2022

# ICTGAM433

## Rendering Software Preparation

ASSESSMENT 2

XIHAO CHEN | 30053752

IMMERSIVE STUDIOS

# Table of Contents

# Project Requirements Summary

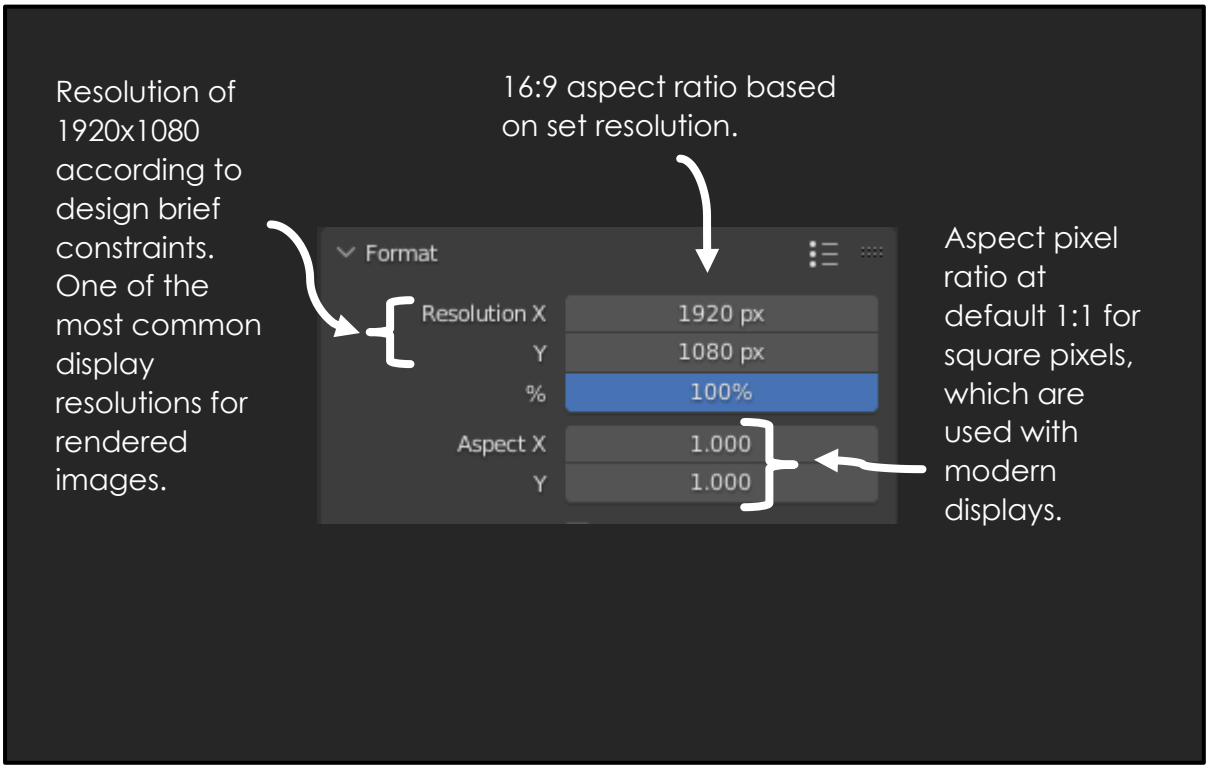
**Excerpt from Project Plan**

The requirements of the project are summarised below according to the design brief:

- A blender scene is supplied for rendering purposes, being used as a target for the future implementation of the assets into a game.
    - Materials may be changed as needed.
    - Compositing and any adjustments of assets are permitted.
- The rendering of **three** images each at a resolution of **1920 x 1080.**
    - The render times are expected to be less than **two (2) minutes**.
    - The result of the render is the main priority.
- Each image must have a different camera angle:
    - The camera angle must hide all 3D geometry artifacts.
    - No visible noise should be seen in each image render.
- Each image render result is saved as a **TARGA** file format, with a maximum file size of **800MB** for each file.

