

CS148 Final Project Discussion

11/10/2022

Final Project Discussion

Final Project

- Today's focus: What we expect for your final project!



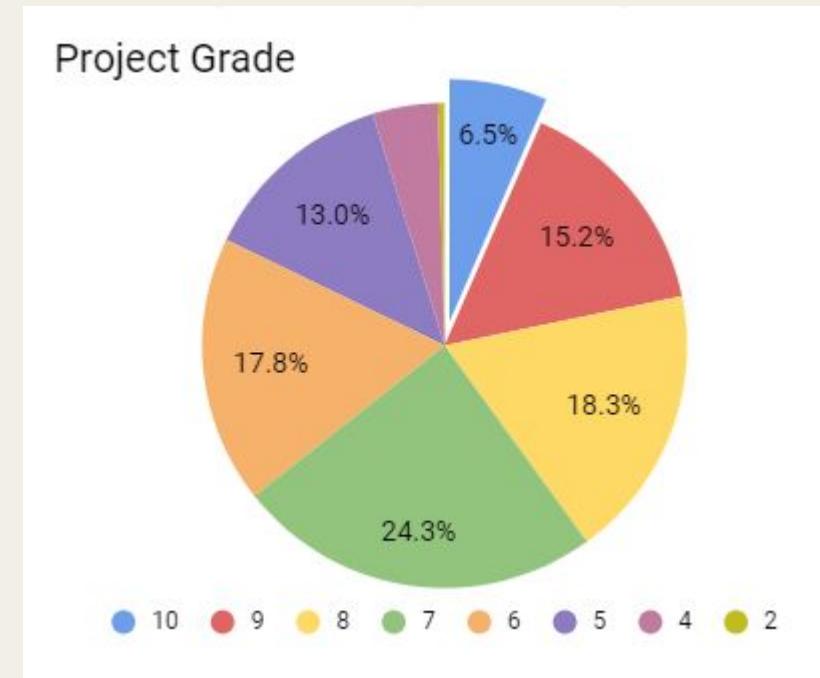
Luna Yang and Xuelin Yang, Fall 2021

Final Project

- First, some logistics:
 - PROPOSAL (Optional) due via Google Form FRIDAY Nov 18 by 11:59 PM PST
 - **PROJECT due over Google Form WEDNESDAY Dec 14 by 11:59 PM PST**
 - All electronic; no live grading!
- Deliverables:
 - **Final Image (MOST IMPORTANT)**
 - Written Report (pdf)
 - Variant A Image (for our reference; doesn't need to look good!)
 - Variant B Image (for our reference; doesn't need to look good!)
 - Link to Google Drive with Blend file (for our reference)
- Grading:
 - Graded on a curve; sorted into “buckets”

