****

**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**School of ComputerScience**

**2020-21**

**GRAPHICS AND ANIMATION TOOLS LAB**

**Faculty: Dr. DURGANSH SHARMA**

**Assistant Professor**

**Department of Cybernetics.**

**School of Computer Science, UPES**

**Submitted By:**

**Name- Sajal Saxena**

**Roll no-R100217065**

**Batch-B2**

**Semester- 7**

**Course-B.tech. CSE-OSOS**

**Sap Id- 500062535**

**Final project submission**

**STEPS :-**

* Create a cylinder, delete the flat faces and add a displace modifier with a texture. After that, add a decimate modifier.
* After that a wireframe modifier along with a smooth modifier.
* After that, subdivision modifier
* To keep the loop, mirror the resulting object in the y axis
* Add 2 pin lights with different color, shades and intensity, and pin it to a camera inside the cylinder
* Keyframe the camera along the cylinder and then render the animation
* Render Engine: Eevee
* Turn on ambient occlusion; bloom; and motion blur
* For camera focus, add a null object with the area needed to be in focus, and then in depth of field assign the null object to Focus on Object

Drive link : https://drive.google.com/folderview?id=1TPyQggaABU3JH5Hz52GIBOkZnNmPswYk