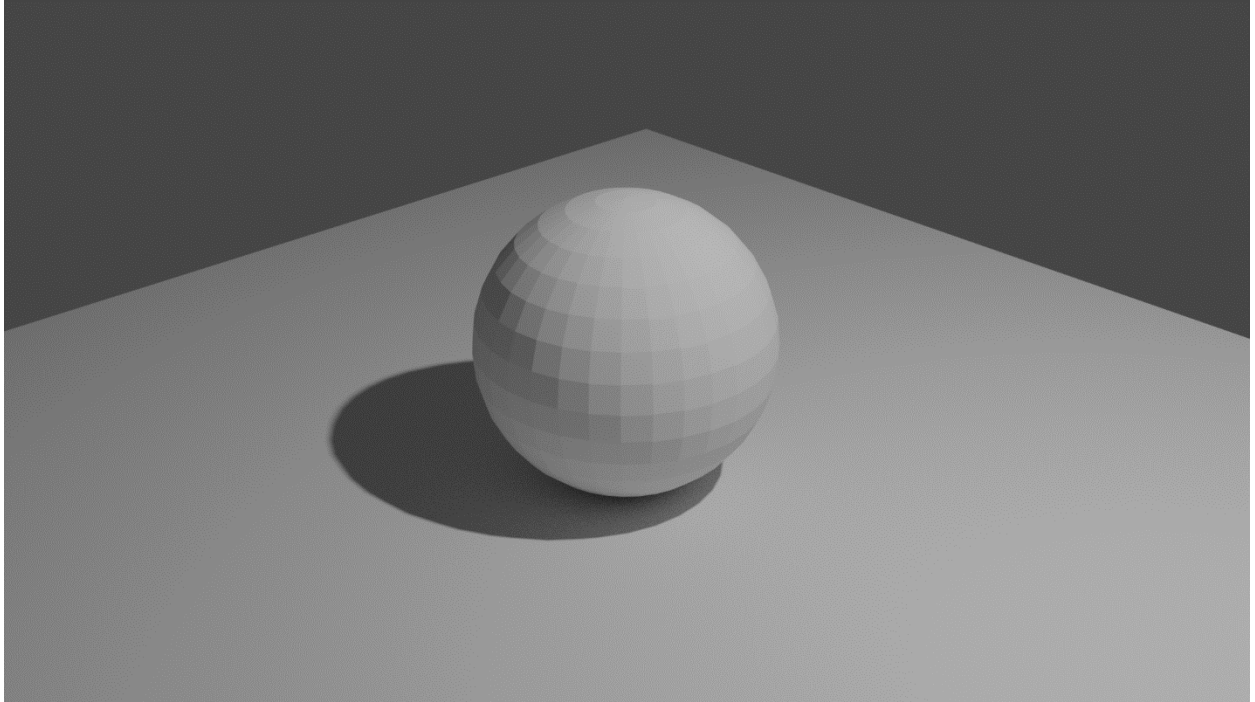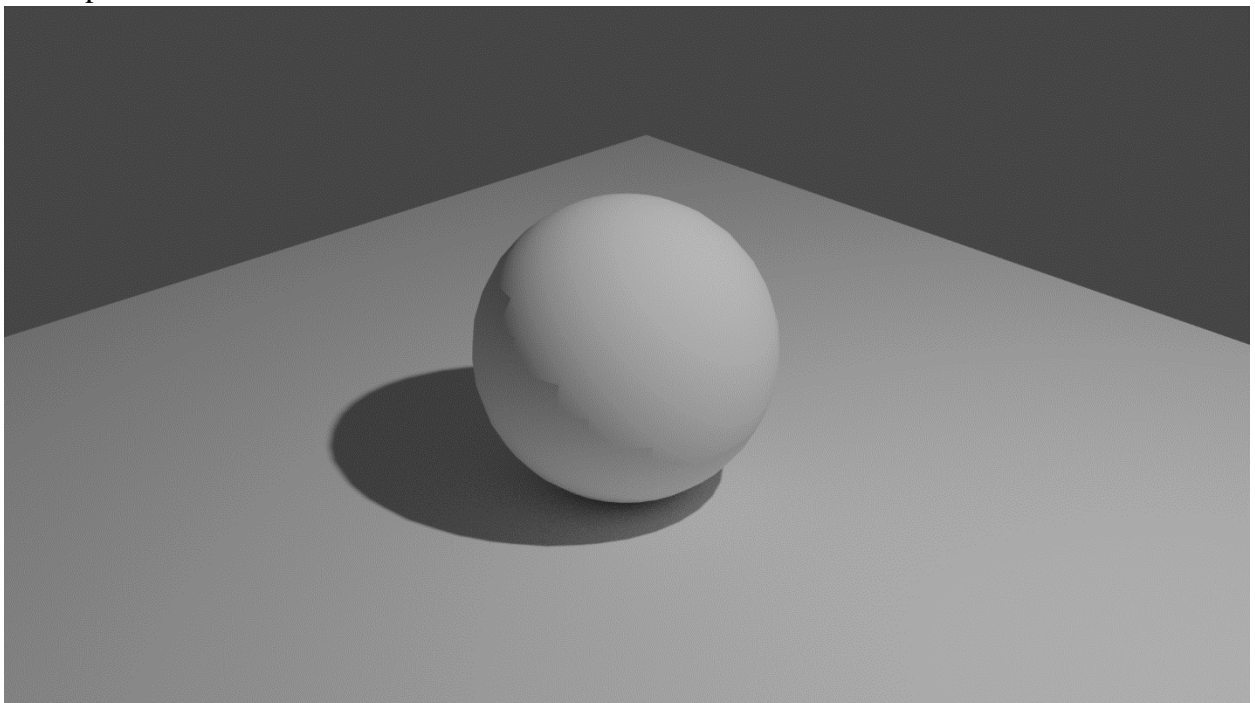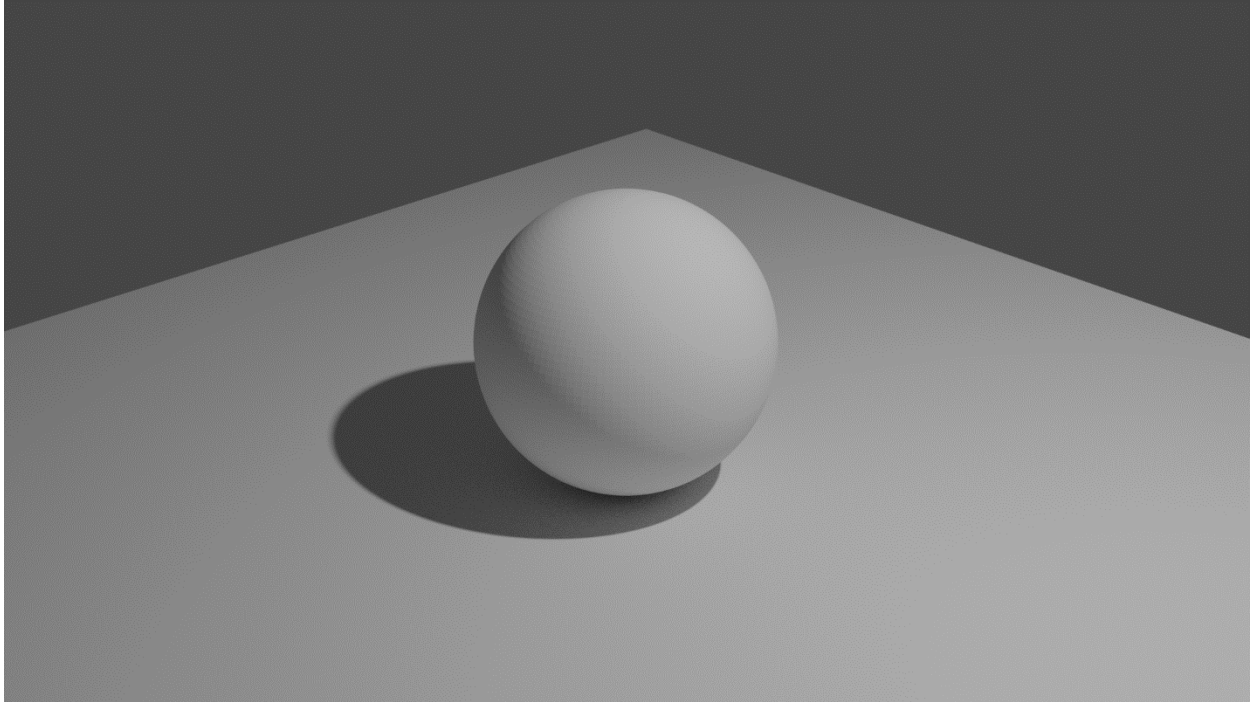Raghad Alghamdi

