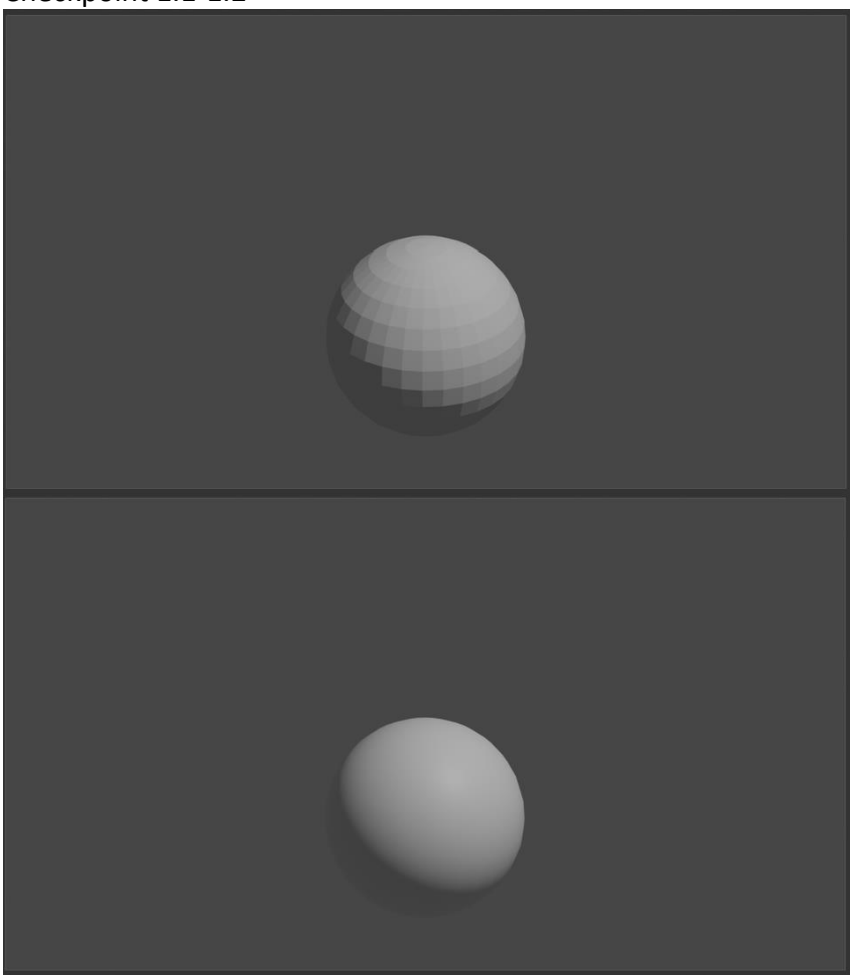
Samuel Nwuha
CSC 322
November 25, 2022

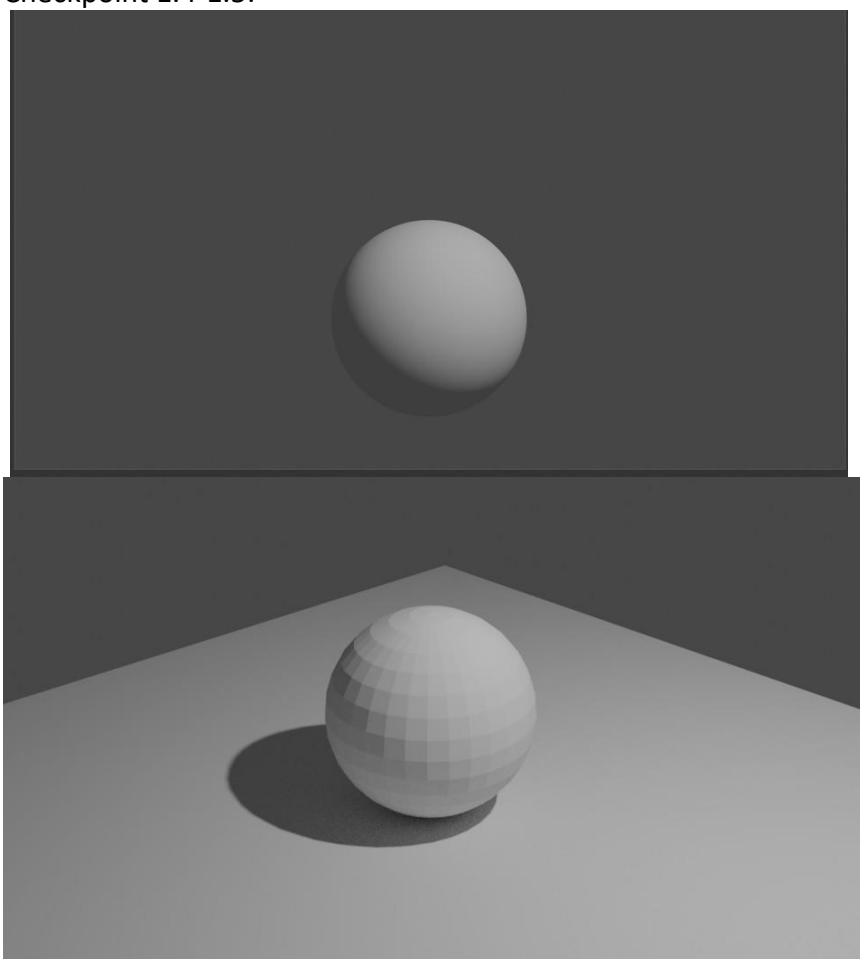
Activity 3

Checkpoint 1.1-1.2



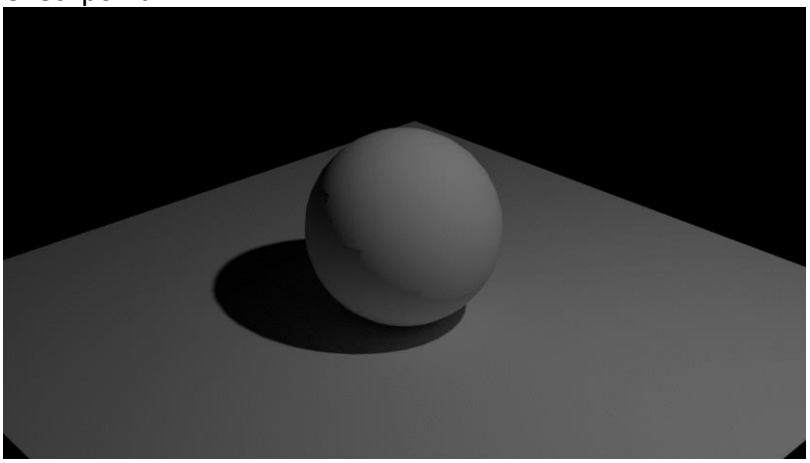
Checkpoint 1.3: In the smooth shading, the edges are practically smoothed out.

