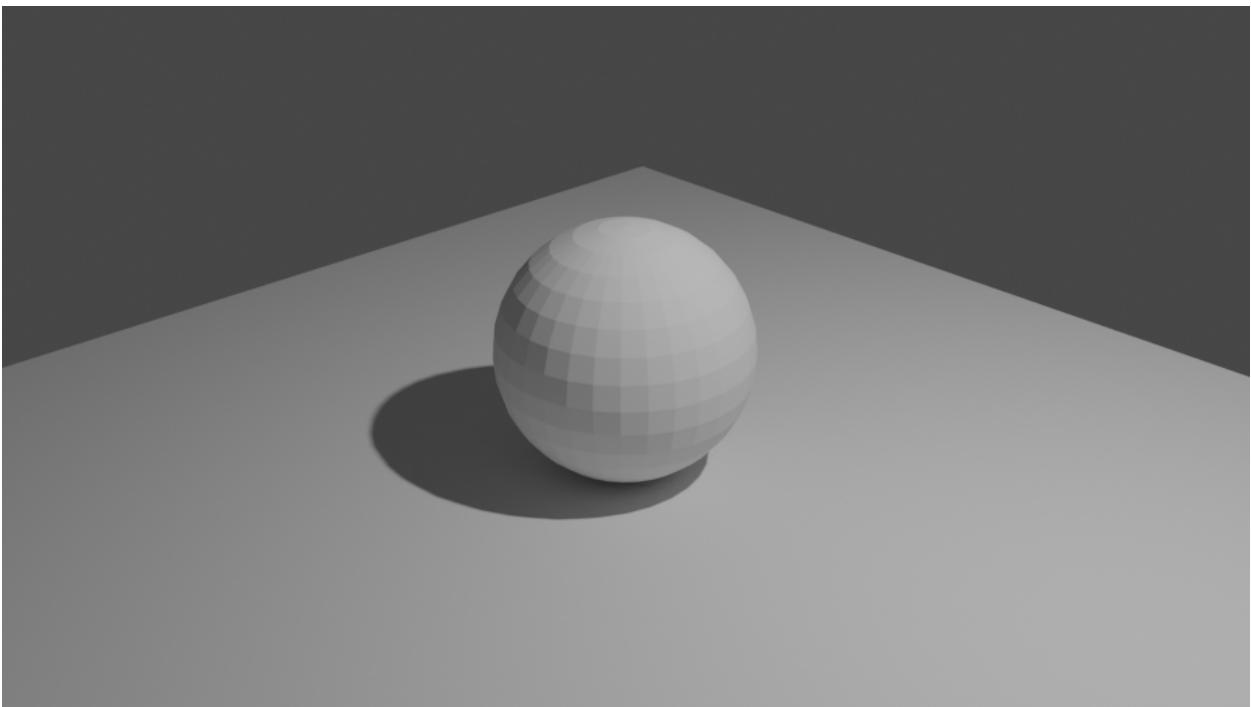
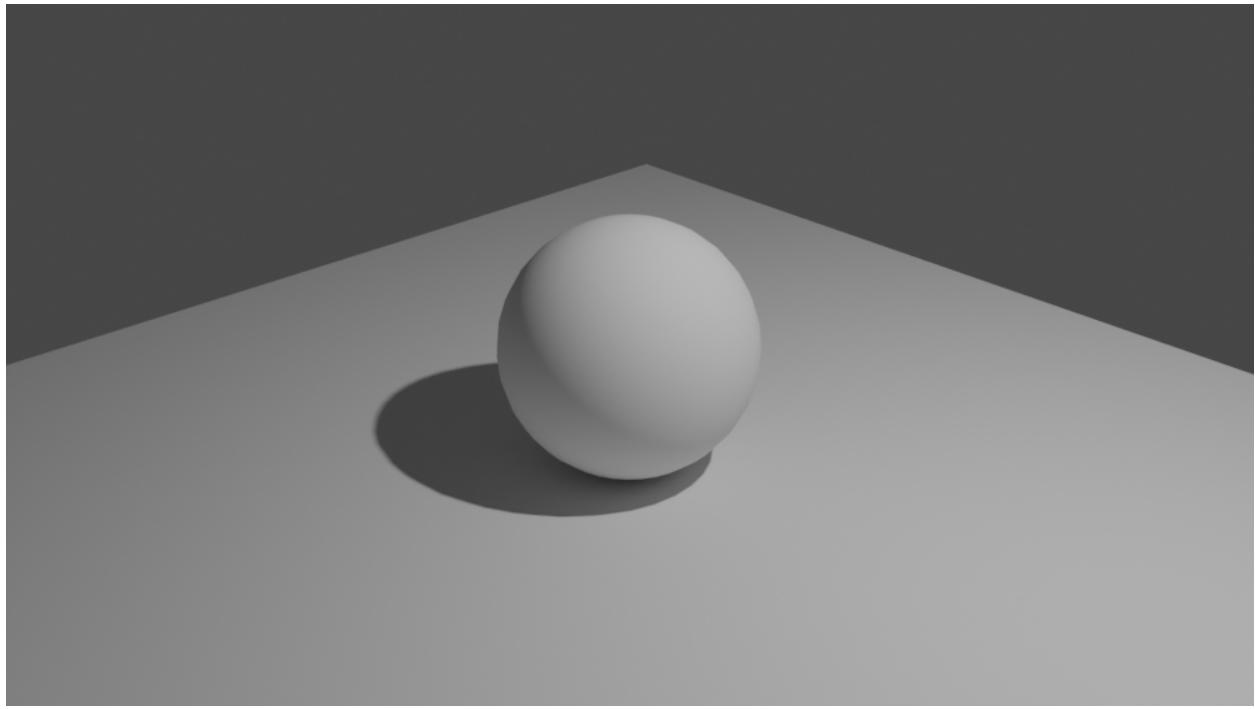


