

# **Computer Graphics**

#### 29/1/2019

## **ASSIGNMENT 1**

### Submission Deadline:

# • 28th February 2019 (23:55)

On aula global

#### Submission:

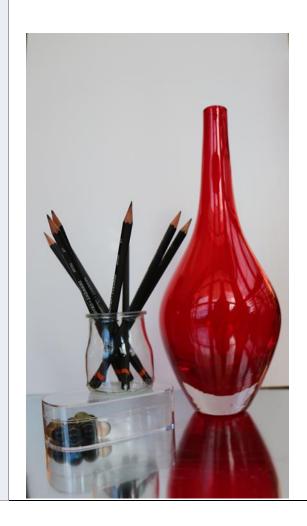
- A zip file named P1-XXXXX.zip
- XXXXX: NIA number
- The zip file must include all the pov-ray sources (.pov, .inc, etc) and the final render, the size and output format of the rendering image

# **Modeling basic shapes**

Generate a realistic render of the attached scene using POV-Ray

### Assessment will focus on:

- Modelling shape of objects, relative size, relative locations.
- Realism textures, colors, lighting, brightness, radiosity, ...
- Smart implementation boolean operations, declaring complex objects, etc.



## **Different views**

Top view reference to determine shape of objects, relative location and size, source of the light (there's only one) and details for modelling.