Activity 3

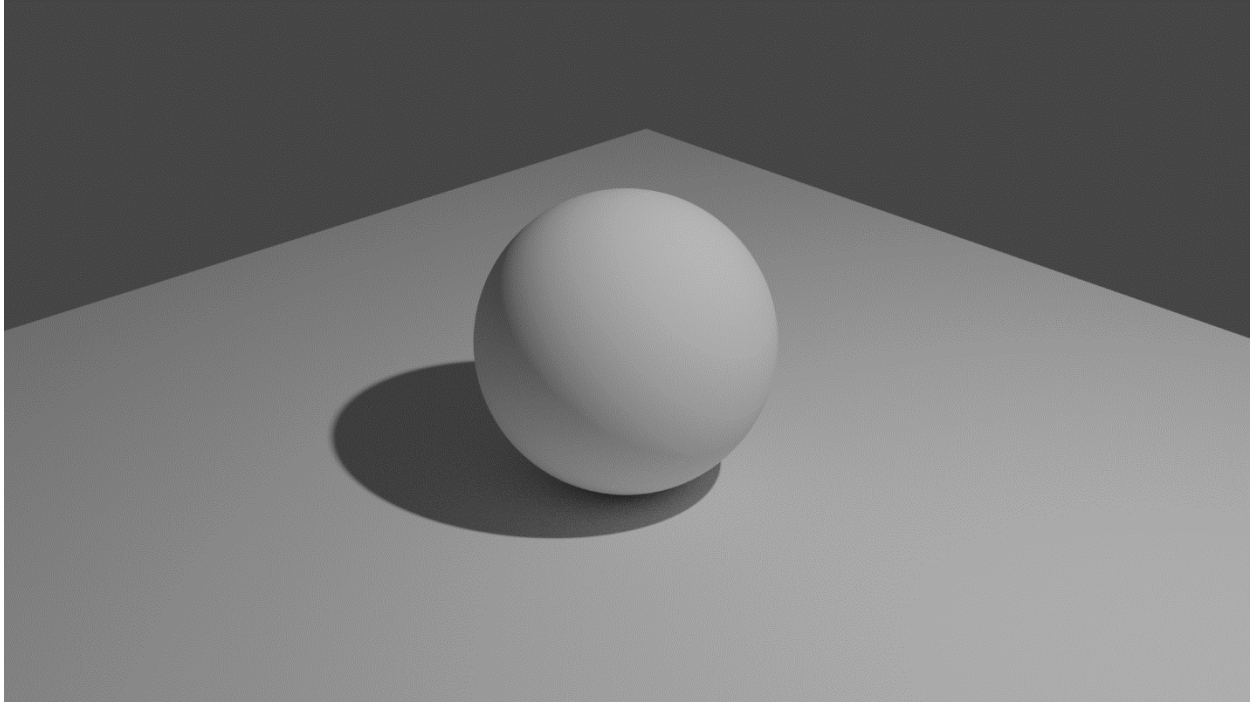Checkpoint 1.1:

Checkpoint 1.2:

Checkpoint 1.3:

