**Final Project Write-Up**

For my project I created a scene of treasure room. Inside my room I placed a treasure chest, chair, weapon rested on the chair, a book, two sconces, a plate and a cake, a small table, in that order. I focused on creating simple but functional models with accurate textures to make the scene look realistic. I started with finishing the weapon and chest models completely, then adding one fully textured model at a time.

The models were relatively straightforward, and I spent about a third to half of the time on modelling. The rest of the time was about half on unwrapping and half on texturing. The problems I had were getting the unwrapping to be functional on certain shaped objects, often having to reset the seams and just do it with plane projections. Texturing was mostly spent on figuring out how to properly do it for one of my first textures and then easily doing it for the following models.

The majority of my effort ended up being spent on the unwrapping and texturing, because I wanted the models to have realistic and accurate textures, or else the whole scene would fall apart for looking fake and computerized.