Blender Activity 3
Rhea Roxy

Checkpoint 1.1



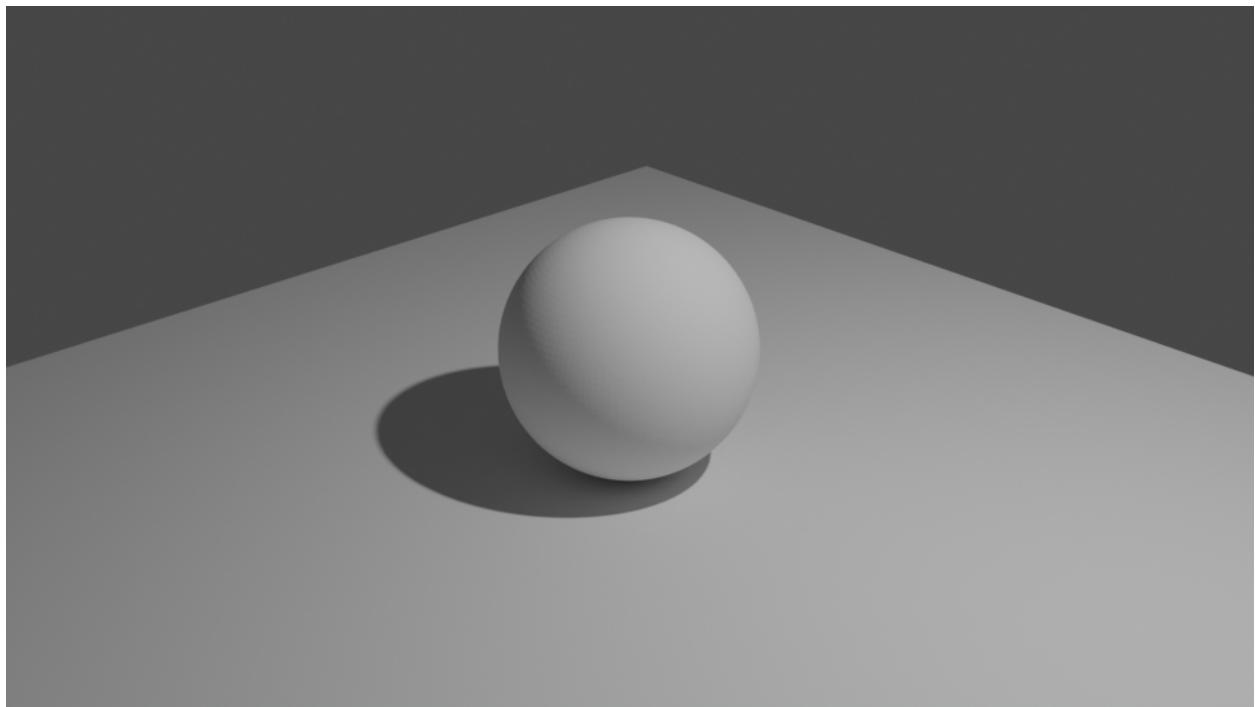
Checkpoint 1.2



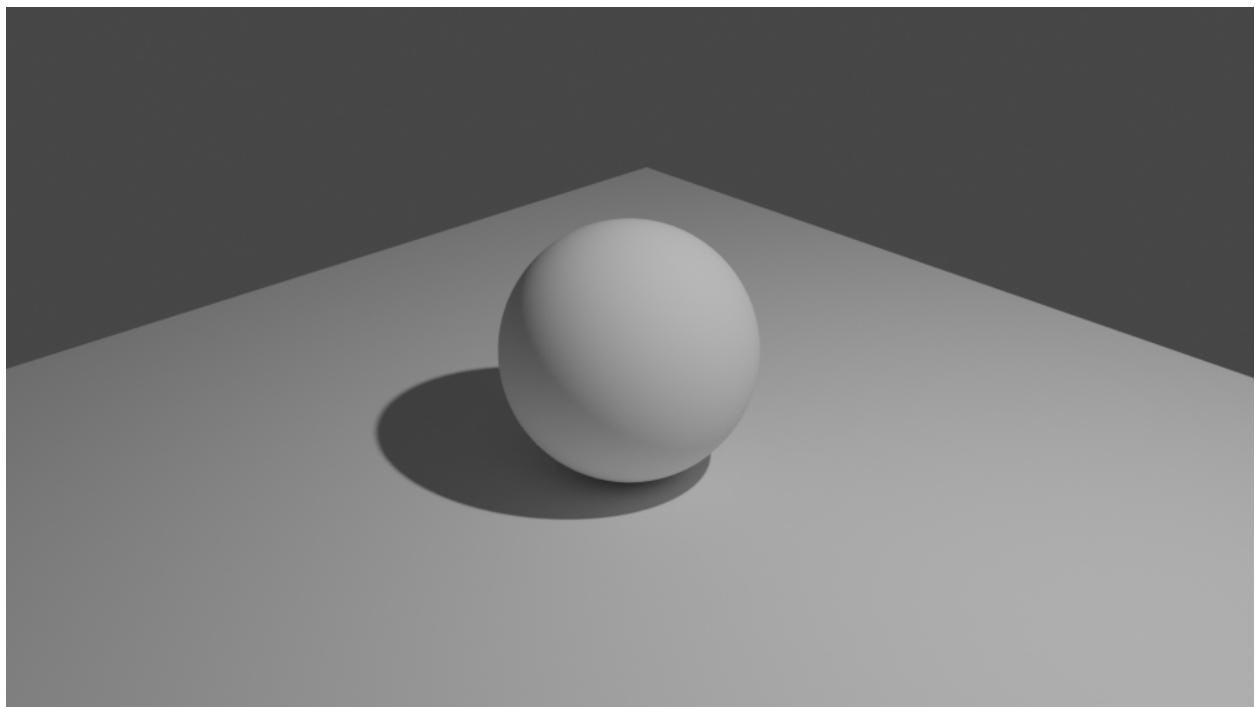
Checkpoint 1.3:

The model rendered with smooth shading has a smoother surface than the model rendered with flat shading. Flat shading allows you to display of your model in terms of your vertices, edges, and faces and see all its geometry. Smooth shading will performs lighting to smooth over the normals of each individual vertex, making the object's surface appear much more smooth as you can no longer see the individual vertices.