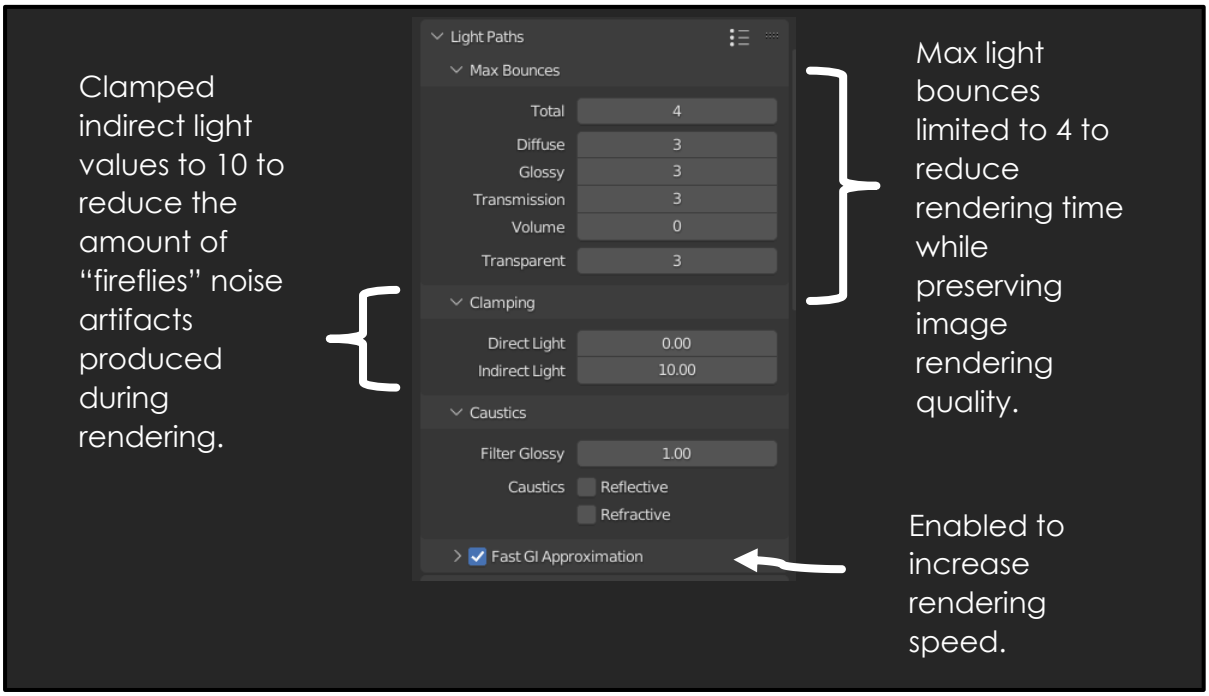
# Annotated Images

## Output Properties (Image Resolution, Aspect ratio, Pixel Ratio)