      The flat shading has visible edges, while smooth shading does not have visible edges.
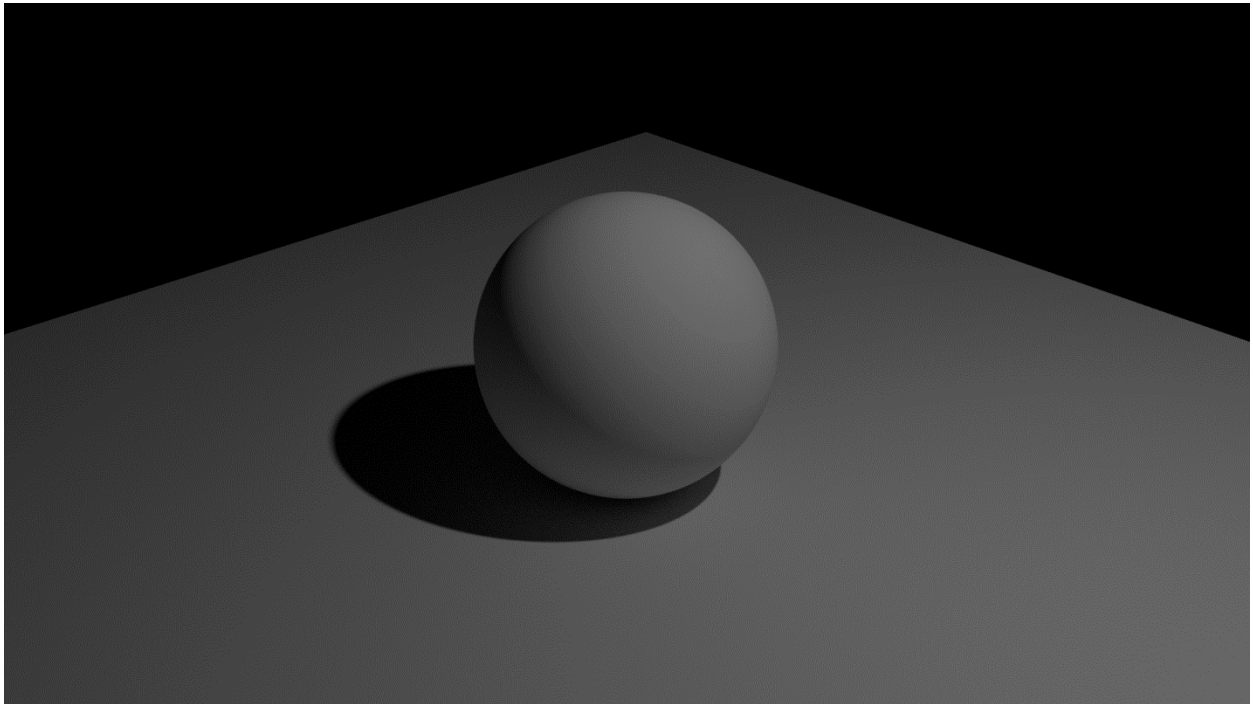
Checkpoint 1.4:

Checkpoint 1.5:

Checkpoint 1.6:

　　Subdivision vs. smooth shading clarifies the image by smoothing off any rough edges using the subdivision modifier.

Checkpoint 2.1:

Checkpoint 2.2:

The relationship between light power and irradiance is as follows: the lower the light level, the darker the image, and the higher the light level, the brighter the picture.

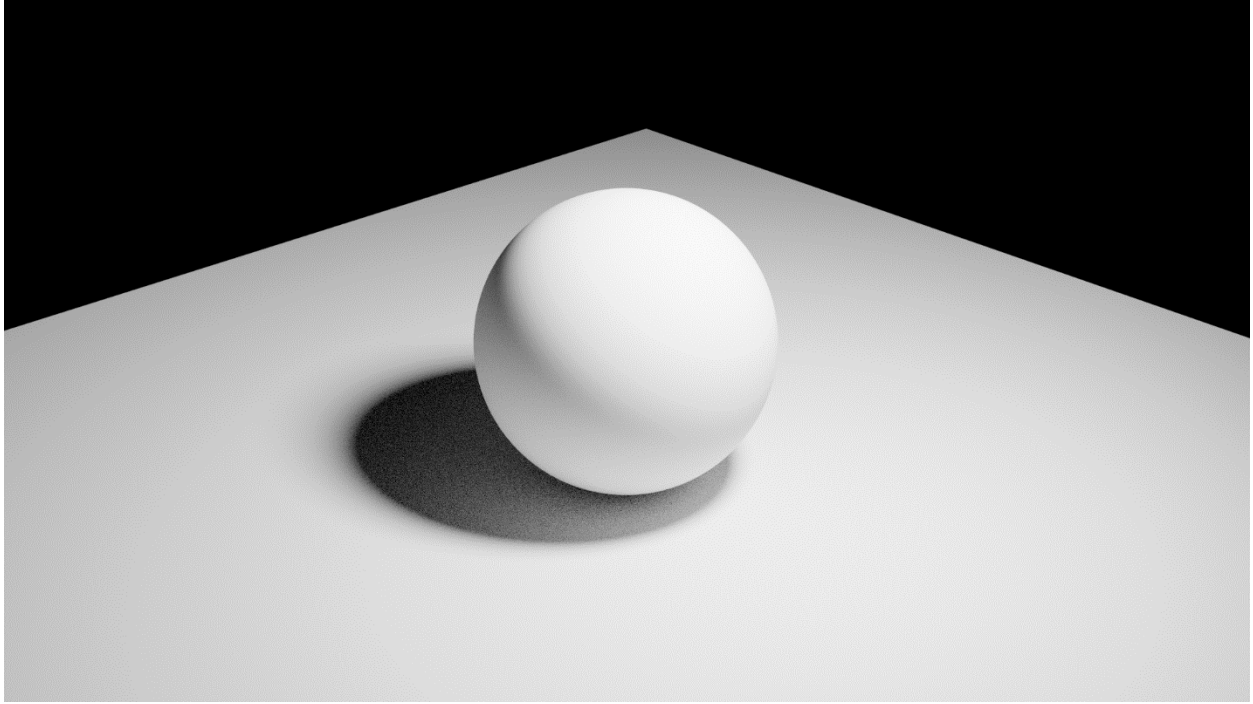Checkpoint 2.3:
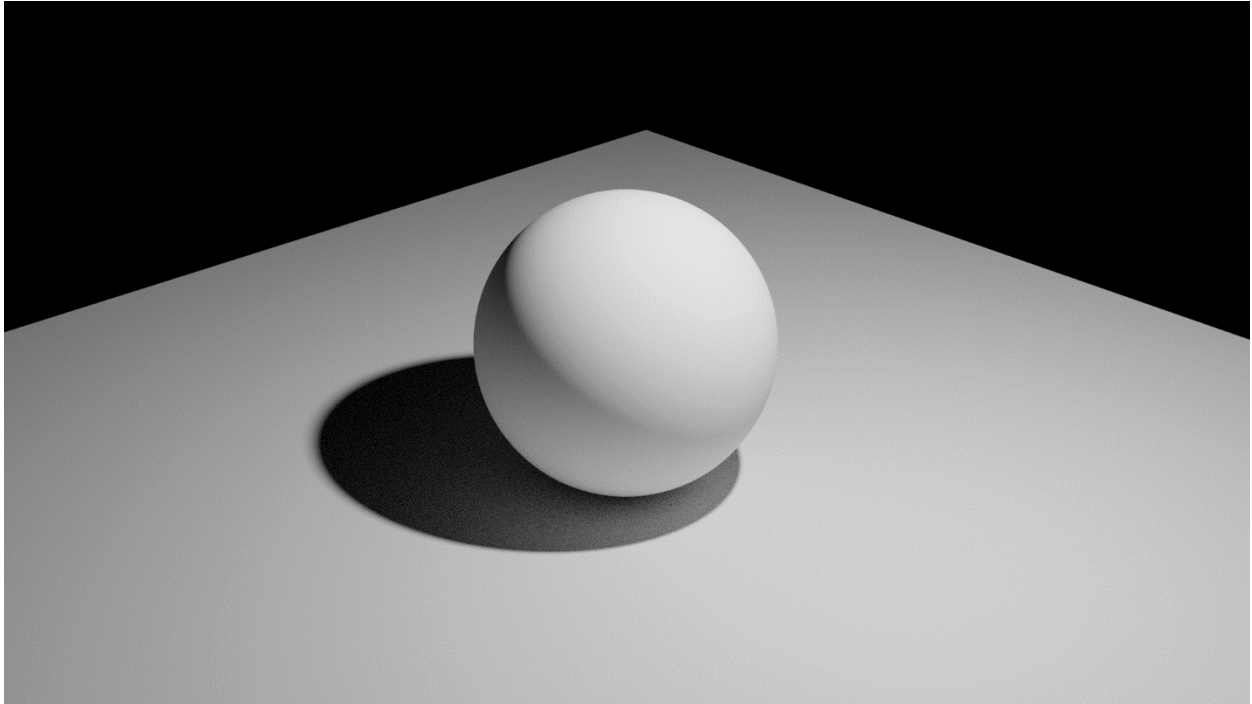
Checkpoint 2.4:

