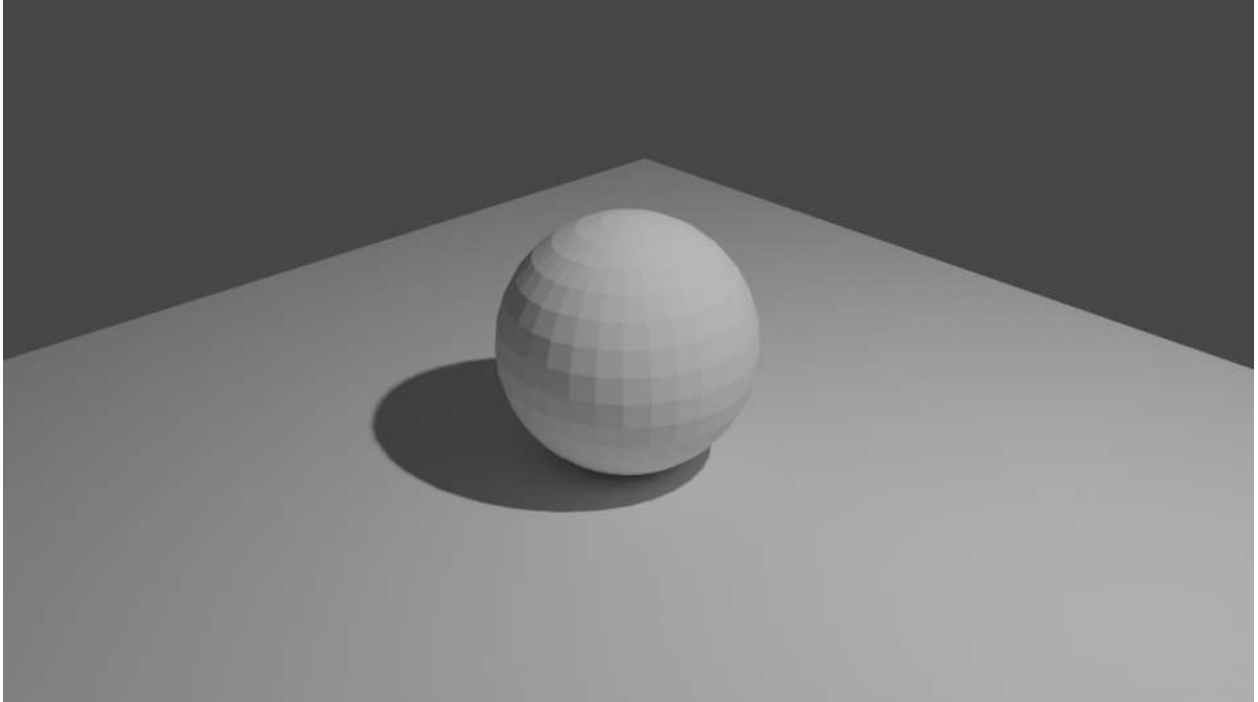


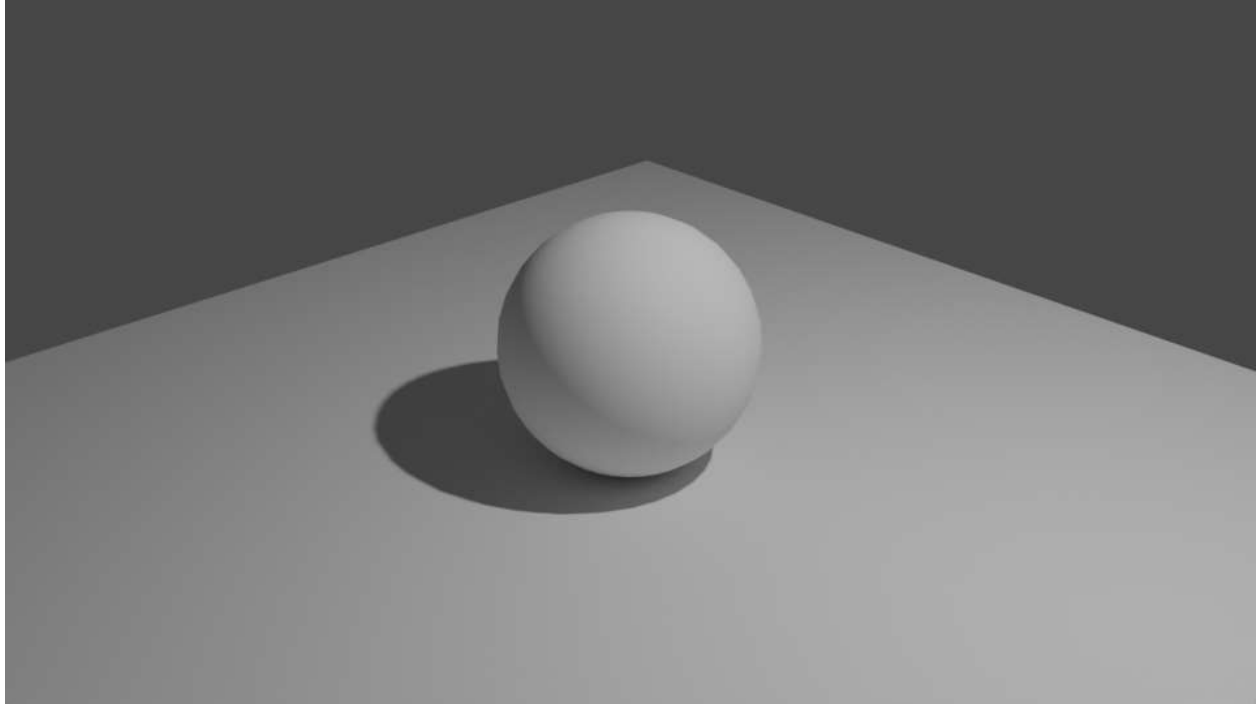
Activity 3

Prithvi Raj Gali

Check point 1.1



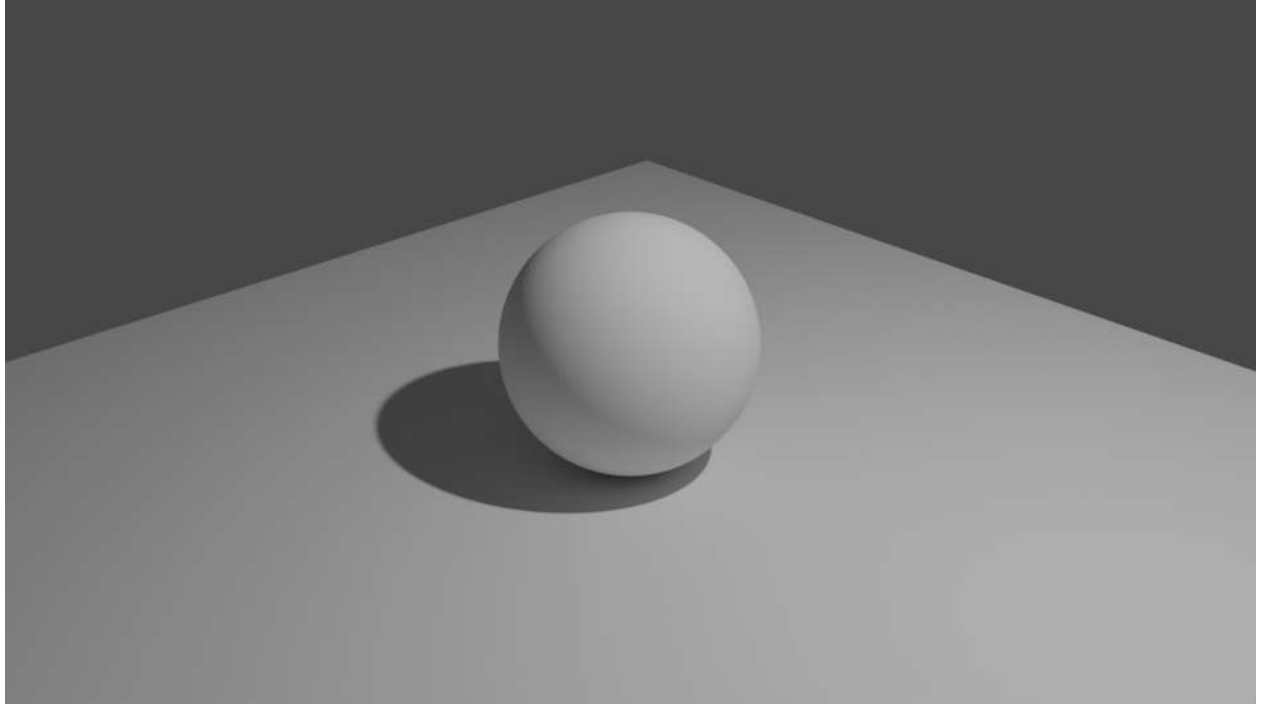
