Graphics and Animation Tools

B.Tech CSE –Open Source and Open Standards

Sem VII

ASSIGNMENT 2

[LINK HERE]

ACADEMIC SESSION 2020-21

Submitted To:

Dr. Durgansh Sharma

Associate Professor

Department of Cybernetics

Submitted By:

Harsh Joshi

CSE-OSS-B1

Roll Number: 30

Mountain Range in GIMP

Objective:

To design a mountain range in GIMP

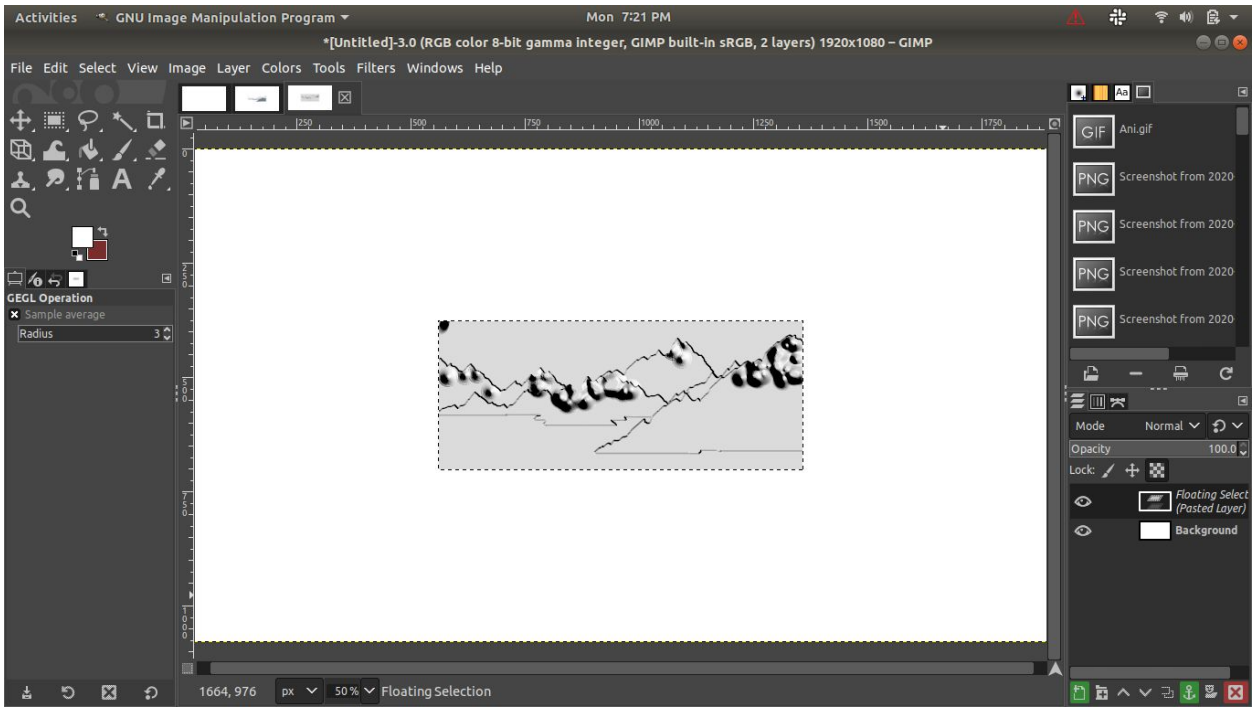
Requirements:

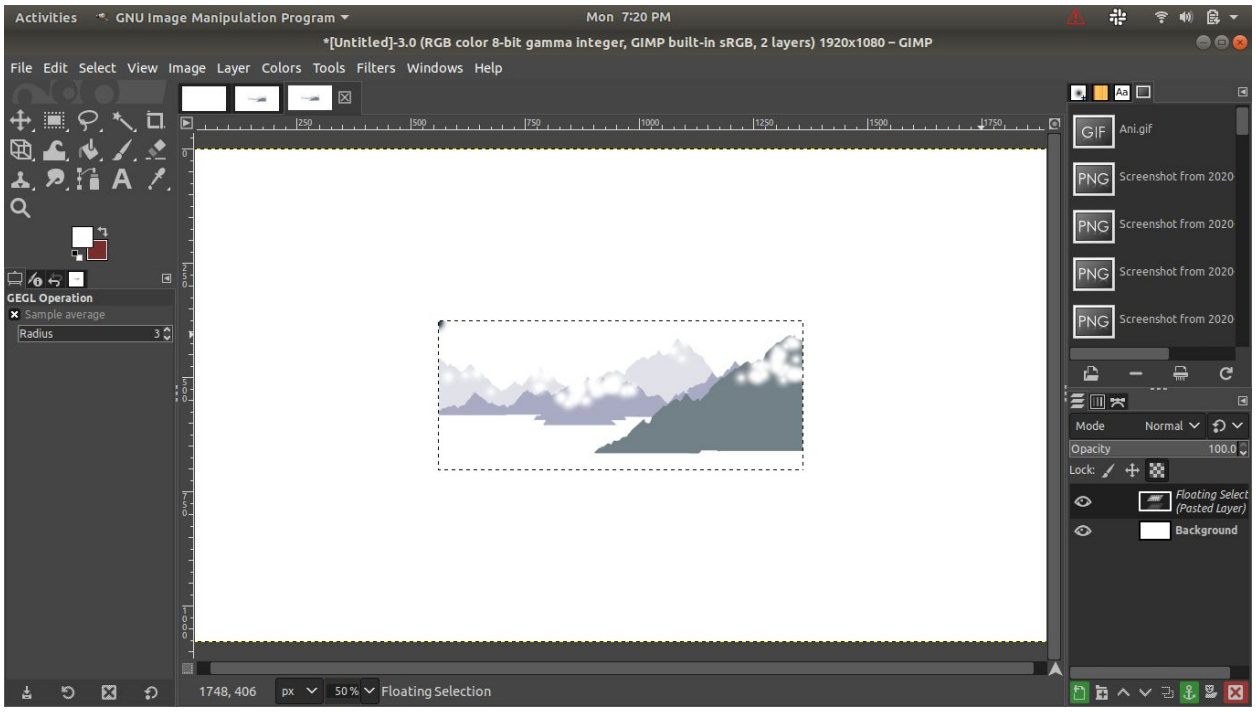
A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