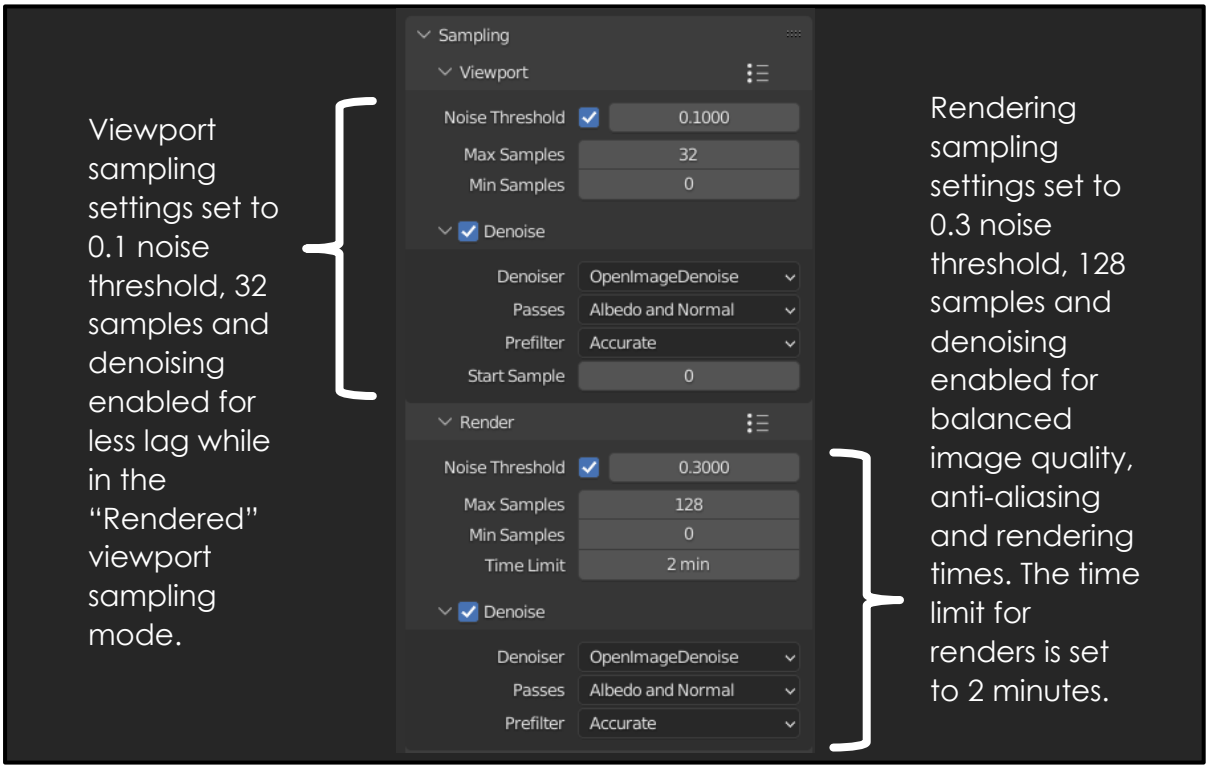


## Anti-Aliasing/Visual Effects Settings

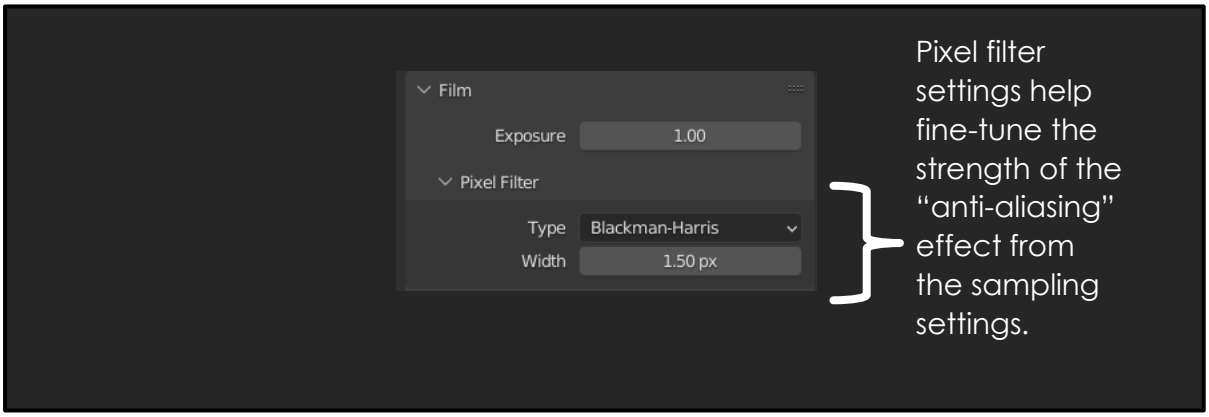
### Sampling Settings