Check point 1.2



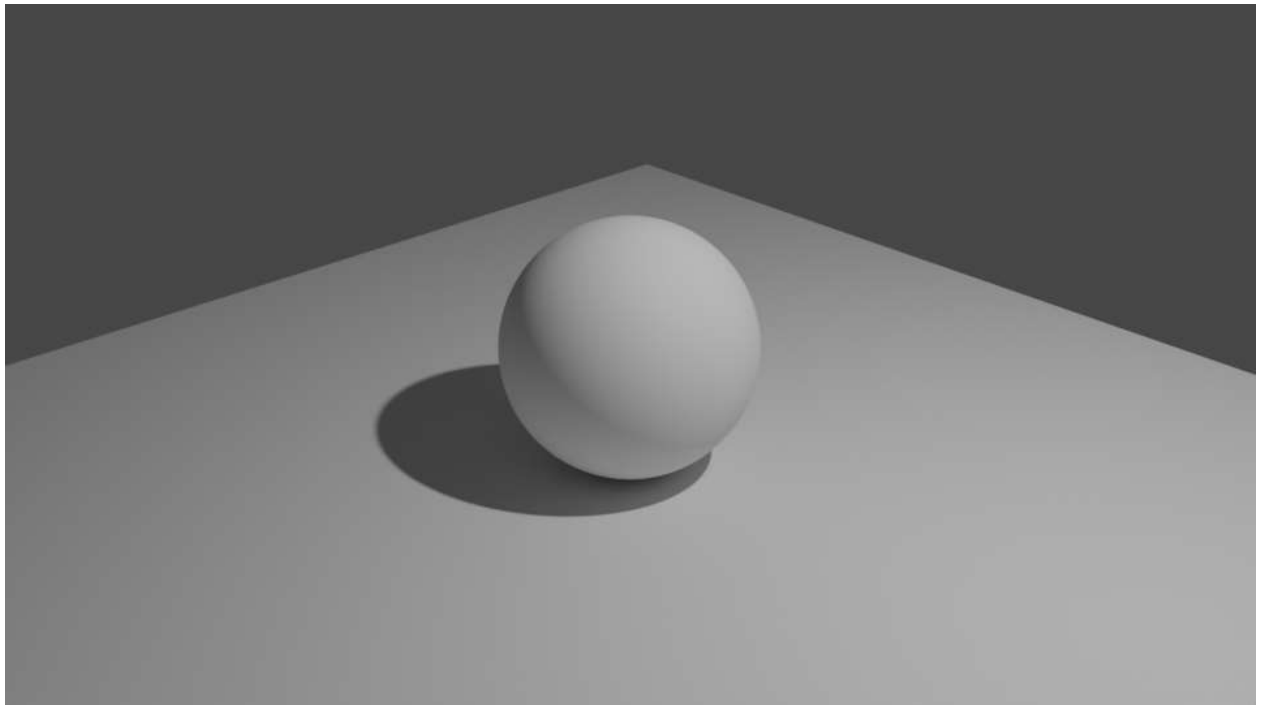
Check point 1.3

The model rendered with smooth shading has a smoother surface than the model rendered with flat shading. In flat shading we can see the geometry of the object whereas smooth shading will perform lighting to smooth over the normal of each vertex and makes the object surface smooth.

