**3D Computer Graphics**

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**Blender Project: Indoor Scene**

Show an inside scene. Make a house or a room. Try to make it thematic, such as Japanese room, my living room, space shuttle room, futuristic room, etc. Grade will be based on modelling, textures, lighting and scene composition (camera and object placement). Follow the 10 principles of photo realism. Add furniture, lighting and cameras.

Program fractal textures and apply them to objects.

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| Item | Beginner (50%) | Competent (75%) | Proficient (100%) |
| Modelling (30%) | Primitives are used to generate objects. Procedure to generate object geometries is described. Imported geometries origins is documented | Complicated objects are imported and correctly located. Original location of imported objects is documented | Each important object location, size, orientation, distance to others and texture purpose is described. |
| Textures and colour pallet (30%) | Free | Free | Free |
| Illumination & Cameras (30%) | Basic illumination is used. Several cameras are used | Each camera set up has its described purpose | Shadows are generated and interesting views are generated. |
| Conclusions (10%) | Student is able to draw technical conclusions by using facts, actions and observations relating the three previous phases of the project | Student is able to draw ethical conclusions from her work. Student is able to draw citizenship and environmental conclusions from her work | Conclusions are enhanced with research on ethical, citizenship and environmental aspects of the project |