**Project Proposal**

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For my final project, I want to create a realistic scene at the beach with ocean waves, a long mountain, skyscrapers, and a variety of elements to create a scene that is both immersive and beautiful to look at from an urban point of view and a rural point of view.

To achieve this, I will incorporate new nodes introduced in this course, such as test geometries, vellum, light and camera, ocean, and shadow nodes, and experiment with different lighting techniques to make the scene as realistic as possible. I will also add various cameras to show the environment from different perspectives, render them and save images using file nodes, and also include cache nodes to have a smooth animation.

I’ll try to add a group of friends having a bonfire on the beach. I’ll try to add a viewpoint for visitors to view the sunset. This will add an additional layer of depth to the project, making it more engaging and meaningful.

Finally, I will animate the environment to bring it to life, incorporating all the different elements to create a cohesive scene. Throughout the process, I will leverage the different topics presented in class to make the project as attractive as possible.

In short, the goal of my project is to make a realistic and immersive sunset scene using a variety of nodes, textures, lighting techniques, and other things to bring it to life. I will try to incorporate the majority of the topics presented in class to make the overall project interesting, and I am open to any suggestions for my project.