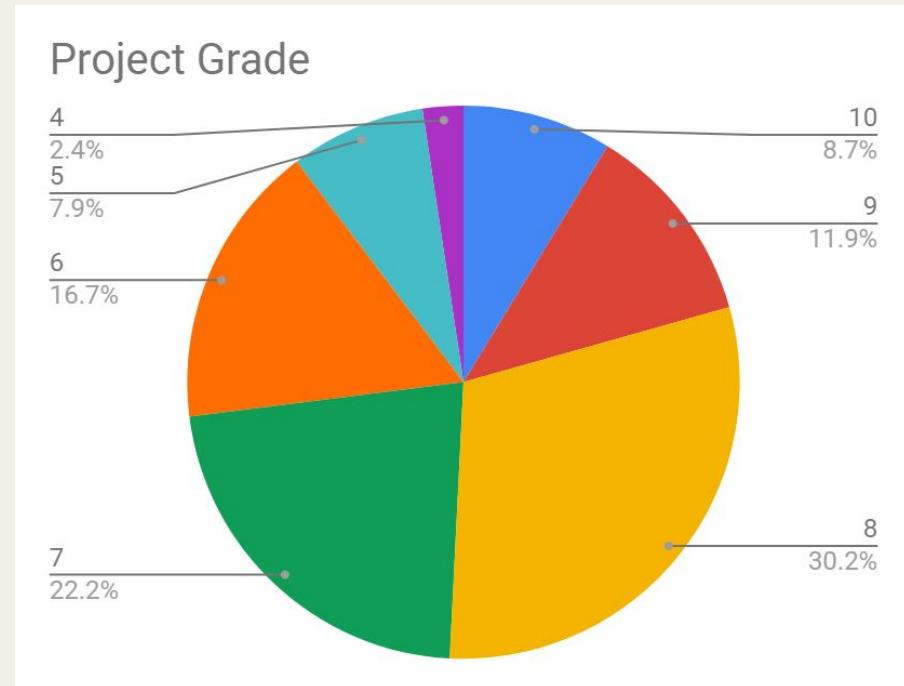
Final Project Buckets Fall 2021

- Bucket 10 -- 11 images
- Bucket 9 -- 25 images (~A+)
- Bucket 8 -- 30 images
- Bucket 7 -- 38 images (~A)
- Bucket 6 -- 26 images
- Bucket 5 -- 18 images (~A-)
- Bucket 4 -- 7 images (~B)
- Bucket 3 -- 0 images
- Bucket 2 -- 1 image (B-)
- Bucket 1 -- 0 images



Final Project Buckets Fall 2020

- Bucket 10 -- 11 images
- Bucket 9 -- 15 images (~A+)
- Bucket 8 -- 39 images
- Bucket 7 -- 27 images (~A)
- Bucket 6 -- 21 images (~A-)
- Bucket 5 -- 11 images (~B+)
- Bucket 4 -- 3 images (~B)
- Bucket 3 -- 0 images
- Bucket 2 -- 0 images
- Bucket 1 -- 0 images



Final Project Expectations

- **MUST BE RAY TRACED**



Scanline Rendered (Blender Eevee)



Ray Traced (Blender CYCLES)

Final Project Expectations



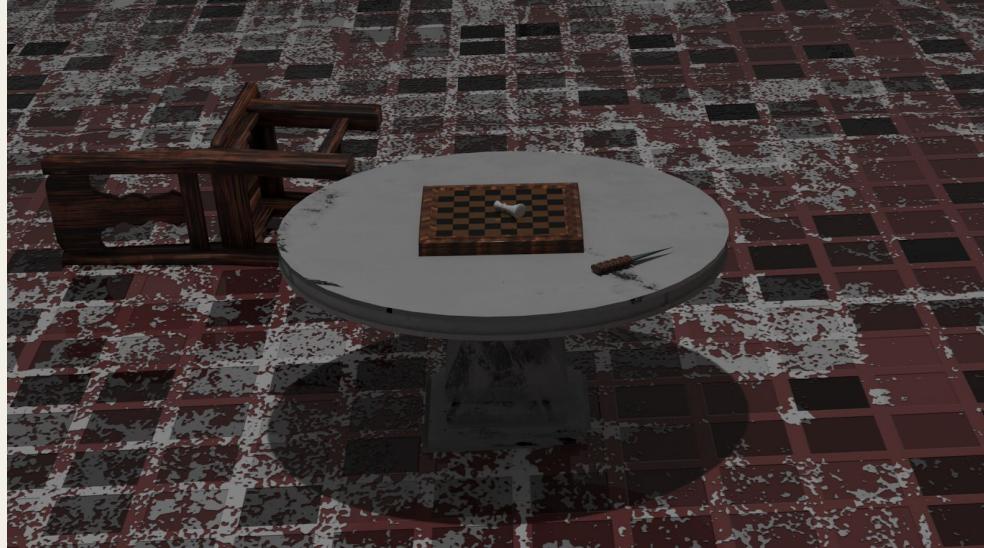
Manually Rendered (Blender Eevee)



Ray Traced (Blender CYCLES)

Raytraced can still look Scanline Rendered!

- **Simply using Blender Cycles IS NOT ENOUGH!**
- Too simple of a scene composition or lack of lighting can
result in your raytraced image looking like a scanline render!



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Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- clear lighting, soft shadows, reflections, refractions, transmissions, etc!



Ran Li,
Summer 2022

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- clear lighting, soft shadows, reflections, refractions, transmissions, etc!
- HW3: reflection, refraction, and transmission
- HW4: lighting, shading, and materials
- HW5: area lighting, color bleeding, and sampling
- HW6: depth of field, etc



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Alex Oseguera and
Jay Saleh,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- Clear lighting: think HW4 where you mixed the different types of lights!



Bohan Wu,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- Don't need many light sources if you show you understand lighting!



Xin (Lucy) Lin and
Yige Liu,
Fall 2021

Leverage the Power of Ray Tracing!