Checkpoint 1.4-1.5:



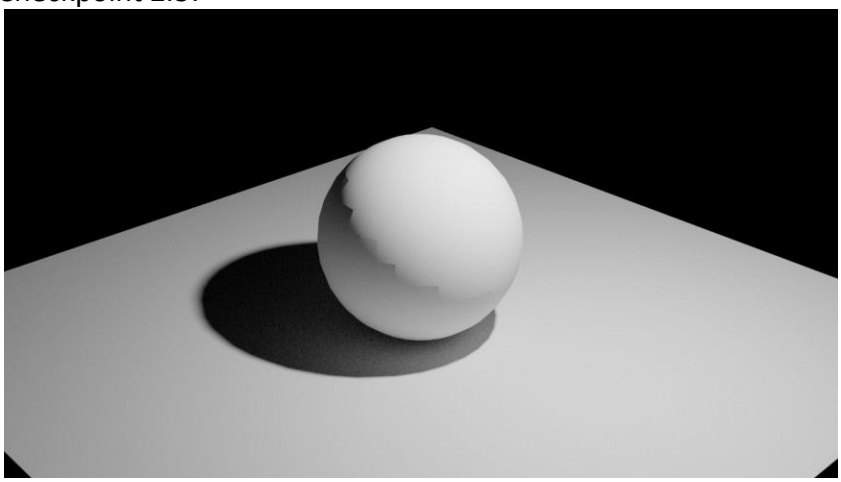
Checkpoint 1.6: With smooth shading, the entire object is smooth, but with with subdivision, although edges are still visible, they aren't as noticeable. Employing both will increase the efficiency of the scene.

