Image Rendering Process

* Why rendering is required in 3d modelling, animation and game development.
  + It is because it allows you to export a scene or see a more processed look at the model &or animation. It also helps portray the idea &or style of the game or animation.
* Summarize the requirements of design brief.
  + I am required to render 3 images in HD (1920x1080) resolution that are in 3 different places &or angles in the scene. The image files will be in TARGA (TGA) file format & be less than 800mb.
* What software will be used to complete the project?
  + Blender
* Why the software chosen will be most suitable (mentioning specific features)
  + Because it is required by the instructor.  
    Blender has
* Software features used for:
  + 3d animation
    - Blender’s armature & blenders native animation system
  + 3d modelling
    - Blenders native 3D modelling system
  + Lighting
    - Blenders native lighting system & light assets
  + Rendering
    - Blenders native rendering system
  + Texturing
    - Blenders mesh & texturing system
  + Shading
    - Blender’s lighting or mesh/texture system depending on how you want to do the shading.
* What are the rendering requirements according to the design brief?
  + HD resolution (1920 x 1080), no visible noise & no visible 3D geometry artifacts, less than 2-minute render time, TARGA file format & less than 800mb in size.
* What technical / resource limitations are present
  + None are present in the Design Brief
  + But what is on the TAFE PC That I am doing it on
    - Processor: Intel(R) Core(TM) i5-8400 CPU @ 2.80GHz 2.81 GHz
    - Installed RAM: 16GB
    - GPU: Radeon RX 570 Series
* File format, size requirements
  + TARGA format & less than 800mb in size
* System requirements for rendering software
  + None are present in the Design Brief
* Production schedule
  + 5 – 10 min for AT02
  + Test render 4 min
  + Optimisation 10 – 20 min
  + Optimised render 2 min
  + Camera position 1 render 2 min
  + Camera position 2 render 2 min
  + Camera position 3 render 2 min