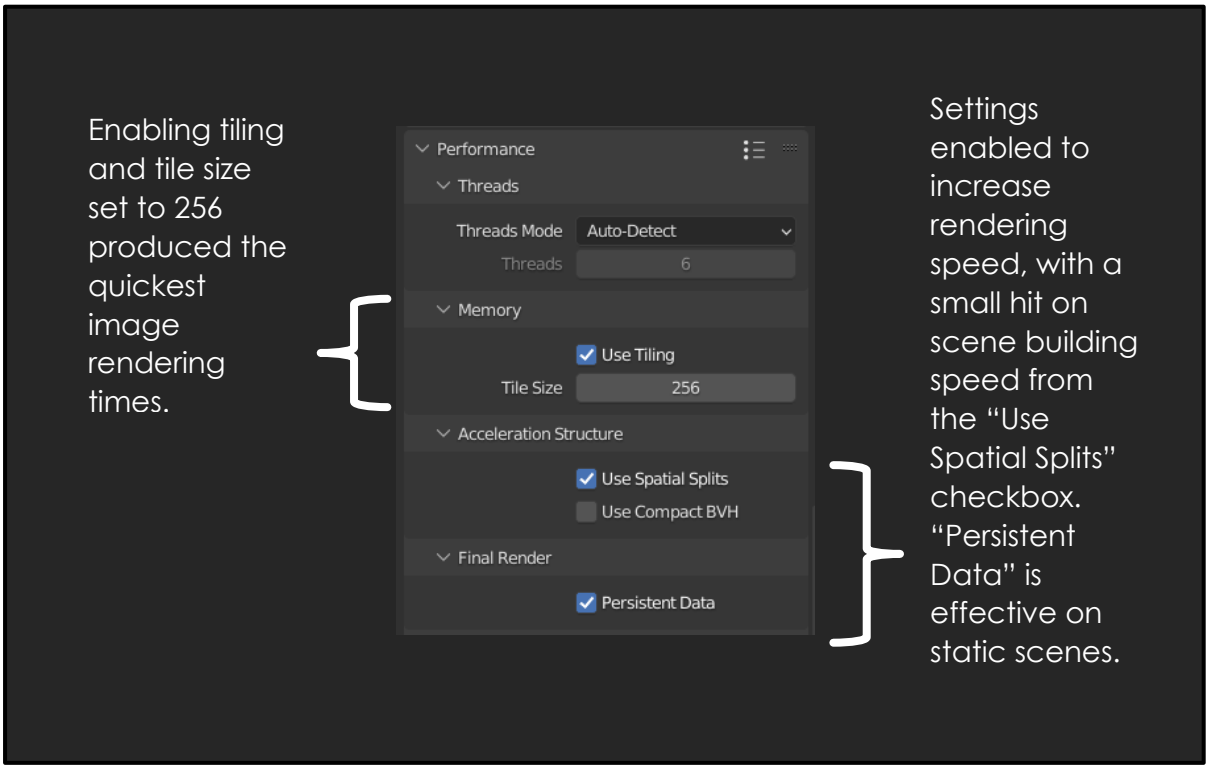

### Light Paths Settings



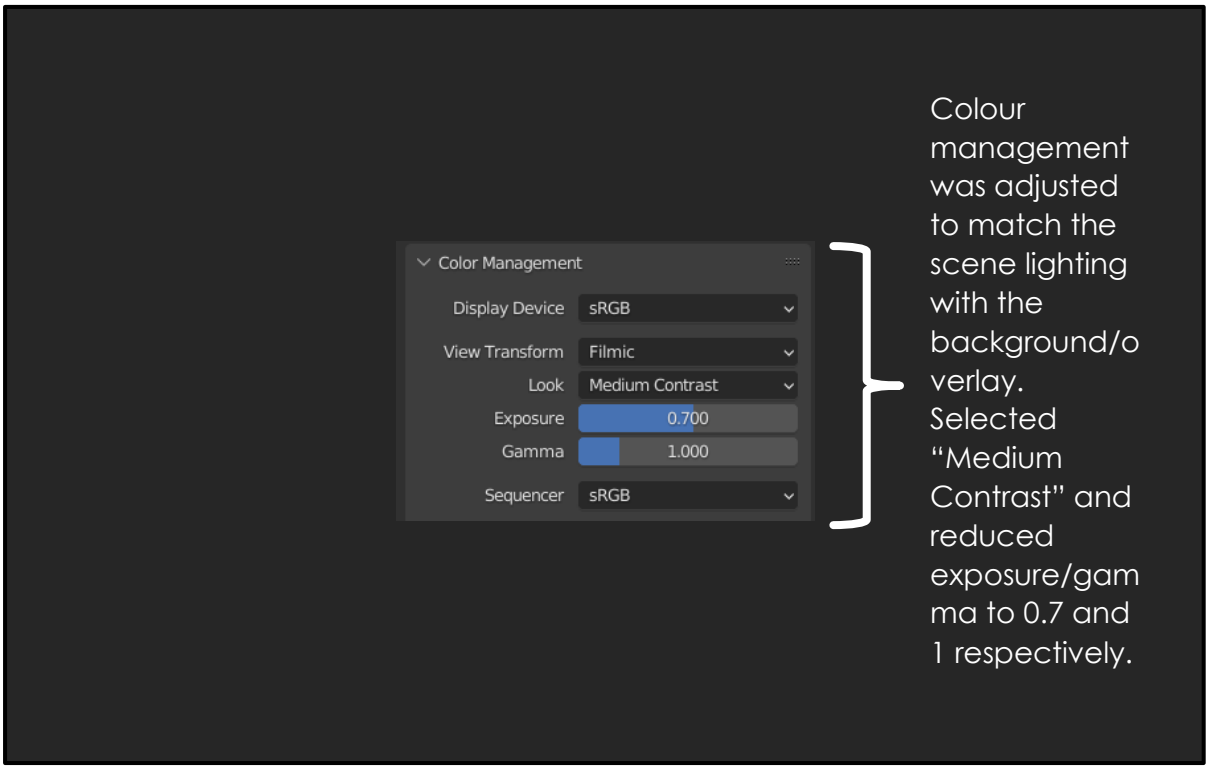
## Film (Anti-Aliasing Pixel Filter)