In 1.5 images, it shows that the light is at a farther distance which reduces the light. However, in the second image (2.3), the light is closer, making the object brighter with a darker shadow.
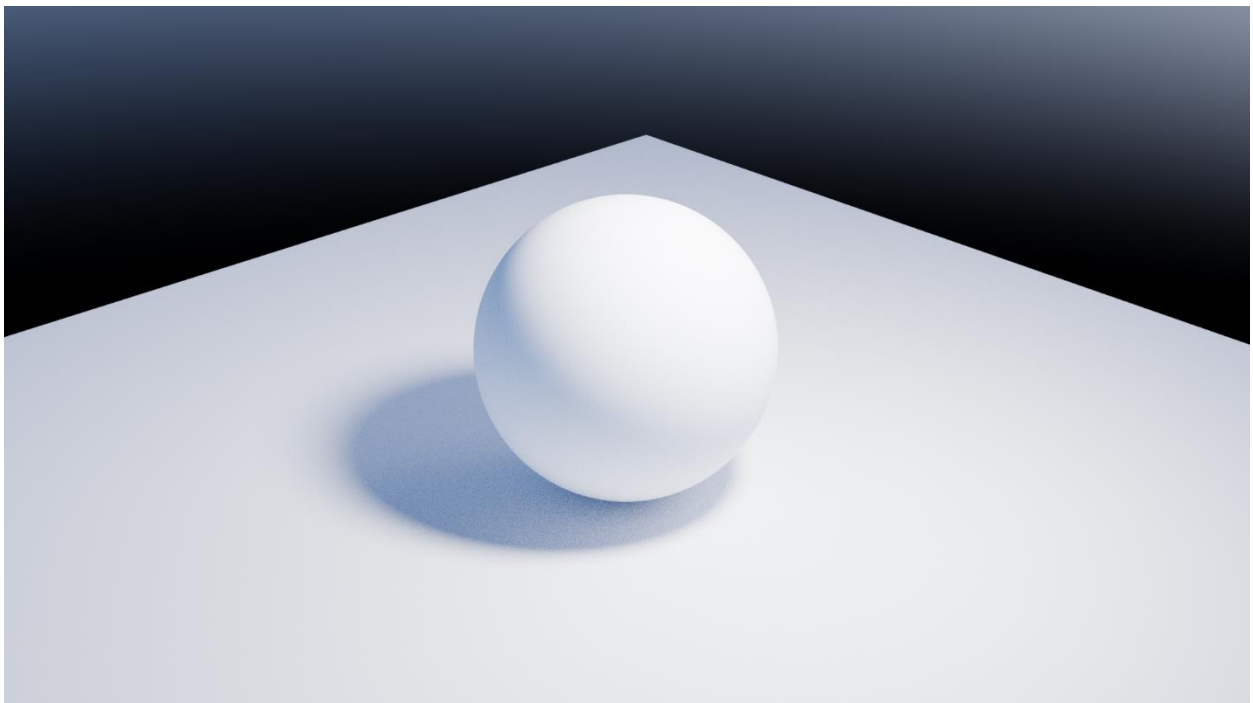
Checkpoint 2.5:

Checkpoint 2.6:

 Light covers a larger area when there is more surrounding lighting. Therefore the shadow appears in a smaller area.

