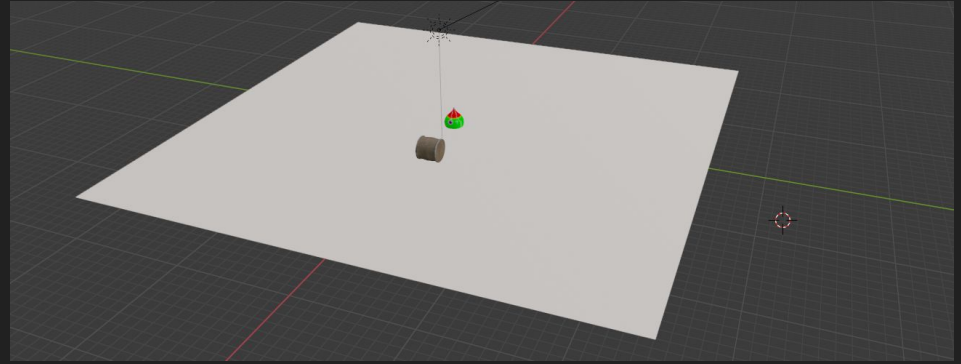
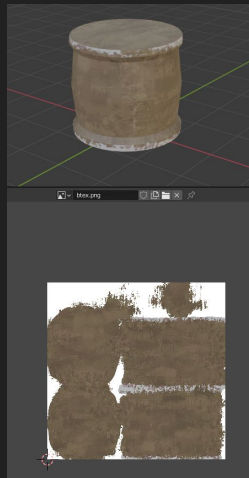
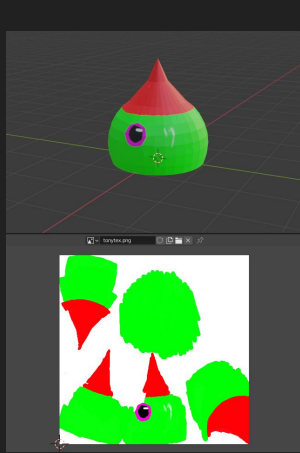


Graphics Midterm Storyboard

Used tools:

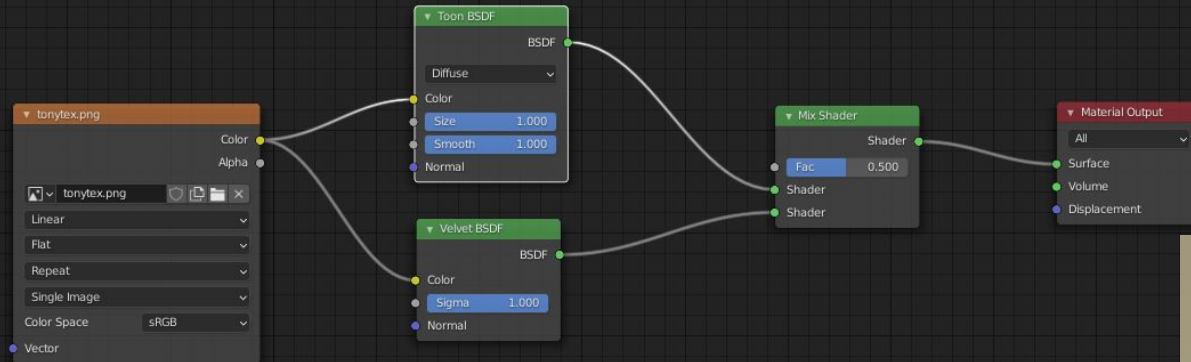
Blender

Photoshop

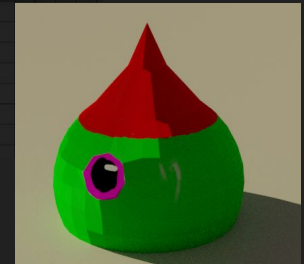


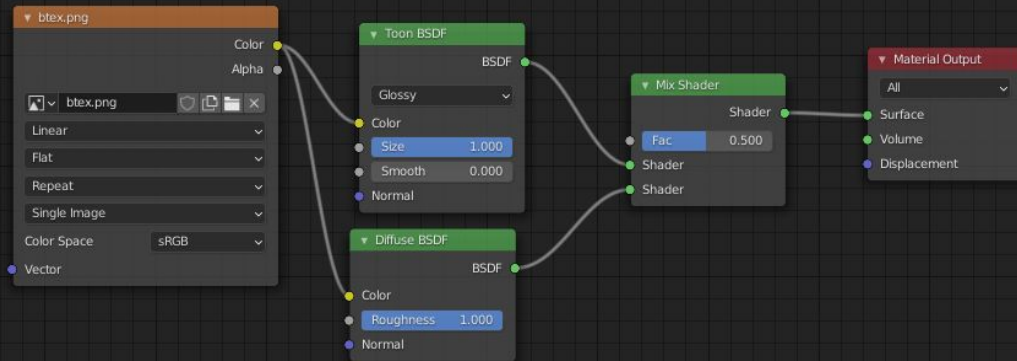
Objects were placed into blender

Models and textures were created in blender

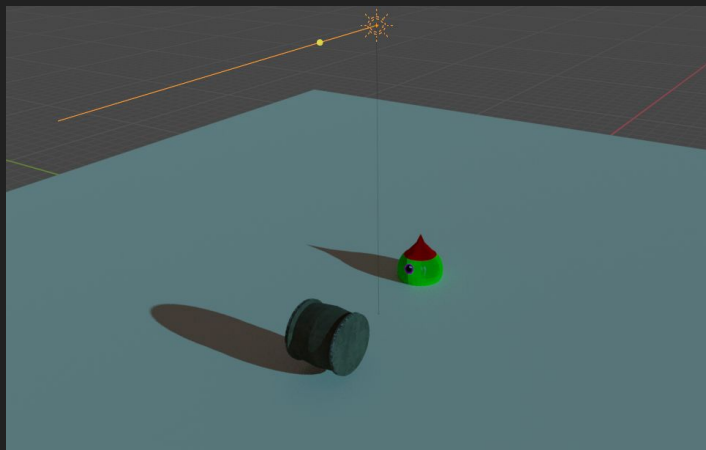
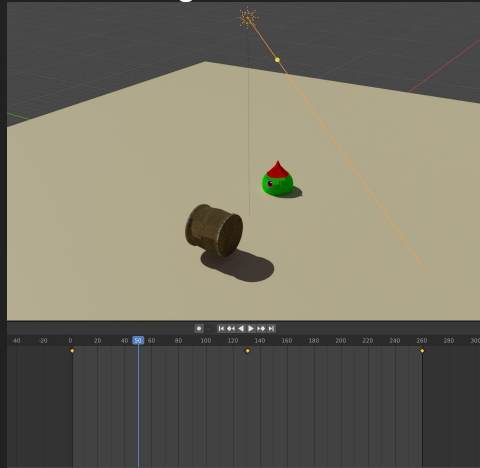


Using shader nodes, we mixed together a Toon Shader and Velvet shader , gives a Jelly look to our Slime





For our barrel we mixed the Toon shader with a full roughness Diffuse Shader to give our barrel a rougher look while maintaining the Toon artstyle.



Finally we added a sun light and keyframed it to rotate, simulating a sun rise and set. Afterward the color changes and does the same cycle but for the moon.