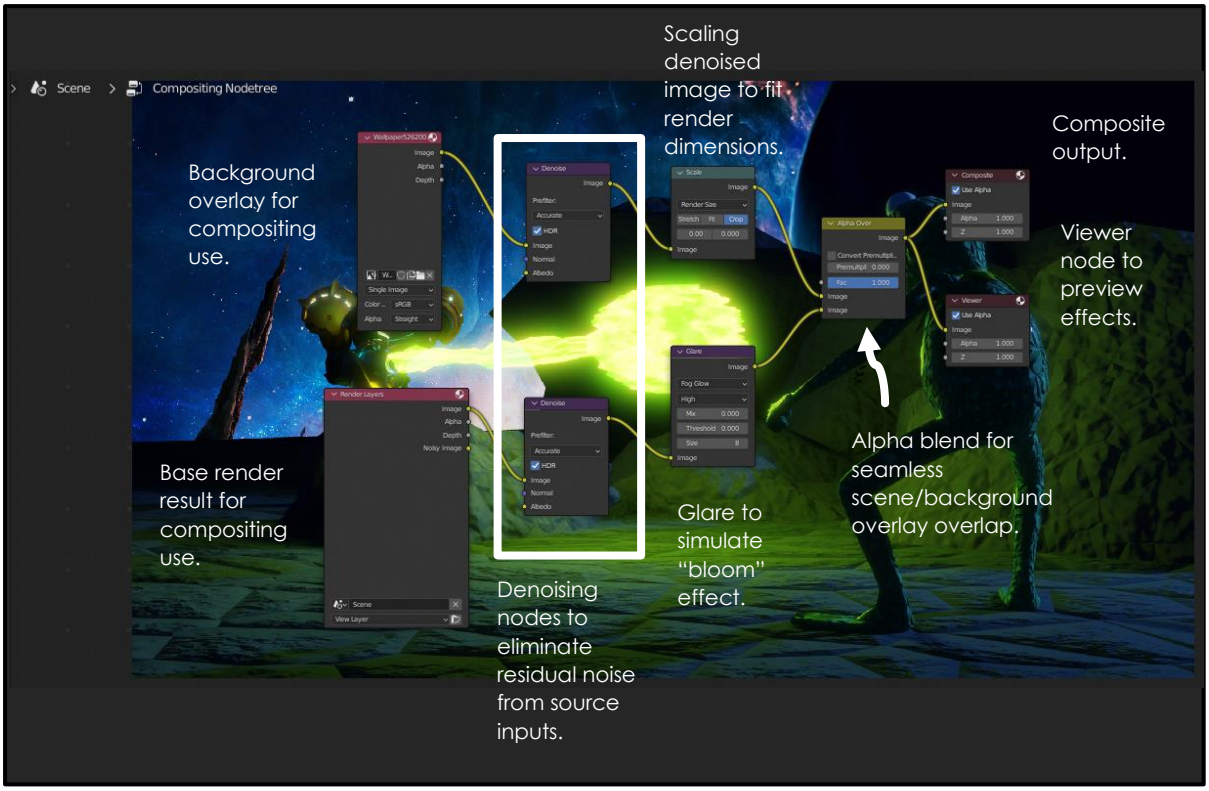

## Performance Settings



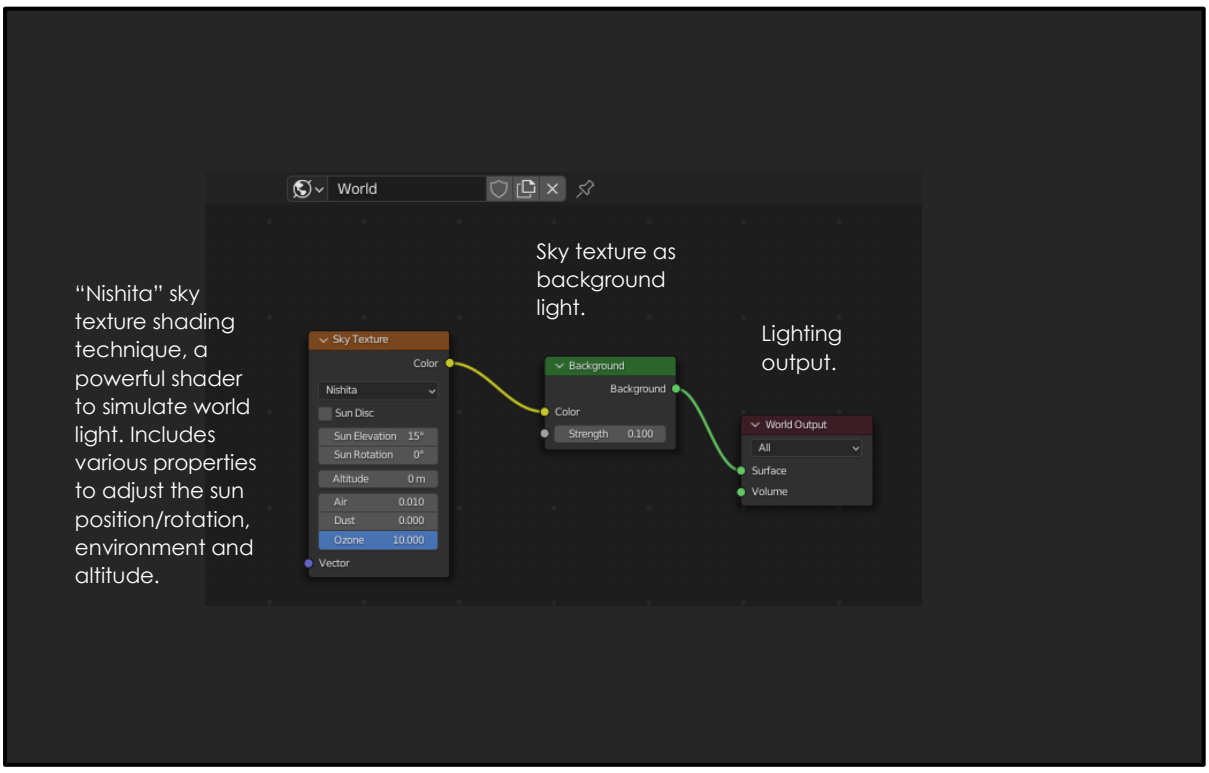
## Colour Management Settings



## Compositing Settings

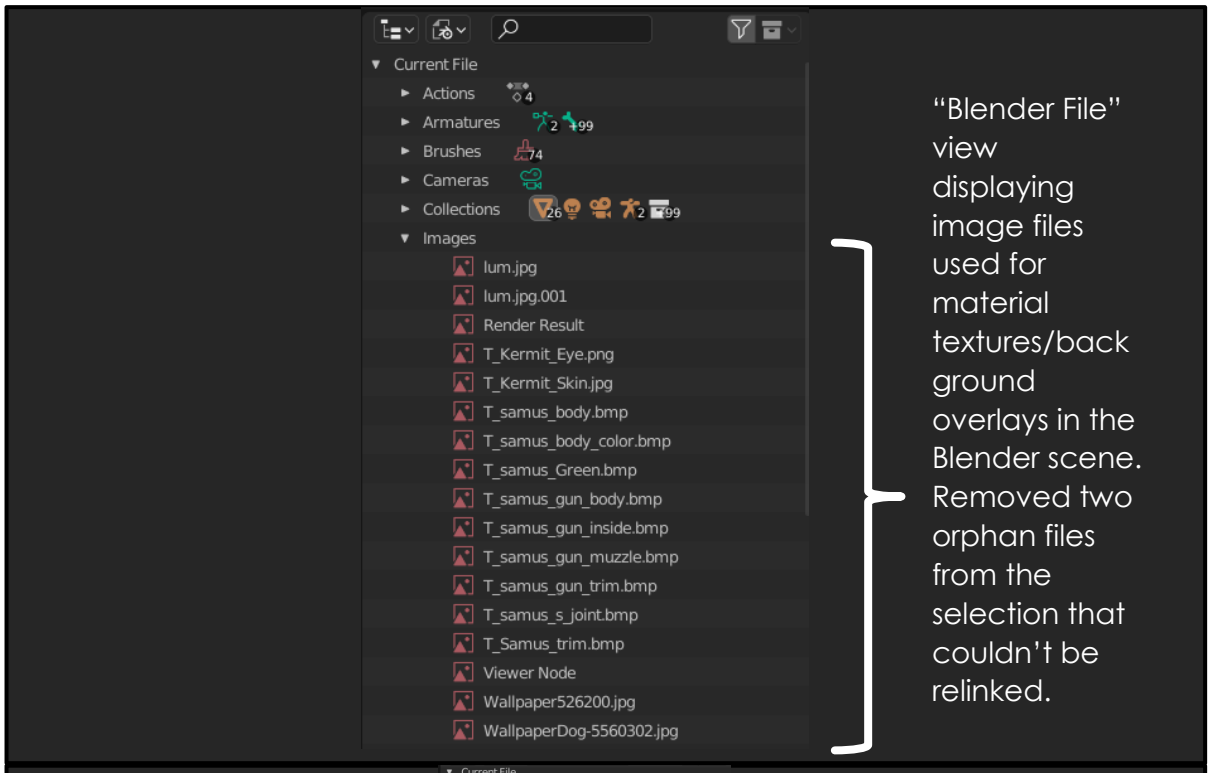