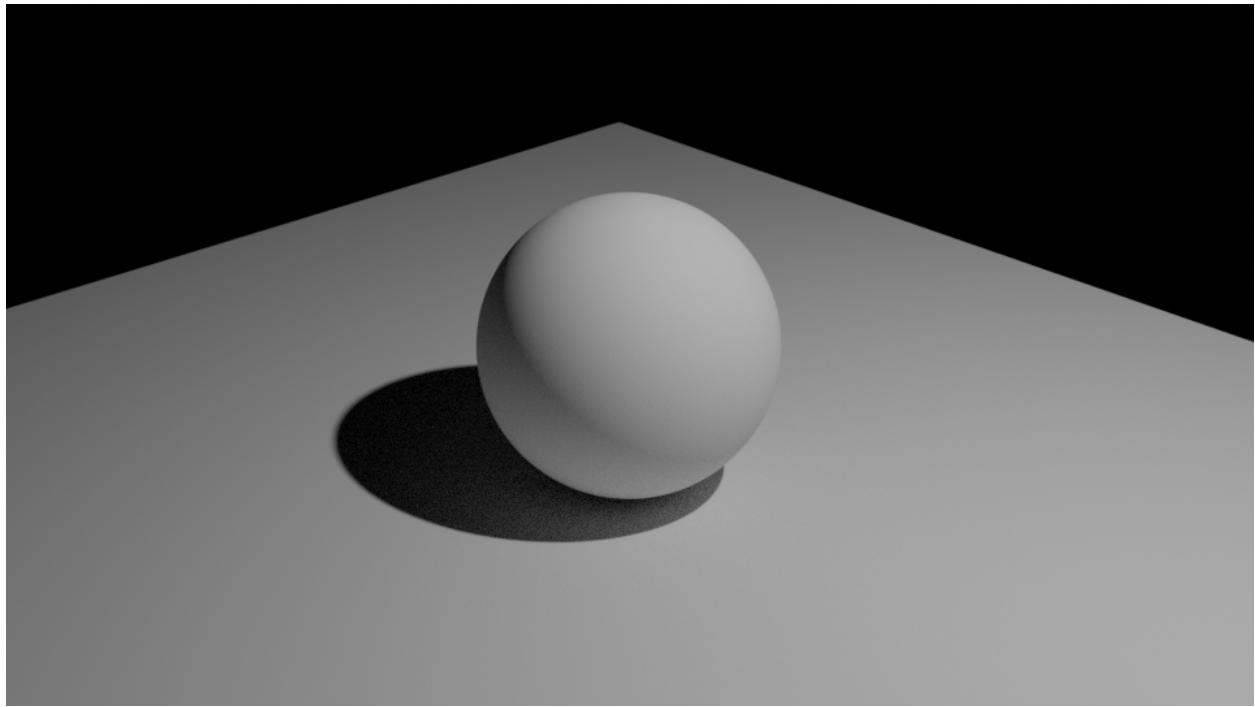
Checkpoint 1.4



Checkpoint 1.5



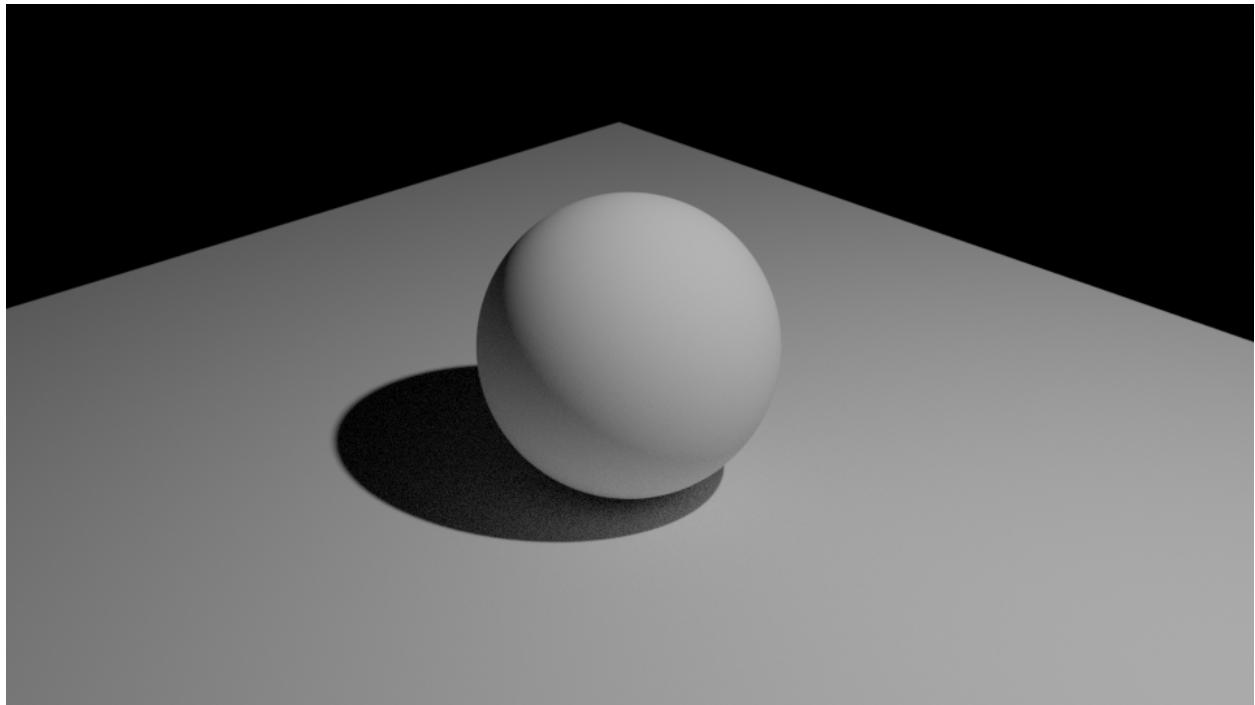
Checkpoint 1.5 rerender



Checkpoint 1.6:

Subdivision + smooth shading has completely smoothed the sphere surface removing the imperfections in just the smooth shading one. Smooth shading is more computing-intensive than flat shading but is still a lot less intensive than using the Subdivision Surface modifier.

