Design Brief

Requirements: to render three images each with different camera angles, at 1920 x 1080 You will be supplied with a blender scene to render; you may choose the camera angle and change materials as needed. The scene will be used as a target for when we implement these assets in a game. The camera angle must hide all 3d geometry artifacts, and no visible noise should be seen in each render. The render times are expected to be less than Two Minutes. The result of the render is the main priority, compositing and any adjustments of assets are permitted. The renders are to be submitted as a TARGA and should be less than 800mb.