Check point 1.4



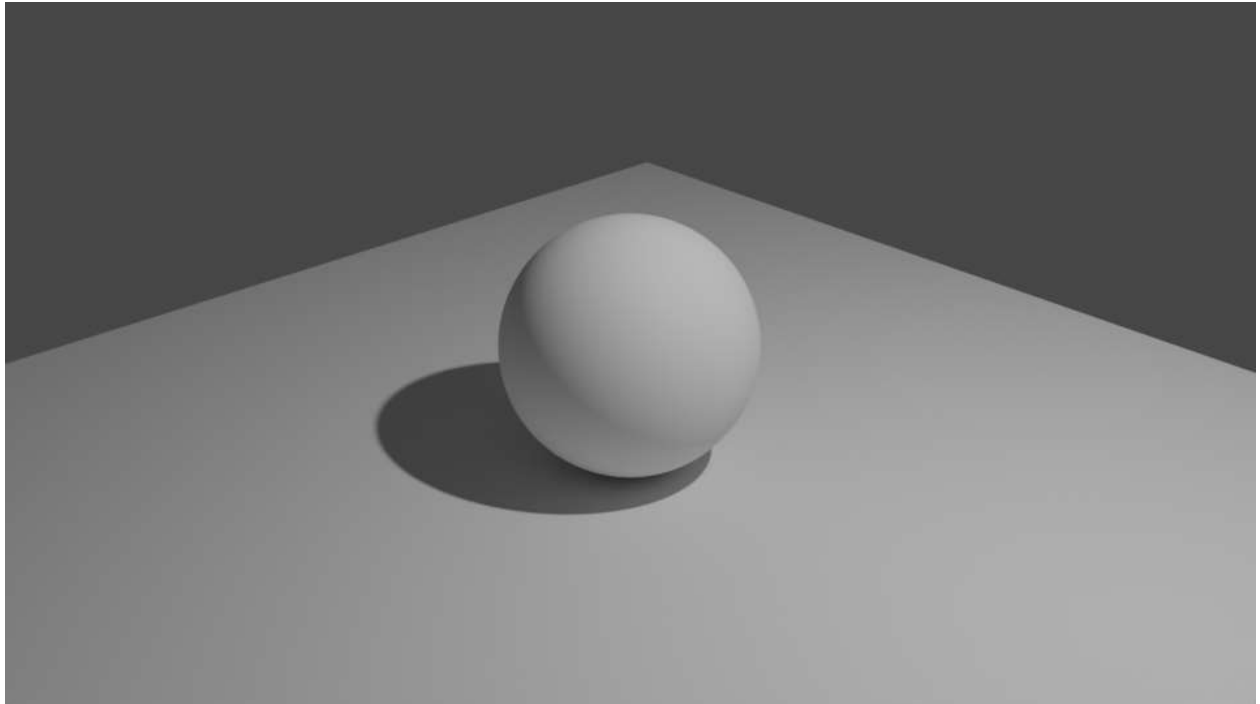
Check point 1.5



Checkpoint 1.6:

Subdivision + smooth shading has completely smoothened the sphere surface removing the imperfections in just the smooth shading one.

