

# Final Report: Introduction to Computer Graphics Project

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## 1 Introduction

What did you do, and where did you start?

## 2 Implementation

How did you do your project? Describe the steps taken. Include images from intermediate steps and result. What resources did you use? Cite all your sources in Chicago style, like the Donut Tutorial from Blender Guru (2022) or the book from Van Gumster (2020). If you employ online resources, then don't forget to reference them properly! A rendering of the final project is shown in Fig. 1.

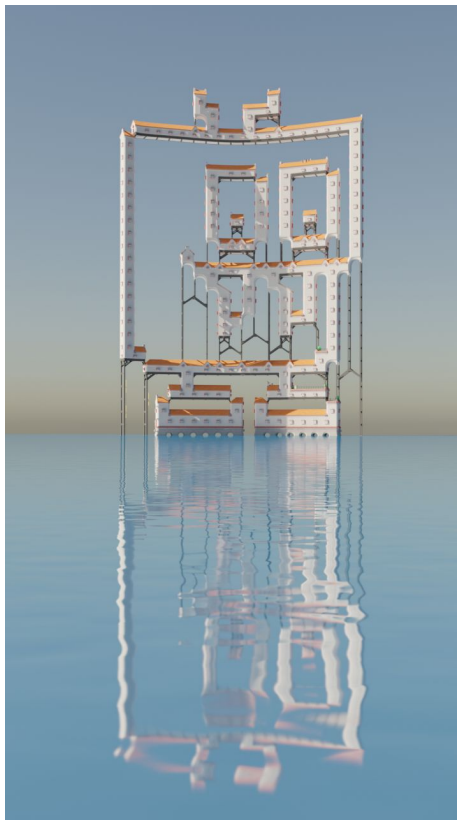


Figure 1: Final rendering of Gamebert with the reflection in the water and all materials adapted from Reddit User ppjj56.

## 3 Lessons Learned

What problems did you encounter? What worked out for you? Where did you succeed or fail?

## References

- Blender Guru. *Blender Beginner Tutorial - Part 1*, 2022. Visited on 07/01/2023. <https://youtu.be/nIoX0plUvAw>.
- Reddit User ppjj56. *I made a hi-res texture for rendering towns in Blender (link+tutorial in comments)*, 2022. Visited on 07/01/2023. [https://www.reddit.com/r/Townscaper/comments/t21yjc/i\\_made\\_a\\_hires\\_texture\\_for\\_rendering\\_towns\\_in/](https://www.reddit.com/r/Townscaper/comments/t21yjc/i_made_a_hires_texture_for_rendering_towns_in/).
- Van Gumster, Jason. *Blender for dummies*. John Wiley & Sons, 2020.