Checkpoint 2.1



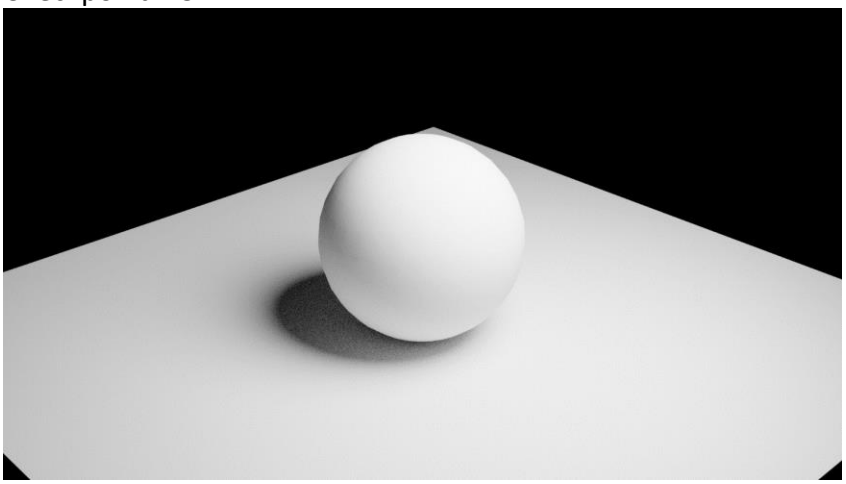
Checkpoint 2.2: The higher the light power is, the brighter the image will be.

Checkpoint 2.3:



Checkpoint 2.4: The closer the light, the brighter the image seems

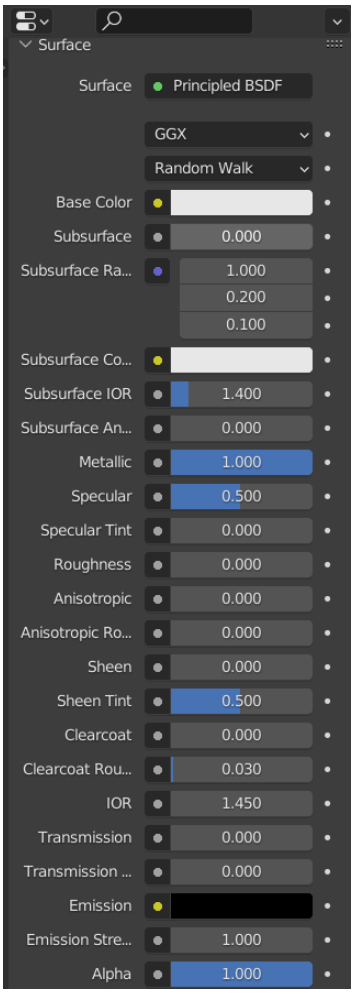
Checkpoint 2.5:



Checkpoint 2.6: The area light puts emits more light onto the plane and wall

Checkpoint 3:

Checkpoint 4:


Surface
Surface
Principled BSDF
GGX
Random Walk
Base Color
Subsurface
0.000
Subsurface Ra...
1.000
0.200
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Subsurface Co...
Subsurface IOR
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Subsurface An...
0.000
Metallic
1.000
Specular
0.500
Specular Tint
0.000
Roughness
0.000
Anisotropic
0.000
Anisotropic Ro...
0.000
Sheen
0.000
Sheen Tint
0.500
Clearcoat
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Clearcoat Rou...
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IOR
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Transmission
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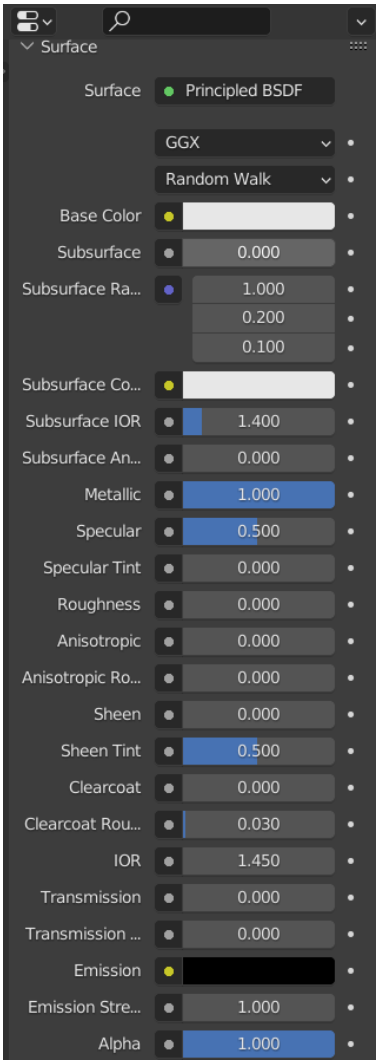
Transmission ...
0.000
Emission
Emission Stre...
1.000
Alpha
1.000


