

# Treasure Island: a blender project

Matteo Pol - 12040035

Introduction to Computer Graphics

June 18, 2022

# Outline

1 Introduction

2 Modelling

3 End results

4 Conclusions



# Introduction and Motivation

What is the coolest thing to do in summer? Go on holiday!  
Where? It depends but I like the beach and I also like pirates so in  
the end I decided to model a tiny tropical island where someone left  
a treasure chest.

# Modelling

Modelling was by far the most time consuming activity in this project, starting with zero experience I can say to have learned and improved a lot in a very short amount of time.

I used a little amount of tools and modifiers on the object to obtain the final result:

- Extrude.
- Rotate.
- Scale.
- Decimate.
- Solidify.
- Mirror



# End results

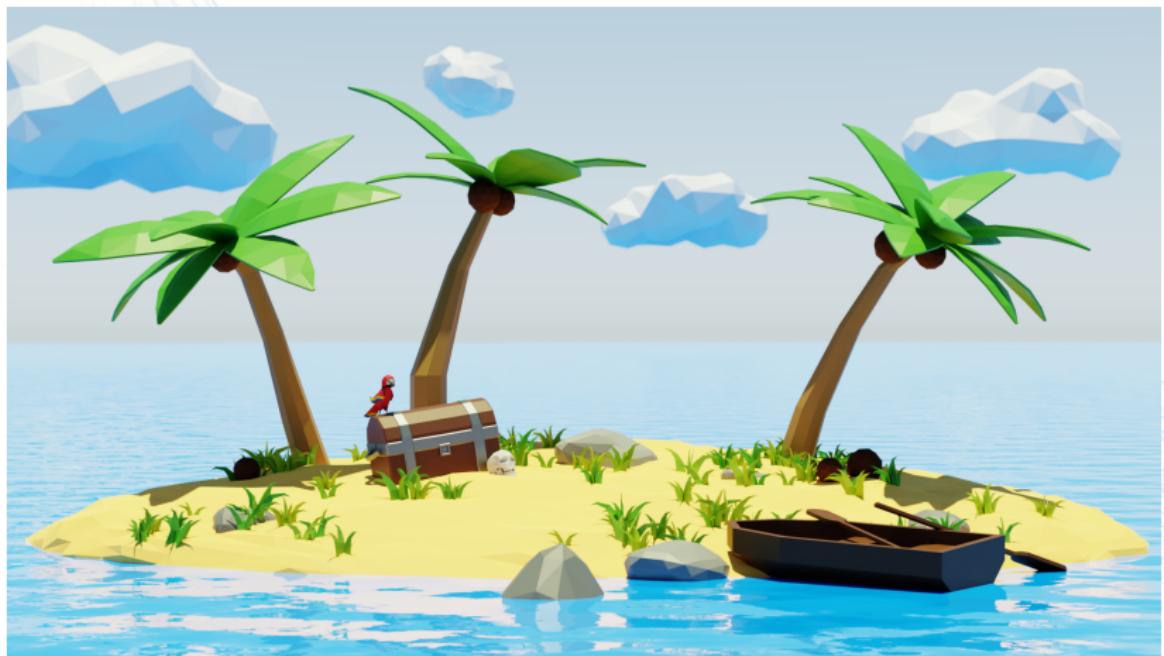


Figure 1: Treasure Island with sun at 0 degrees, very bright



Figure 2: Treasure Island with sun at 50 degrees



Figure 3: Treasure Island with sun at 60 degrees



Figure 4: Treasure Island with sun at 70 degrees, it starts getting dark



Figure 5: Treasure Island with sun at 80 degrees



Figure 6: Treasure Island with sun at 90 degrees, sunset

# Conclusions

At the end of the project I can say to have understood a couple of things

- Most of the times you can do something in a simple way that is almost good as the hard way
- Refrain to use colors with saturation greater than 0.8
- Always render some frames before the final animation.
- Check everything is right before doing the final render.
- Repeat at least 2 times the previous two points.
- Sometimes not all the things go the right way, despite that the end result is good.