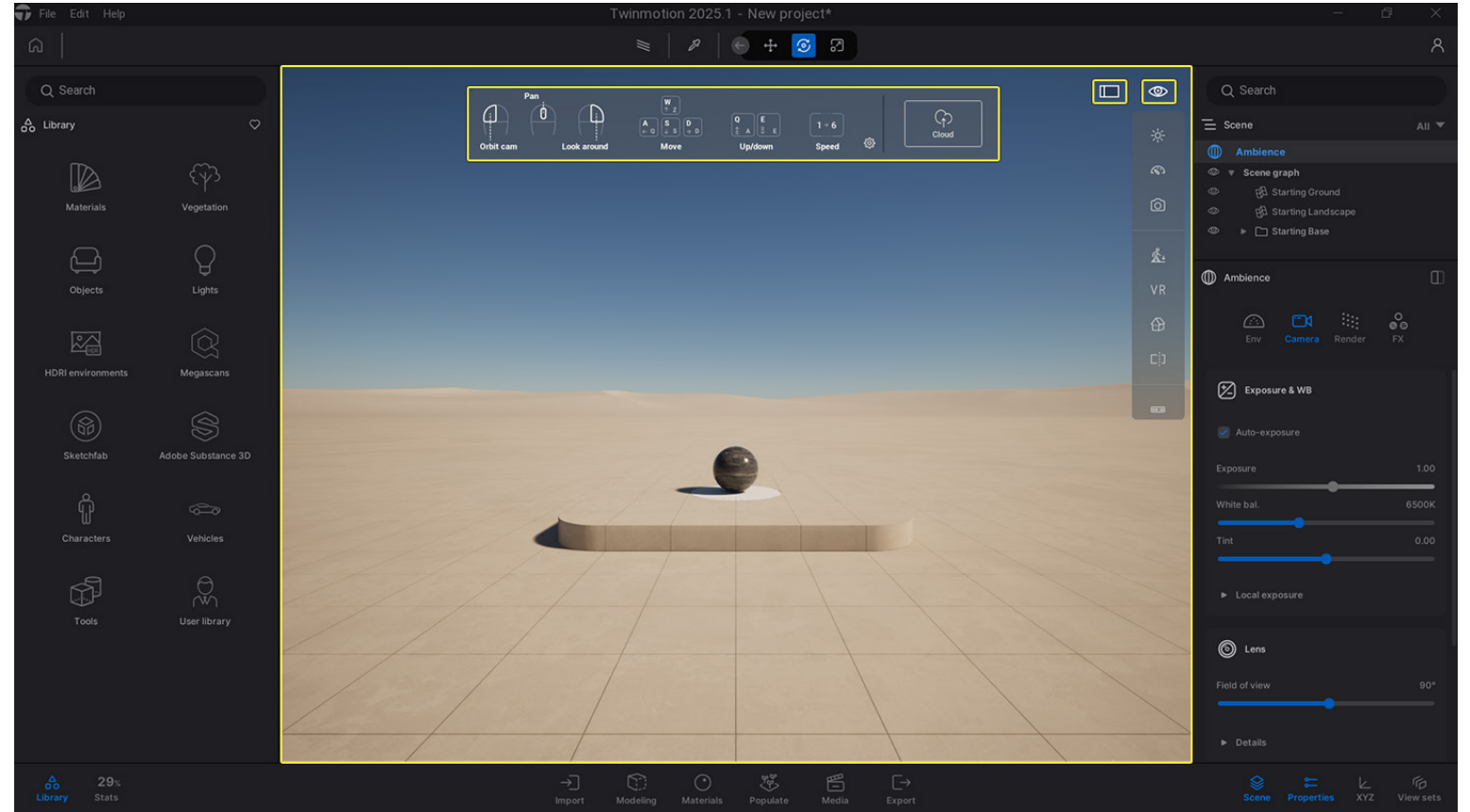


# ASSIGNMENT 04

## Rendering

### RENDERING PROGRAM:



### THOUGHTS AND COMMENTS:

Rendering has always been a weak point in my graphic presentation of projects and this is mostly due to having to do them last minute and with little time. Of course, this happened again for me this year but these renders still came out better than ones I have done in the past. Although I am mostly happy with them considering the time constraints, there are still so many things that need editing/improvement.

I didn't add people in twin motion because I am usually not a fan of the photo realistic people and instead I added cutouts in post production but the proportion and perspective of some of the people is a bit questionable.

The electric lighting also needs some work. The light fixtures within the building "leaked" light to the exterior, creating a bunch of glowing spots that are inaccurate. I didn't have much time to mess with the lighting settings in order to fix this and it potentially was a problem because of the way I constructed the wall in revit.

With more time and patients I would have liked to try to create more stylized renderings. I feel like if they are not more accurately photo realistic it is better to create more "sketchy" renderings.



# ASSIGNMENT 04

## Rendering

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# ASSIGNMENT 04

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