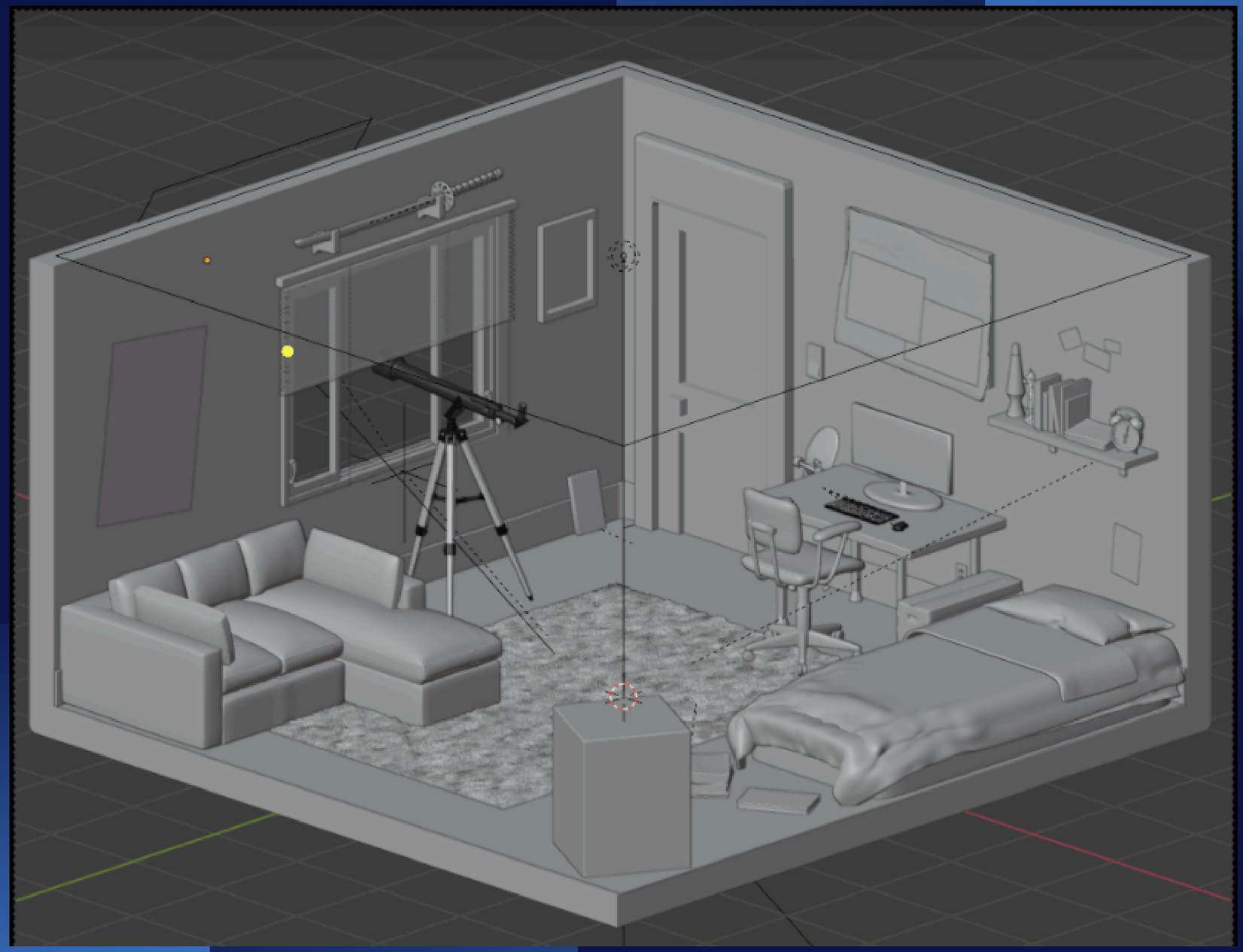
03 Pre-final Practical Exam

Submitted by
Anthony Lopez Jr.
Renier Ben Almario
Erhesto Josh Cuadra
Jonh Havi Arao
Rhylle Lander Reboredo



Bed
The bed was made using a cube for the mattress. It was shaped and given a collision modifier. The blanket was a plane with a cloth modifier so it would fall naturally on the bed. A pillow was also made using cloth and collision to make it look soft and realistic.

PC System Unit
The PC system unit started as a cube. Loop cuts and extrude tools were used to shape it. Two materials were added. One material was for the case and the other used emission for glowing lights.

Table
The table top was made from a pane. It was solidified to make it thick and beveled to smooth the edges. The legs were made from a cube and a cylinder placed under the table.

Monitor
The monitor was made using a circle. The face was filled and then extruded upward. The inset tool was used to make the screen area. This created a simple and clean monitor design.

Keyboard
The keyboard was made from a pane. It was beveled and solidified. Then it was subdivided to make keys. Each key was slightly extruded to show the buttons.

Mouse
The mouse was made from a cylinder. Loop cuts were added and some parts were scaled. This made the shape rounder and smoother to look like a mouse.

Outlet
The outlet started as a cube. An array modifier was added to copy it multiple times. This made it look like a real wall socket.

Poster
A flat pane was used to make the poster. An image texture was added for the picture. The edges were inset to make a frame. A new material was used for the frame to make it stand out.

Lava Lamp
The lamp used a cylinder for the base. It had loop cuts and used glass material with transparency. Inside, a UV sphere was stretched to look like floating lava. The roughness was lowered for a shiny effect.

Book
The book was made from a pane. It was solidified and inset in the middle. An image texture was used for the cover. The material was adjusted to add a bit of shine.

Clock
The clock was made from a cube. It was extruded and inset for the face. More extrusions were done to add details. It was a simple shape with cube-based tools.

Rack
The rack or shelf was made from a pane. It was solidified and beveled. A UV sphere was added as decoration. This gave the shelf a basic but useful look.

Soldier Figure
The soldier figure used a cylinder. It was shaped using the grab tool. This made it look like a toy standing on display.

Sticky Notes
Sticky notes were made from a subdivided plane. A fractal modifier was added. This gave the notes a random, curled shape. They looked like real paper notes stuck to the wall.

Door
The door was made from a scaled cube. Loop cuts and extrude were used to add panel designs. It was solidified to give it thickness. The inset tool helped add more detail.

Carpet
The carpet used a simple plane. An image texture was added. A particle system with hair was used to make it look fluffy. Clumping was added for a soft effect.

Switch
The switch was a cube. It was inset and extruded to make the button. This made it look like a wall light switch.

Window
The window frame used a cube with removed faces. The center part had loop cuts and was extruded up. The side frames were made from cubes too. This gave a full window design.

Blinds
Blinds were made from a pane. The array modifier copied the slats. Cylinders were added as strings. The material was adjusted to make it look like glass or plastic.

Telescope
The telescope legs were made from cylinders. They were scaled and placed using an array. The main tube used a cylinder with no top or bottom. A cube was used for the base and beveled for detail.

Samurai Sword
The sword blade was made from a cube. It was inset and extruded to shape it. The guard used a circle and poke face. Image textures were added for the handle and tip.

Skateboard
The skateboard deck started from a pane. It was solidified and both ends were extruded. A subdivision modifier made it smoother. The wheels were made from cylinders.

Lighting
An area light was added. The power was set to 5000 to make it bright. Spread and bounces were reduced for a warm look. A volume cube was added to give the room some fog.

Camera
The camera was set to orthographic mode. This removed perspective and made it look isometric. It gave the scene a clean and technical look.

World Settings
The background was changed to dark blue. This gave the scene a night-time feeling. It also helped the warm lights stand out.