Checkpoint 3:

Checkpoint 4:

Surface	● Subsurface Scattering		
	Christensen-Burley	∨	●
Color	●		●
Scale	●	1.000	●
Radius	●	1.000	●
		0.200	●
		0.100	●
Texture Blur	●	0.000	●
Normal	● Default		

Surface	● Velvet BSDF		
Color	●		●
Sigma	●	1.000	●
Normal	● Default		
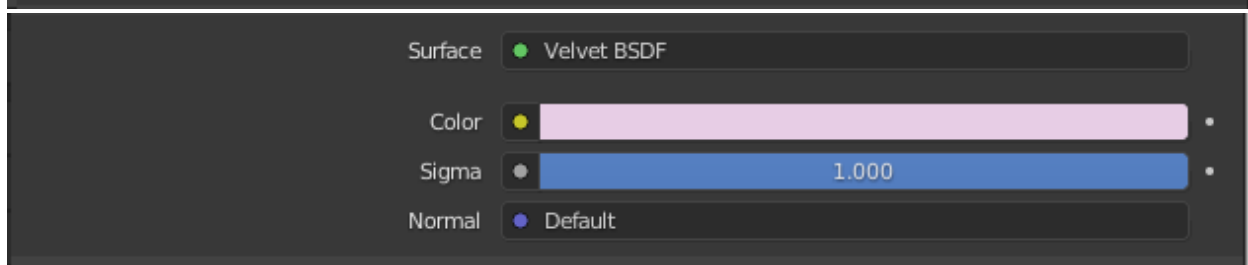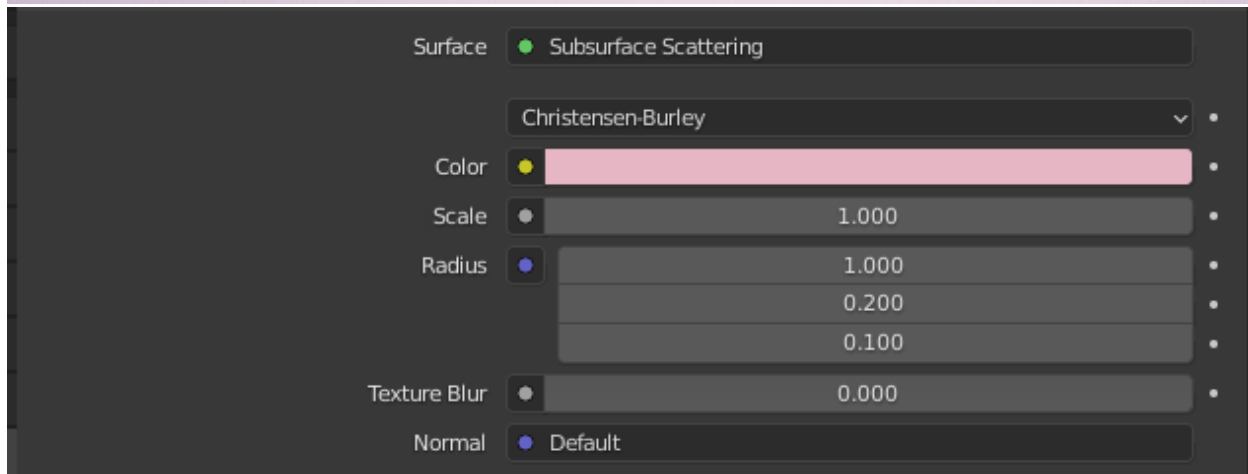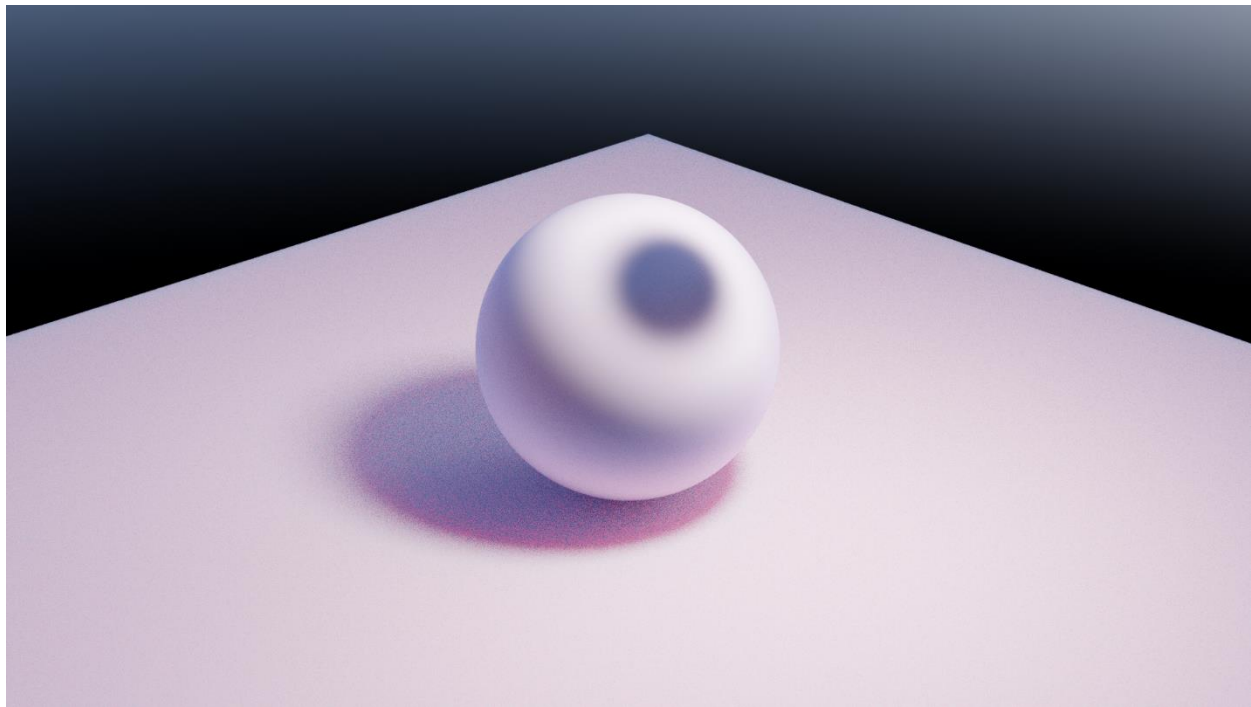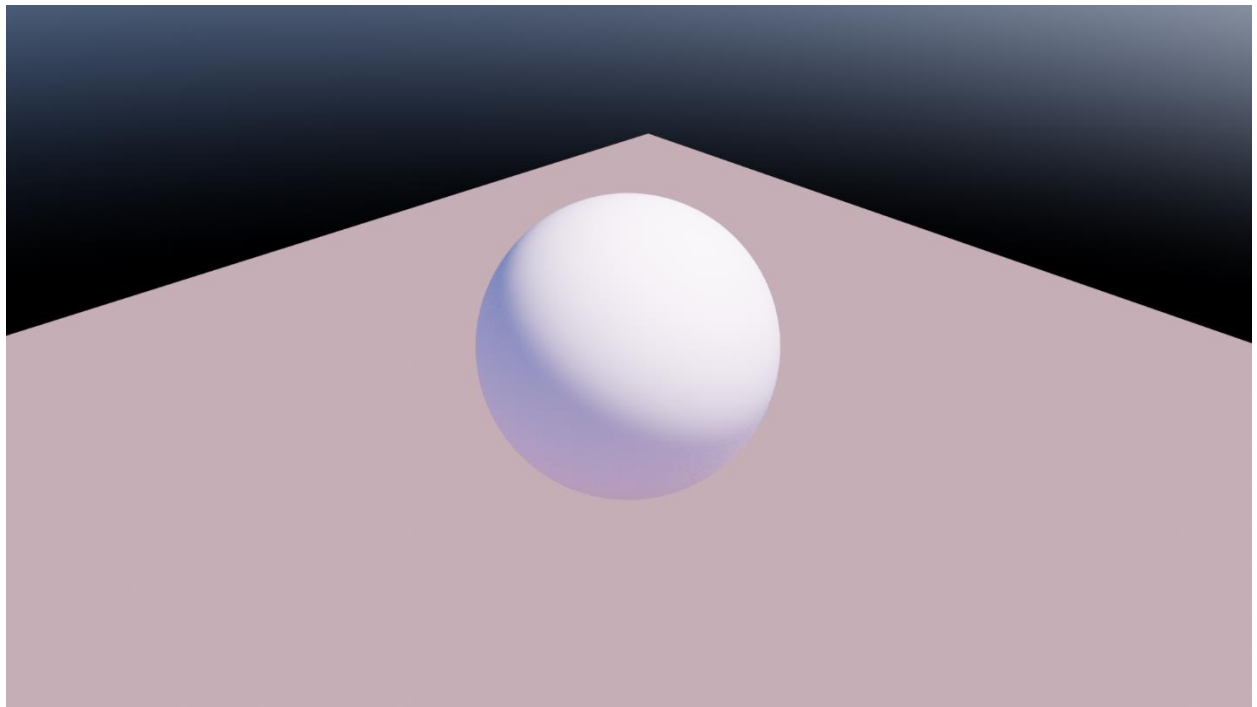
Surface	● Emission
Color	●
Strength	● 1.000