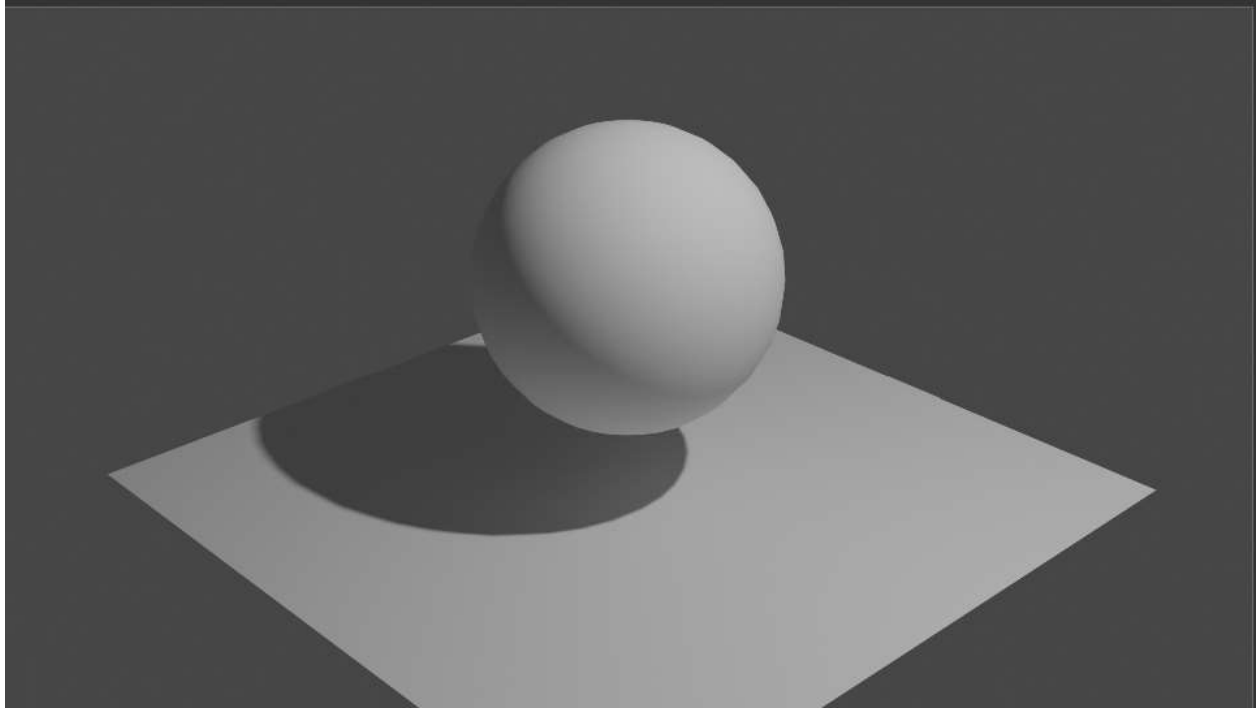
Check Point 2.1



Checkpoint 2.2:

