



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.

