Project 2

Create a 3-dimensional art gallery exhibition that showcases a collection of sculptures within an architectural space. The exhibition may be imaginary and whimsical, or could be grounded in reality, your choice. The space of the exhibition, however, must contain walls, floors, and ceilings of some sort. The objects showcased will be a blend of items downloaded from the ScanTheWorld collection along with objects/sculptures of your own creation. The focus of the project is materials and textures.

Criteria:

- Minimum of 3 objects downloaded from the scan the world collection (https://www.myminifactory.com/scantheworld/)
- Minimum of 2 objects created/sculpted by you
- Each object has its own unique set of materials and textures
- There must be at least one image based texture and at least one procedural texture.
- The exhibition must somehow incorporate one of each of the following material effects: wood, metal, glass, and marble (these could be procedural or image texture based, either or both)
- The project must use the Cycles rendering engine.
- The scene must incorporate a 360° HDRI environment texture. Additional lighting may be used if desired.
- Tip: give your exhibition a title!

Submit:

- 4 still image renders using Cycles from 4 unique angles
- 1 short video animation of a panning shot in .mp4 format
- the .blend project file to the google drive folder.

Grading

The project will be graded using points (total of 15) assigned to the following categories:

- Effort - visible in the details - 5pts
- Execution - followed the criteria - 5pts
- Presentation - submitted a rendered image - 5pts

Tips:

- Render the video sequence as a set of images, and combine the images into a video using the sequencer
- Render the video stills at a smaller resolution (640 x 480) and at a low sample rate for speed and efficiency
- Think about lighting your gallery space using artificial lights along with the light from the HDRI
- Procedural textures need not be overly complex (but can be if desired)