Surface	● Diffuse BSDF
Color	●
Roughness	● 0.000
Normal	● Default
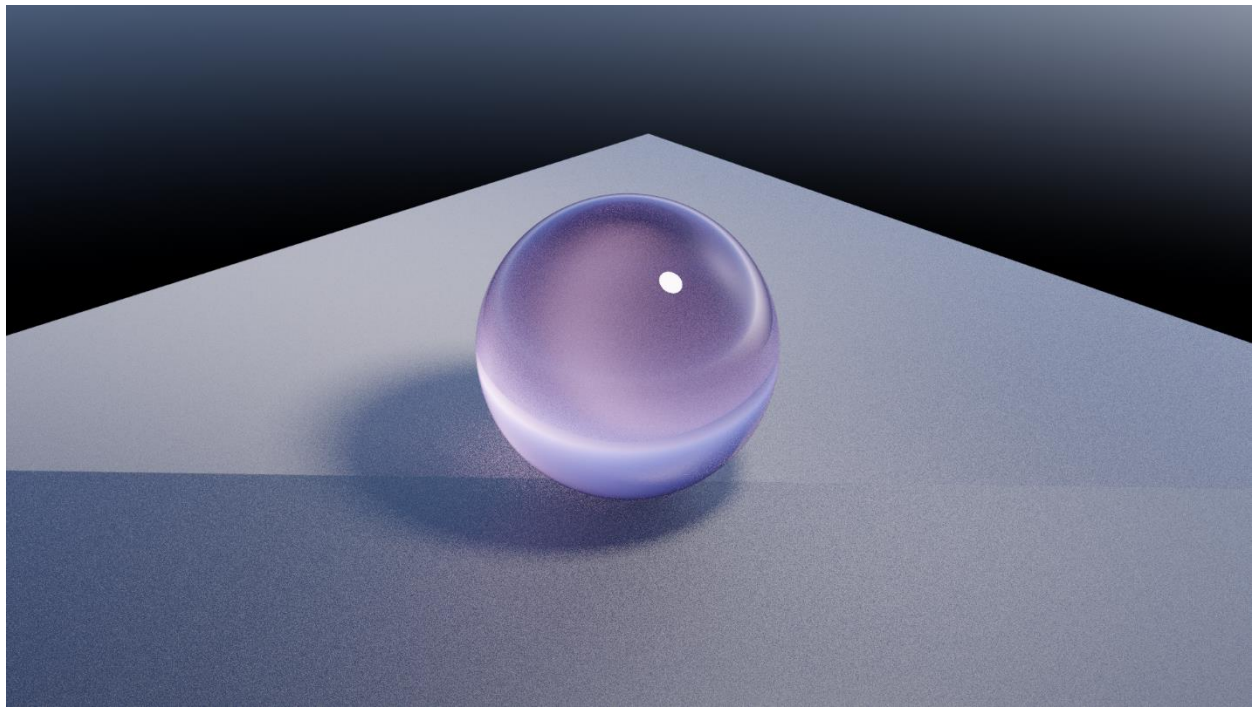
	Surface	● Principled Hair BSDF	
		Direct Coloring	⌄ ●
Color	●		●
Roughness	●	0.300	●
Radial Roughness	●	0.300	●
Coat	●	0.000	●
IOR	●	1.550	●
Offset	●	2°	●
Random Roughness	●	0.000	●
Random	●	Default	