Surface
Surface
Principled BSDF
GGX
Random Walk
Base Color
Subsurface
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Subsurface Ra...
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Subsurface An...
0.000
Metallic
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Specular
0.500
Specular Tint
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Roughness
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Sheen Tint
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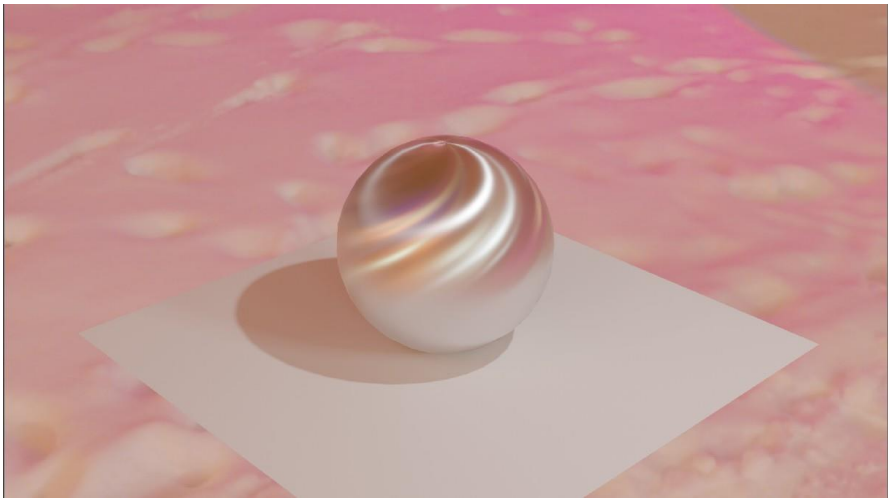

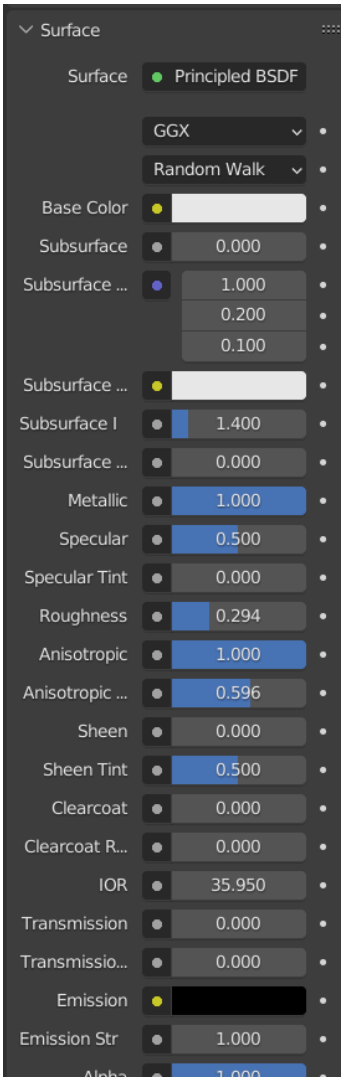
Surface
Surface
Principled BSDF
GGX
Random Walk
Base Color
Subsurface
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Subsurface ...
1.000
0.200
0.100
Subsurface ...
Subsurface I
1.400
Subsurface ...
0.000
Metallic
1.000
Specular
0.500
Specular Tint
0.000
Roughness
0.294
Anisotropic
1.000
Anisotropic ...
0.596
Sheen
0.000
Sheen Tint
0.500
Clearcoat
0.000
Clearcoat R...
0.000
IOR
35.950
Transmission
0.000
Transmissio...
0.000
Emission
Emission Str
1.000

Subsurface I	1.400
Subsurface ...	0.000
Metallic	0.385
Specular	0.500
Specular Tint	0.156
Roughness	0.179
Anisotropic	0.000
Anisotropic ...	0.000
Sheen	0.000
Sheen Tint	0.000
Clearcoat	0.000
Clearcoat R...	0.030
IOR	1.450
Transmission	0.000
Transmissio...	0.000
Emission	
Emission Str	1.000