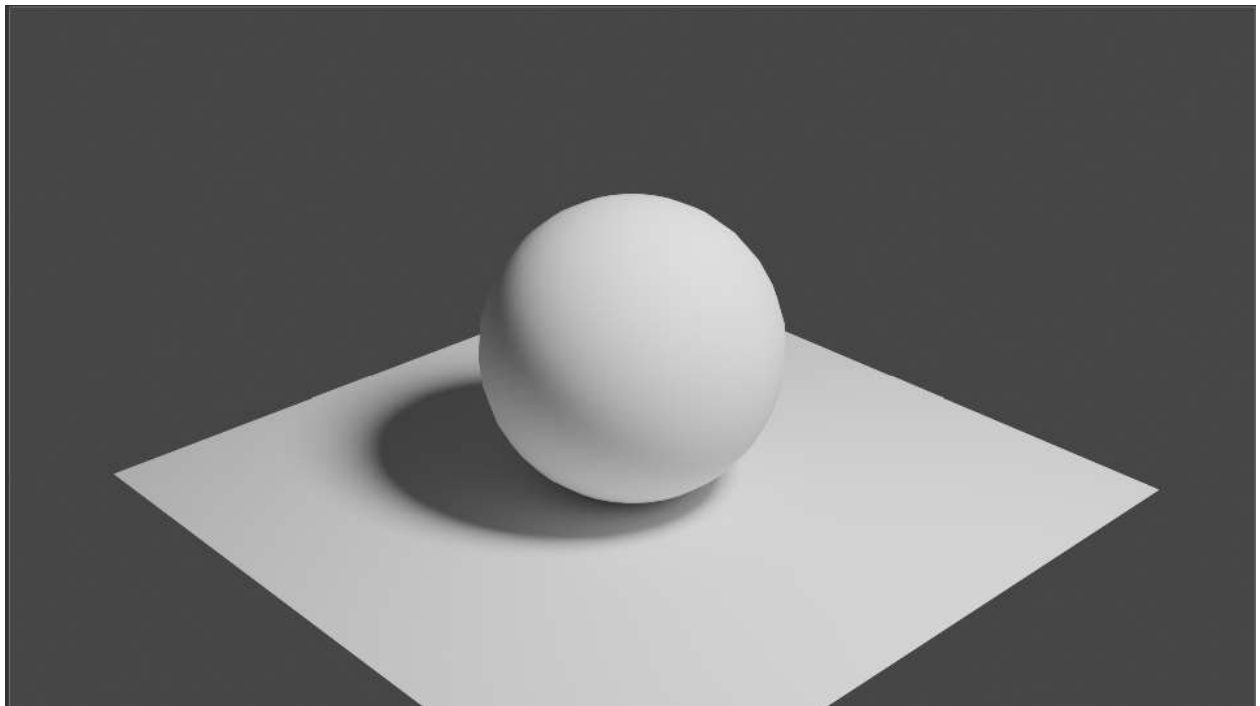
The rerendered checkpoint 1.5 looks brighter than the image at checkpoint 2.1. It looks like the checkpoint 2.1 images has a dim power source.

Check point 2.3



Checkpoint 2.4:
Image at checkpoints 1.5 and 2.3 is the same.

