FINAL PROJECT

INTRODUCTION TO COMPUTER GRAPHICS [780.214]

2022S – YLVA SCHÜTZ

RESULT

OUTLINE OF WORK

- Modeling mostly on my own

- Materials made following tutorials and then tweaking them

- Screenshots from a game used as textures for picture frames

- Lots of trial and error, looking up key bindings and blender functions

- Find out how something works and repeat that step on several objects/ meshes

- Lighting the scene (sun, area, point lights)

OBSTACLES

- New program, new concepts, new ways of thinking

- Moving around in a new environment with different key bindings

- Researching a bug when there was none

- Understanding of blender and its workings more difficult than designing the scene

LESSONS LEARNED

- If you model something that has to be on an angle, maybe model it and THEN rotate

- Snapping is your best friend

- If something seems unnecessarily tedious, there is probably a feature in blender to make it easier.

- It will take longer.