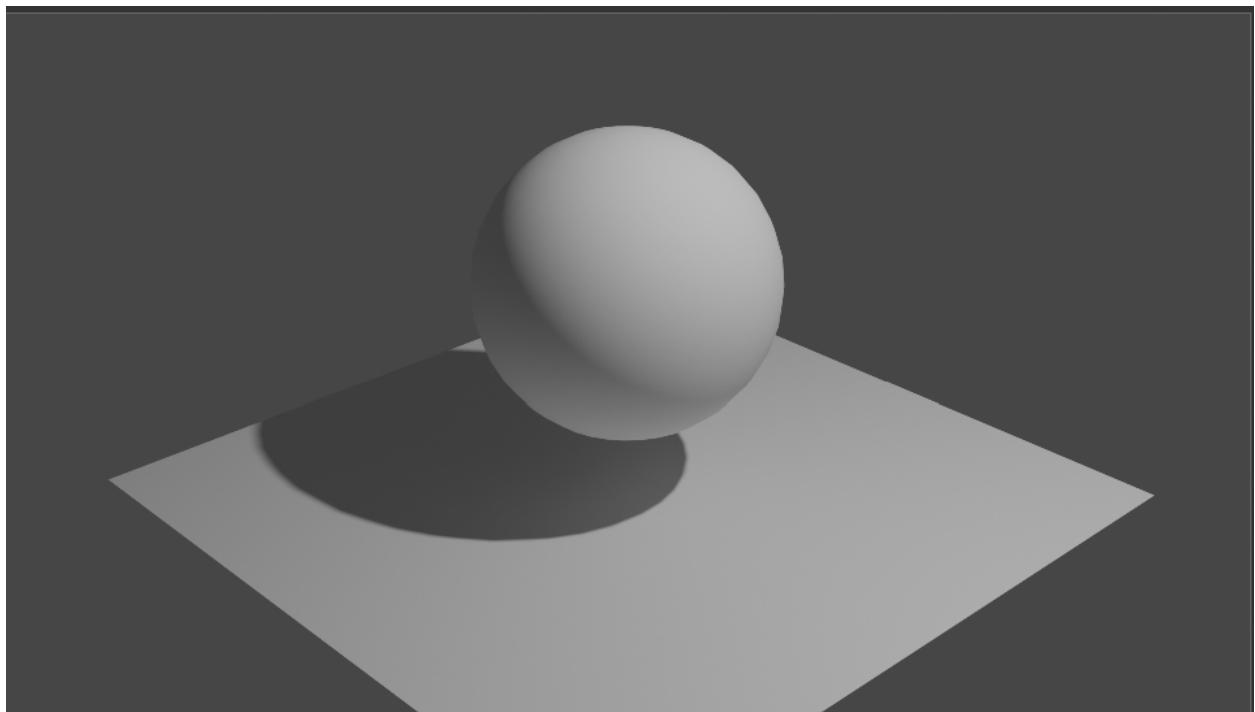
Checkpoint 2.1



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 lower power source which makes it darker than the first image..

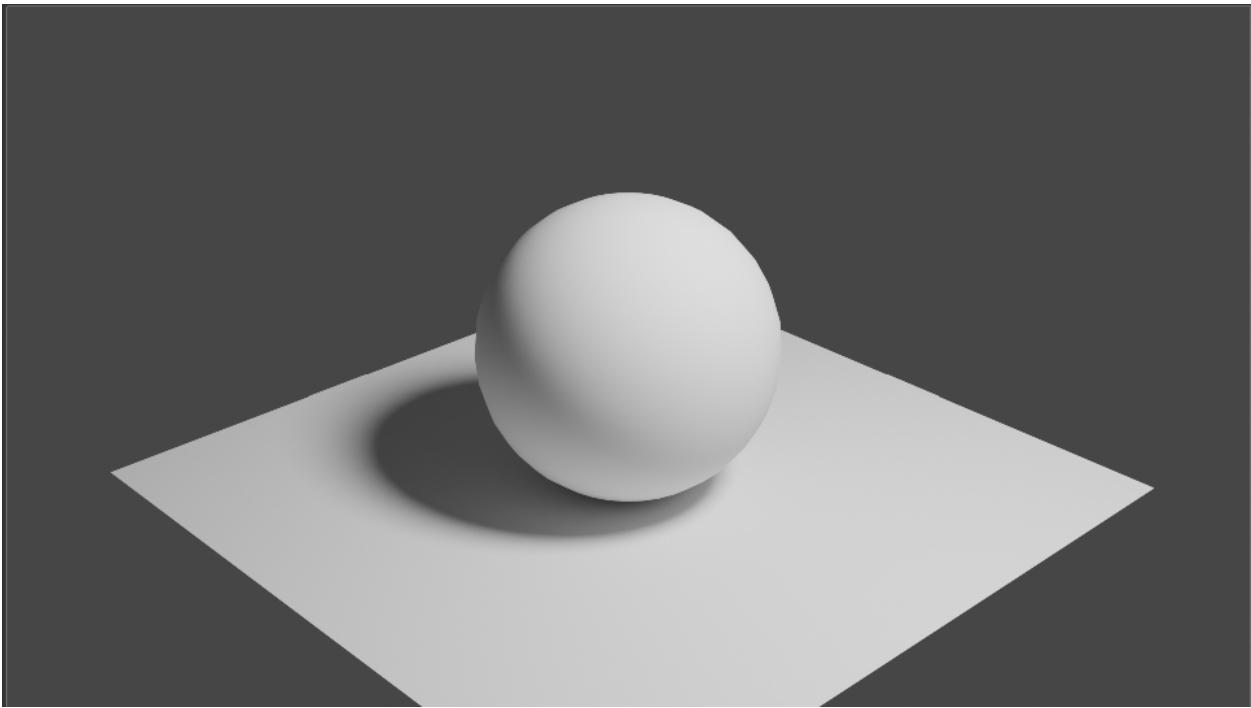
Checkpoint 2.3



Checkpoint 2.4:

Image at checkpoints 1.5 and 2.3 is the same.

