**Lab 06 Reference image + Rendering of 3D environments**

**Last name:**

**Fist name:**

**ID:**

1. Find a reference image (from movie. video game, famous painting, animation, drama, or your own photo etc.). Attach a reference image with web link ([APA style](https://libguides.kpu.ca/c.php?g=713337&p=5086514)). Explain the reason why you chose this image.

A person sitting on a bench with a suitcase

Description automatically generated with medium confidence

1. Attach a few images of your work (both 6a and 6b) showing different camera shots. Explain your lighting strategy, scene composition, and program structure (e.g., number of lights, 3d geometry construction, camera angle etc,) for both 6a and 6b (indoor and outdoor environments). Also, if using any 3D file from website, please reference it.

A picture containing white, furniture, stone

Description automatically generated