Project 1

Using your french bread assignment as a starting point, model a more robust scene of a french bakery. Use the camera within blender to compose a view of your bakery and render an image of the scene to .png format.

Submit:

- the final render to the google drive folder
- 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

Criteria

- **Include 4 different types of bread** with simplified meshes (retopology)
- Shelves to display the bread
- Baskets or containers to organize the bread
- Walls and a floor to create a sense of space
- A framed image of the Eiffel Tower on one of the walls
- A table and chairs
- A coffee mug and saucer somewhere in the scene
- Lighting
- Basic material colors
- *Bonus - Texture painted bread
- *Bonus - Image texture applied to the floor

Tips

- **Save your scene often**
- Watch the polygon count
- Keep the polygon count of the bread to a low number (using retopology) so that your computer does not get bogged down by too many polygons when duplicating the bread.
- Pack external texture and materials into the .blend file before uploading to the folder

Keep in mind: The four projects during the semester make up 60% of your final grade. Each project accounts for 15% of your final grade.