



## Project 3

Your digital self has made an interesting and unexpected appearance at the UH school of art. Using 3D scanning, capture a likeness of yourself (your face/head/body/identity) to incorporate into a scene from the SoA campus using Blender's cycles rendering engine. To capture your likeness, use the in-class 3d scanner and associated software to digitize your body part as a dense point cloud which will be converted into a textured mesh. Have your partner perform the scanning. The resulting mesh will then be used in a composite photo render to create a convincing image of your digital likeness existing in the real world.

### Criteria:

- You must work with your partner to scan and be scanned in order to produce a working mesh object.
- Use a location from UH school of art, either of the two buildings as the setting for your image
- Be considerate about how your digital self interacts with the environment in which it is placed.
- The project must use Cycles to render out the scene. We will cover some of the topics in class as a refresher

### Final Output:

To complete the project, use the fSpy software along with the blender addon to create the realistic scene. In blender, you will likely be required to use the compositor nodes to combine the rendered image with the photographic background. The final product should be an image rendered at a resolution of no less than 1000px (flexible on this)

### 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

Bring in mesh objects downloaded from the internet to add interest to the scene.

Use an HDRI or a Sky background texture to match the lighting in your scene (if outdoors) or properly placed lighting (if indoors)

Refer to google tutorials to carry you through any complex tasks, There is a tutorial somewhere for practically every blender topic.

If in doubt, Ask questions to your peers and to the instructor.