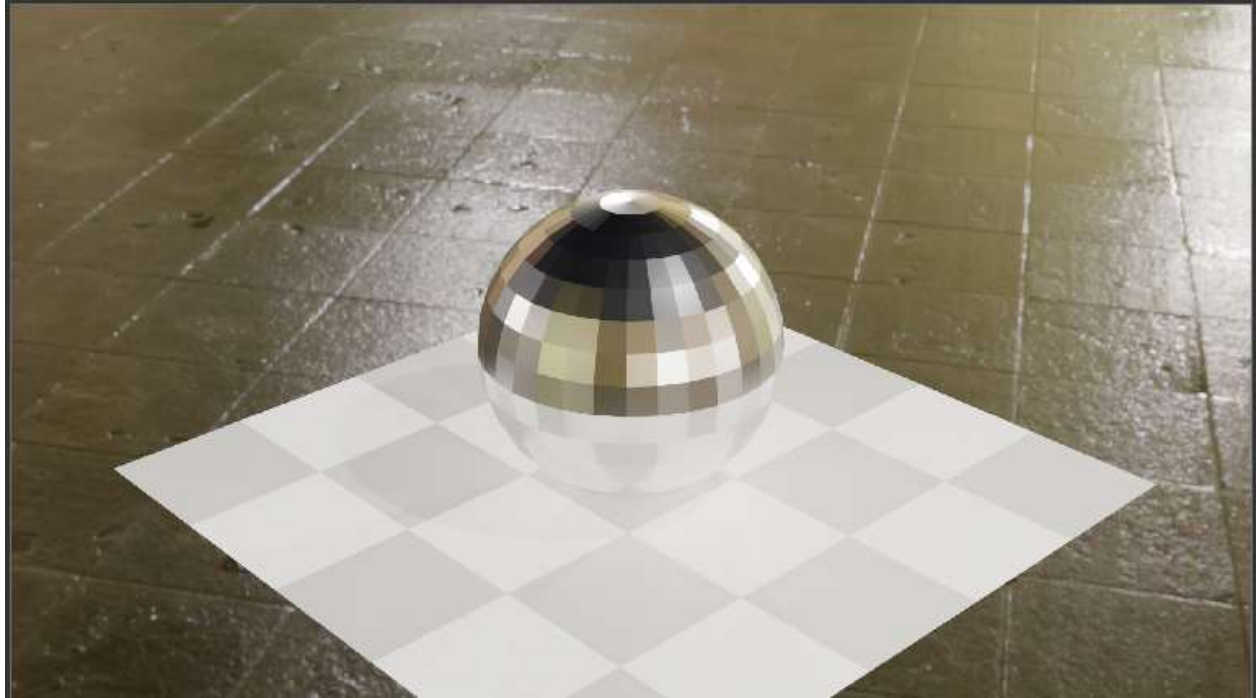
Check point 2.5



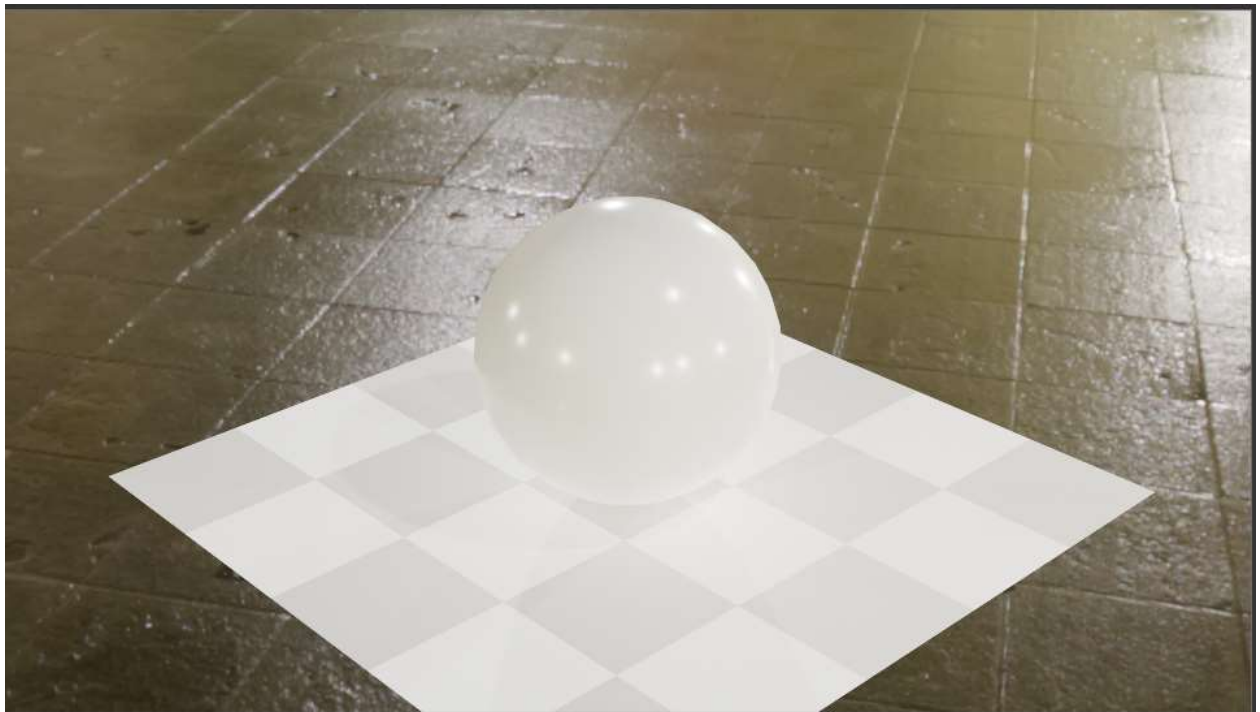
Check point 3



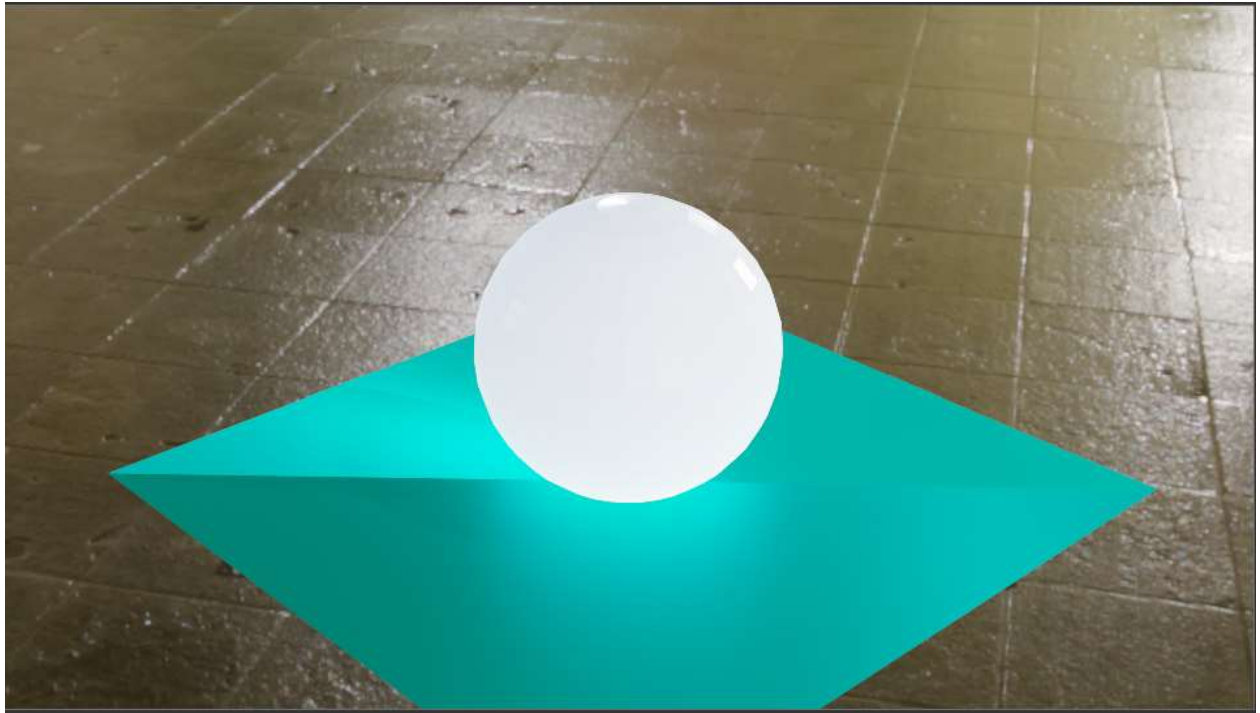
Check point 4.1



Check point 4.2



Check point 4.3



Checkpoint 4:

- For the first rendering, I used principle BSDF on the sphere, set the metallic parameter to 1, specular to 0.5, roughness to 0.2, and sheen tint to 0.5. For the plane, I used principle BSDF, specular 0.2, roughness 0.2, anisotropic 1, sheen tint 0.5, emission brick texture, and offset 0.5.
- For the second rendering, I used glass BSDF on the sphere, roughness to 0.2. For the plane, I used principle BSDF, specular to 0.5, roughness to 0.5, sheen tint 0.5, emission checker texture.
- For the third rendering, I used principle BSDF on the sphere, specular 0.5, specular tin to 0.3, roughness to 0.2, sheen tint 0.2, emission to sky texture Nishita. For the plane, I used Hair BSDF, color to RGB (0, 0.8, 0.8), roughness to 0.1.