	Surface	● Glass BSDF	
		Beckmann	⌄ ●
Color	●		●
Roughness	●	0.000	●
IOR	●	1.450	●
Normal	●	Default	
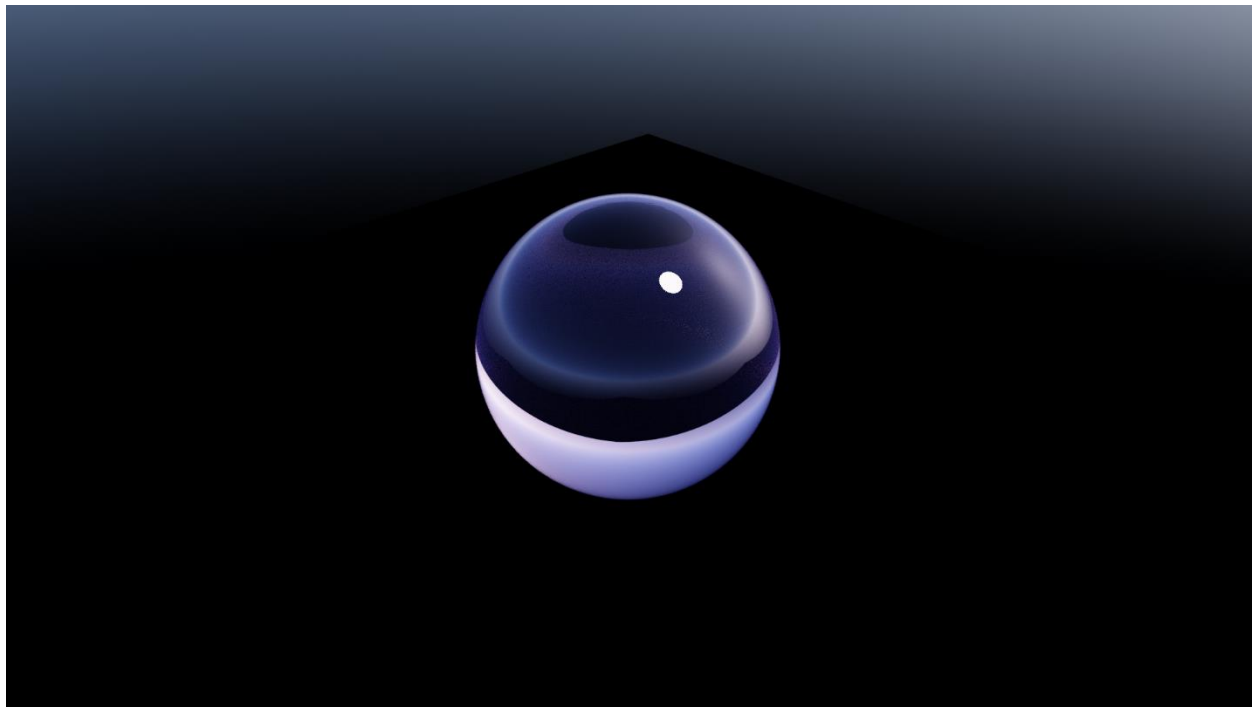
Surface	● Mix Shader
Fac	● 0.500 ○
Shader	● None
Shader	● None
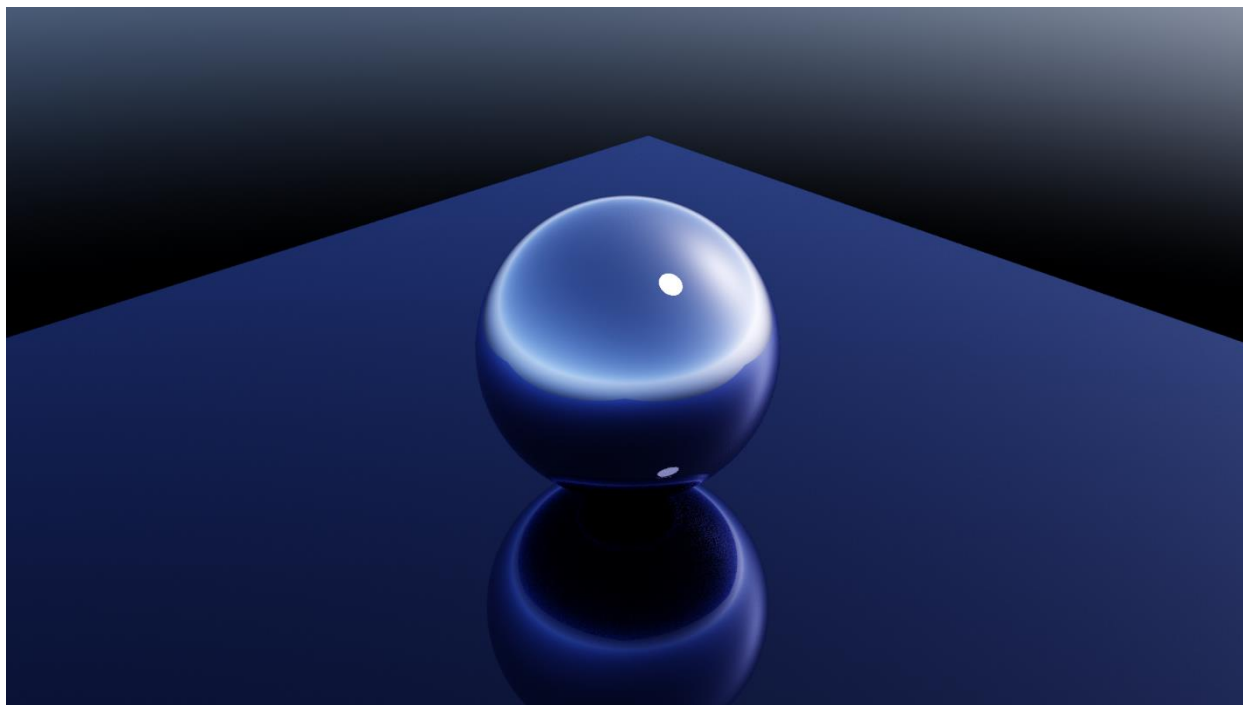
Surface	● Glass BSDF

Beckmann	⌄	•
Color	● ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬	•
Roughness	● 0.000	•
IOR	● 1.450	•
Normal	● Default	

