



Project 2

Create an art gallery exhibition using objects from the scan the world collection. The exhibition must include a minimum of 5 objects, and each object must have its own unique texture. The objects may be placed on pedestals or may be installed in their own peculiar way (think sideways on the wall, they don't have to follow the rules of gravity). The gallery space must include a floor and a few walls.

Criteria:

- Minimum of 5 objects downloaded from the scan the world collection (<https://www.myminifactory.com/scantheworld/>)
- Each objects has its own unique texture made by you
- There must be at least one image based texture and at least one procedural texture.
- The project must use Cycles
- Lighting should be provided by a 360° HDRI image, and you may use additional lighting as well if desired

Final Output:

To complete the project, capture your exhibition from 3 unique angles. You will need to submit the 3 rendered images. Renders need to be made using the cycles rendering engine. You will also be submitting your .blend file along with the renders via a shared google drive link.

How will it be graded?

Creativity and exploration of concept

Completion

Proper use of tools

Understanding of the topics that we have learned in class up to this point.

Tips

HDRI images can be found and downloaded for free. Makes sure it has the .hdr file extension

Texture maps can be found and downloaded by searching "PBR Textures (free)".

Rendering can be sped up using a Denoising Pass and connecting it using compositing