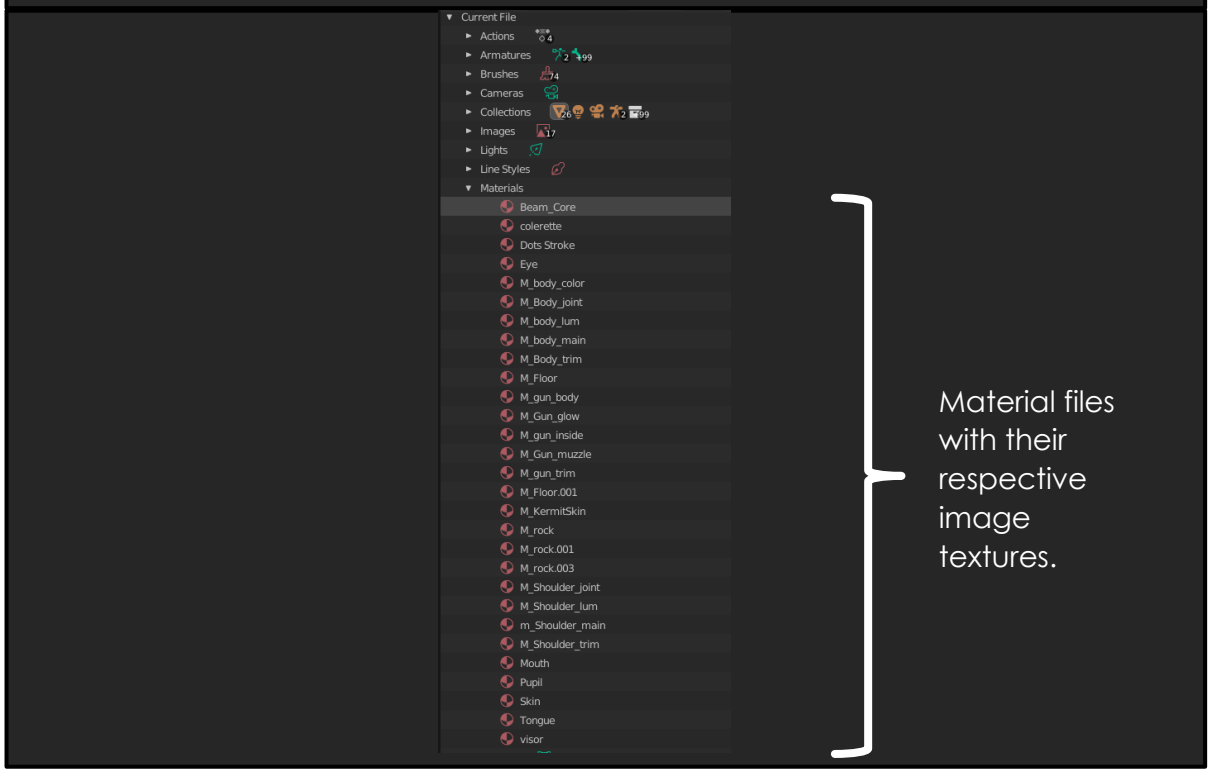

## World Lighting Settings



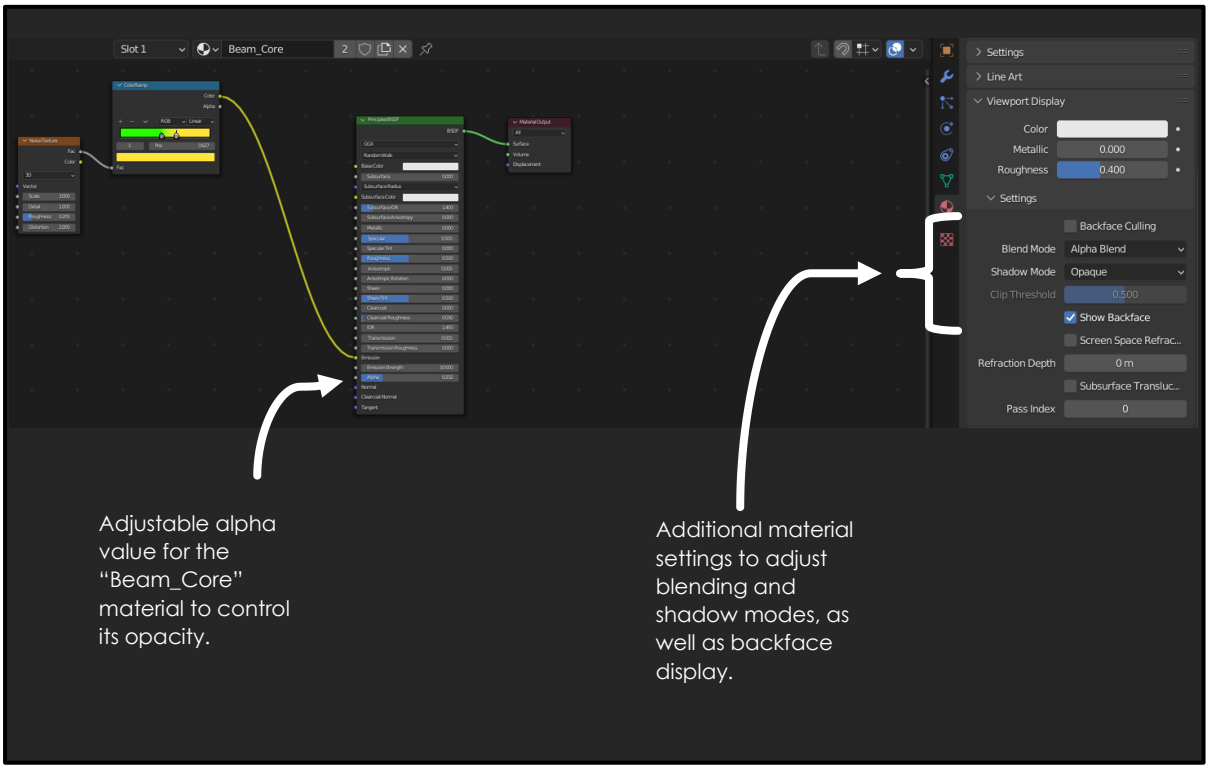
## Images/Textures Linkage

### Linked Images/Materials

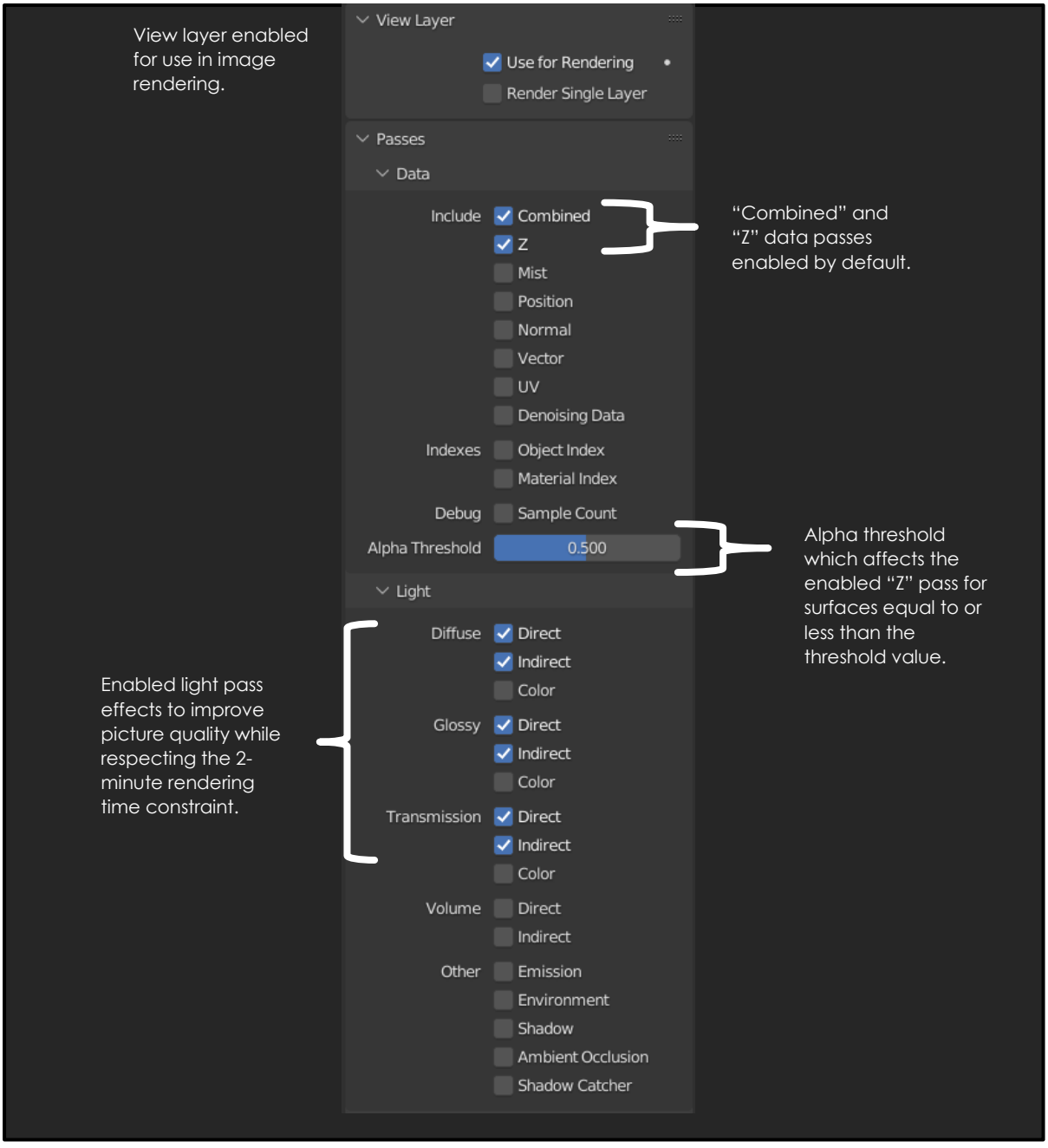


## Alpha Channels/Opacity Maps



## Render Layers/Passes



# References

Blender Foundation. (2022, October 24). *Format*. Retrieved from Blender Documentation: https://docs.blender.org/manual/en/3.3/render/output/properties/format.html

Blender Foundation. (2022, October 24). *Sampling*. Retrieved from Blender Documentation: https://docs.blender.org/manual/en/3.3/render/cycles/render_settings/sampling.html