Surface	● Glossy BSDF

GGX	⌄	•
Color	● ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬	•
Roughness	● 0.000	•
Normal	● Default	
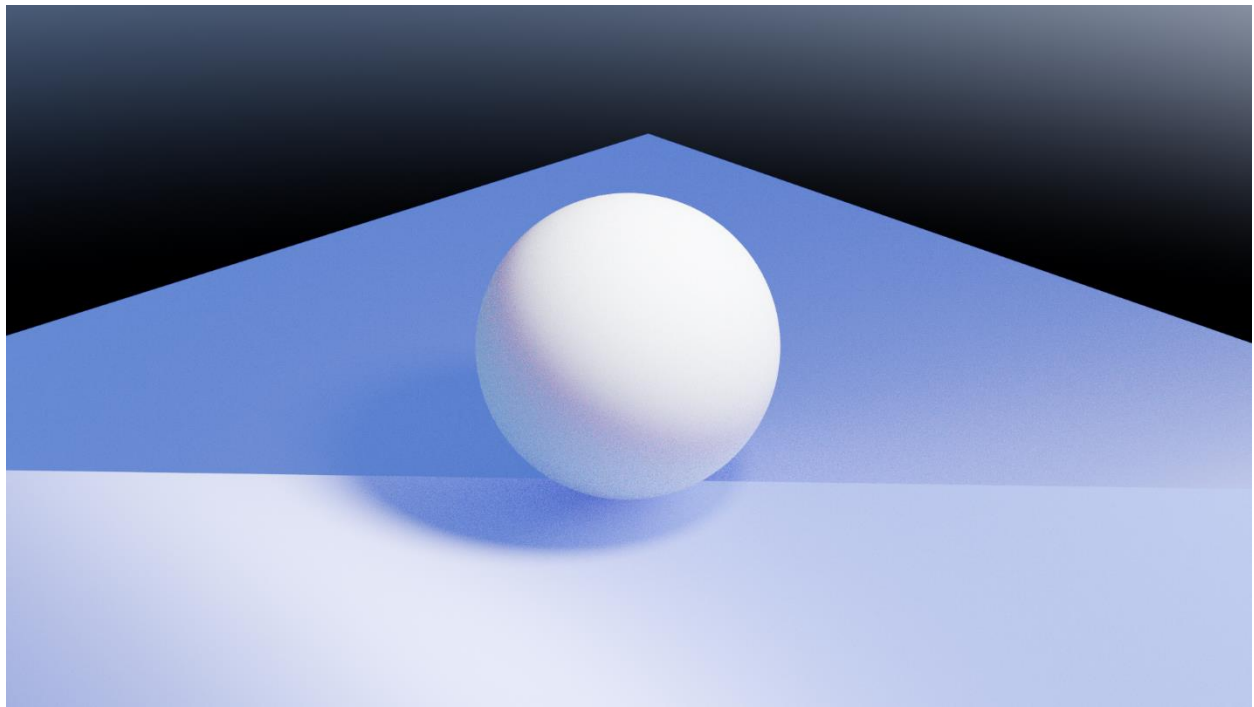
	Surface	● Hair BSDF

	Reflection	⌄
Color	●	
Offset	●	0°
RoughnessU	●	0.100
RoughnessV	●	1.000
Tangent	●	Default

	Surface	● Subsurface Scattering

	Christensen-Burley	⌄
Color	●	
Scale	●	1.000
Radius	●	1.000
		0.200
		0.100
Texture Blur	●	0.000
Normal	●	Default
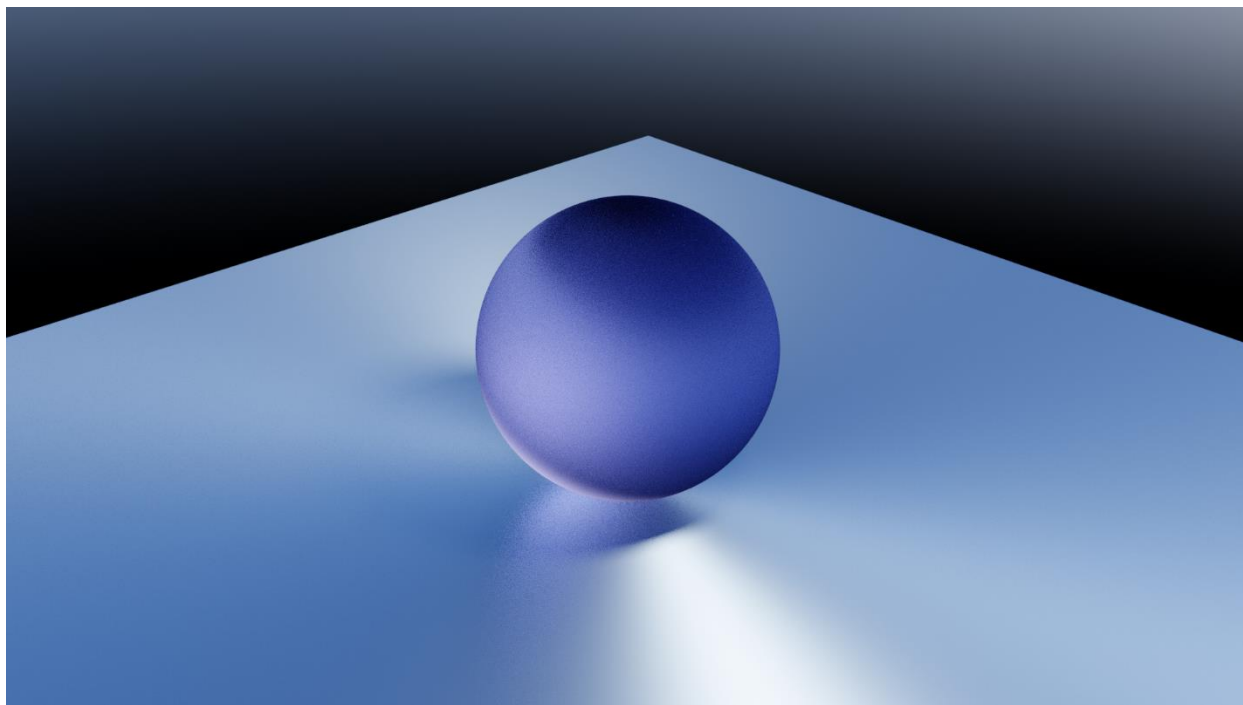
Surface	● Anisotropic BSDF	
	GGX	⌄ ●
Color	●	●
Roughness	● 0.500	●
Anisotropy	● 0.500	●
Rotation	● 0.000	●
Normal	● Default	
Tangent	● Default	

Surface	● Refraction BSDF	
	Beckmann	⌄ ●
Color	●	●
Roughness	● 0.216	●
IOR	● 12.350	●
Normal	● Default	