Final Project
Traditional Egyptian Cafe

RecommendTrack:- Digital Arts
Training Name:- Autodesk 3D Designer

Group: ONL1_DRT5_M1e
Trainer Name:- Mohamed Mansour

Main Topic: 3D Simulation of a Traditional Coffeehouse

Objectives:

- Create detailed 3D models of a traditional coffeehouse using 3D Max.
- Showcase rendered images illustrating the coffeehouse's details, including the décor, furniture, and traditional tools used.
- Produce an animation video depicting the realistic process of preparing traditional coffee.

Final Outputs:

- A collection of high-quality rendered images.
- An animation video showcasing the traditional coffeehouse experience.

The Trainee:

Arwa Gomaa Mohamed

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