Checkpoint 2.5:



Checkpoint 4:

- First, I used BSDF on the sphere, setting the metallic parameter to 1, specular to 0.6, roughness to 0.3, and sheen tint to 0.6. For the plane, I used principle BDSF, specular 0.3, roughness 0.6, anisotropic 1, sheen tint 0.5, emission brick texture, and offset 0.6.
- Second, I used glass BSDF on the sphere, roughness to 0.3. For the plane, I used principle BSDF, specular to 0.6, roughness to 0.6, sheen tint 0.6, emission checker texture.
- For the third rendering, I used principle BSDF on the sphere, specular 0.6, specular tin to 0.4, roughness to 0.3, sheen tint 0.3, emission to sky texture Nishita. For the plane, I used Hair BSDF, color to RGB (1, 1, 1), roughness to 0.1.

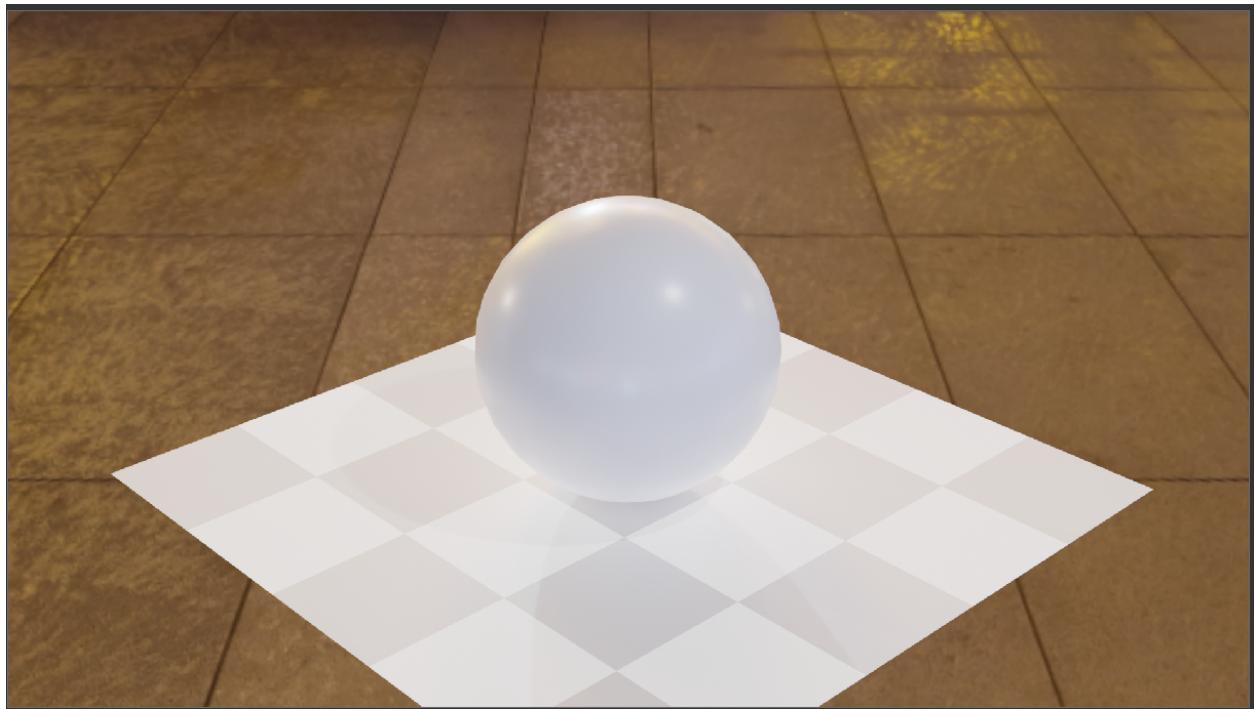
Checkpoint 3



Checkpoint 4.1



Checkpoint 4.2



Checkpoint 4.3

