» »

3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
Professor Evan Daniel
Evan.Daniel@SCKans.edu

Assignment #3
"Rendering"

» » » » » » » » » » » » » » » » » » DELIVERABLES

Create a fully-rendered, exportable scene using materials and the camera.

» BRIEF

3D modeling and animation are at the core of our work with Blender. In the context of creating a video animation, though, all that work is directed towards one primary goal: creating a rendered scene.

Using your environment from assignments one and two, first add materials and camera movement (in whatever order you choose) to the scene. Make sure to preview the camera view using rendered shading (by pressing 'z' on your keyboard and selecting it).

Cptr250 students should selectively assign materials to certain faces. Cptr350 students should change camera settings (such as perspective).

» » » » » » » » » » » » » » » » » » MOTIVATION

Rendering can be very GPU (Graphics Processing Unit) intensive; below is a vintage photograph of a "render farm" (a series of computers intended to be used to generate high-quality rendered images) from the mid-1990s.