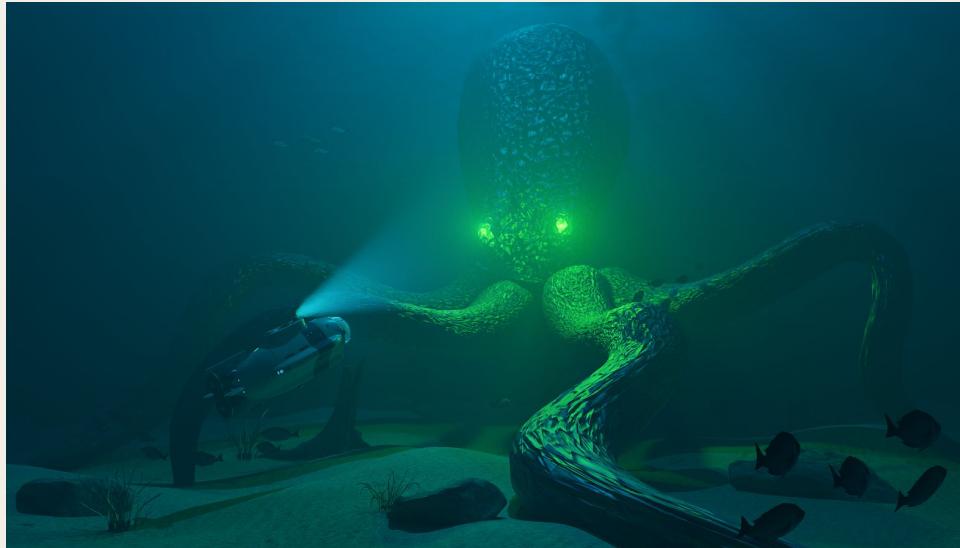
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Helena Roberts-Mataric,
Fall 2020

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Bradford Lin and
Wilson Liang,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- HDRI and Nishita Sky models can add environmental lighting!



Grace Alwan and
Carolyn Qu,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- Reflections/Refractions/Transmissions: when in doubt, add glass!



Grace Alwan and
Carolyn Qu,
Fall 2021

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Danielle Tang,
Fall 2021

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Ben Hoskins,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- Reflections/Refractions/Transmissions: water materials work too!



Vlad Ankudinov,
Fall 2021

Leverage the Power of Ray Tracing!

- **YOUR JOB:** Make it clear to us that you learned the advantages of RAY TRACING!
- Reflections/Refractions/Transmissions: can also get creative!



Nova Halavins,
Summer 2022

Geometry/Textures

- Impressive **geometry/textures (HWs 2,7,8) can also carry the image!**
- Reminder: can use object files you download from online, but at least **half of the main geometry in your scene must be your own!**



Sifan Ye,
Fall 2020

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Qi Zhou and
Junrui Lyu,
Summer 2022

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Michelle Lok and
Zongdi Xu,
Summer 2022

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Amanda Huynh and
Anna Chang,
Fall 2021

Simple Geometry

- That said, making **simple geometry is still fine if you can make it show off ray tracing!**
- Just remember to **cite any tutorials you follow in your report**



Tracy Cai and
Xiaohai Lu,
Fall 2021

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Catherine Huang and
Yara Sevilla,
Fall 2021

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Sophia Liu
Fall 2020

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Shuo (Shawn) Xu
Summer 2022

Simple Geometry

- That said, making **simple geometry is still fine if you can make it show off ray tracing!**
- **Low-poly is fine too!**



Yifan Wang
Fall 2020

Project Proposal

- **Due via Google Form NEXT FRIDAY Nov 18th by 11:59 PM PST**
- **OPTIONAL**
- But gives 5 “extra credit” points to make up for any missed HW points
- Motivational image(s) + 1-2 paragraphs is fine
- Feedback will be sent over break
- **YOU ARE NOT COMMITTED TO WHAT YOU PROPOSE!**

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- **YOU ARE NOT COMMITTED TO WHAT YOU PROPOSE!**

- That said, if you do end up recreating your motivational image(s)...

Project Proposal

- Due via Google Form NEXT FRIDAY Nov 18th by 11:59 PM PST
- We'll be very impressed if you manage to recreate a complex motivational image!

