Image Rendering Process

* Why rendering is required in 3d modelling, animation and game development.
* Summarize the requirements of design brief
* What software will be used to complete the project
* Why the software chosen will be most suitable (mentioning specific features)
* Software features used for:
  + 3d animation
  + 3d modelling
  + Lighting
  + Rendering
  + Texturing
  + Shading
* What are the rendering requirements according to the design brief?
* What technical / resource limitations are present
* File format, size requirements
* System requirements for rendering software
* Production schedule