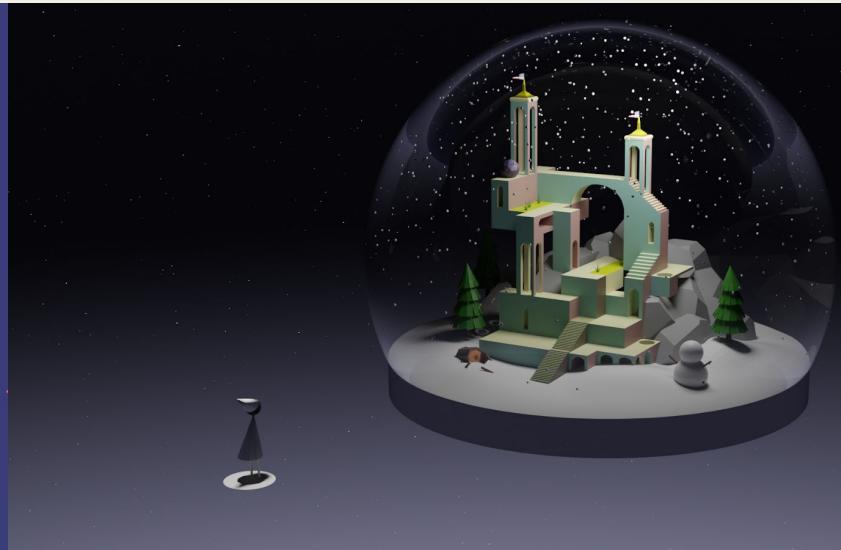
Cameron Mohne and Nicholas Vo, Fall 2021



Project Proposal

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Xi Yan and Siyun Li, Fall 2021



Project Proposal

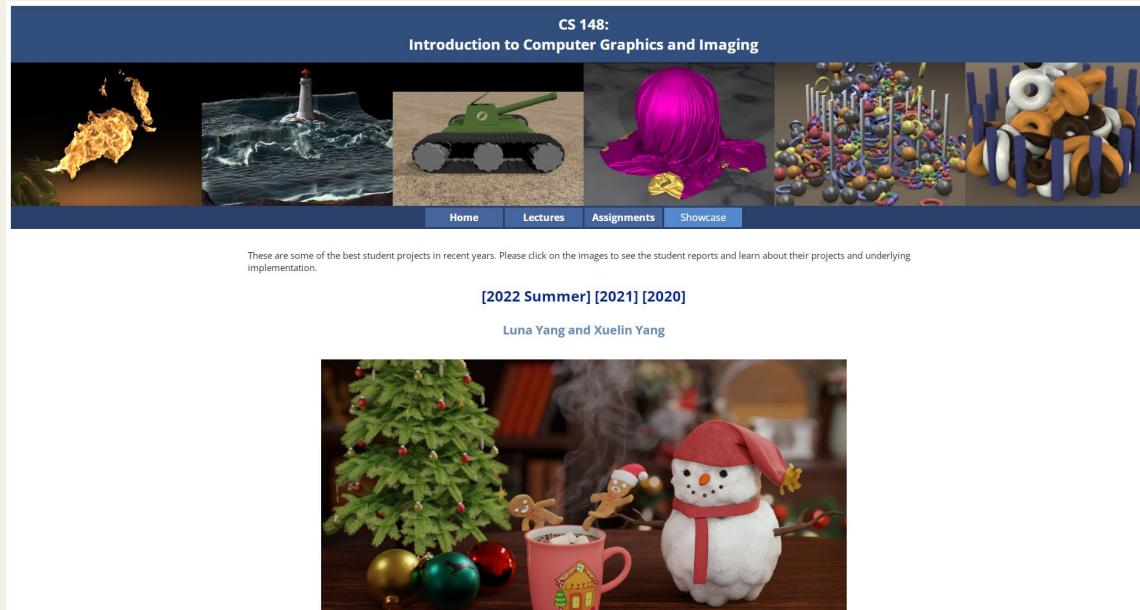
- **Due via Google Form NEXT FRIDAY Nov 18th by 11:59 PM PST**
- Your idea can be creative, but you might want to iterate with CAs in OH!
- Most OH sessions have multiple CAs; ask to talk to the other CAs in call!



Firat Taxpulat,
Summer 2022

Project Showcase

- **Use the showcase on the website for ideas!**
- Click on each image to see the student reports



A Final Project Blender Walkthrough

by Sarah Jobalia

(<https://youtu.be/Ocqs86TP2e0>)

Final Project Blender Walkthrough