Steps to create the animated design

1. Start with a transparent layer.
2. Fill in the land portion with a color. (b3b2b2)
3. Lay in the base of the mountains with a soft brush (bdc8b8)
4. Add more layers for a higher altitude. Each one lighter in shade the higher you go.
5. With a thinner line, draw the crest of the mountain (e4eae4)
6. Use a Gaussian Blur filter on the area with a blur radius at 15.
7. Top off the crest with white with the narrowest brush . (ffffff)
8. Use Gaussian Blur again but with a 15 blur radius.
9. Now use Filters- Distorts-Emboss... Play with settings until you like the result.
10. Add a new transparent layer.
11. Use a soft brush setting sized to match your mountains.
12. Start with an off white color and about a 50% Opacity brush setting.
13. Shade the lighter side of your mountains.
14. Use a smaller brush and full white color to add snow to the tops of your highest mountains.
15. With the same soft brush and 50 % Opacity add greens and tans to the lower levels where greenery would be... or a sandy beach.

Snippets:


Activities
GNU Image Manipulation Program
Mon 7:21 PM
*[Untitled]-3.0 (RGB color 8-bit gamma integer, GIMP built-in sRGB, 2 layers) 1920x1080 – GIMP
File Edit Select View Image Layer Colors Tools Filters Windows Help
GEGL Operation
Sample average
Radius
Ani.gif
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Mode
Normal
Opacity
100.0
Lock:
Floating Select (Pasted Layer)
Background
1664, 976
px
50 %
Floating Selection


Activities
GNU Image Manipulation Program
Mon 7:20 PM
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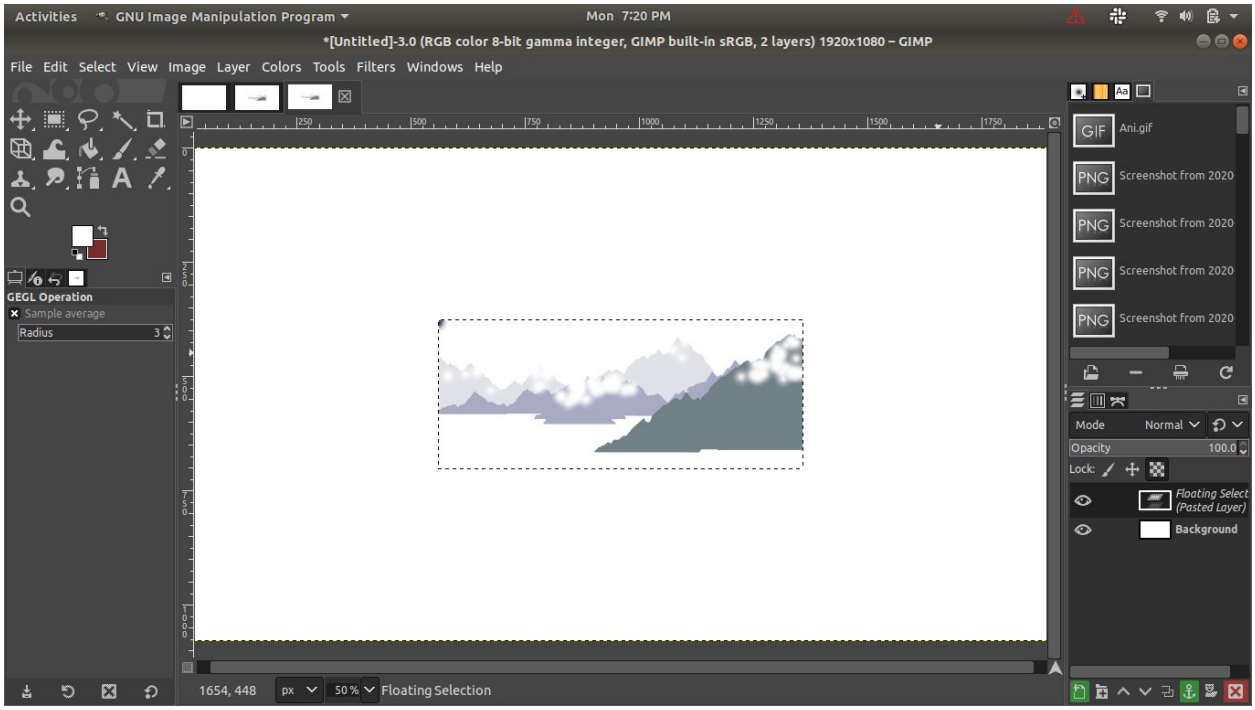
File Edit Select View Image Layer Colors Tools Filters Windows Help
GEGL Operation
Sample average
Radius
Ani.gif
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Mode
Normal
Opacity
100.0
Lock:
Floating Select (Pasted Layer)
Background
1748, 406
px
50 %
Floating Selection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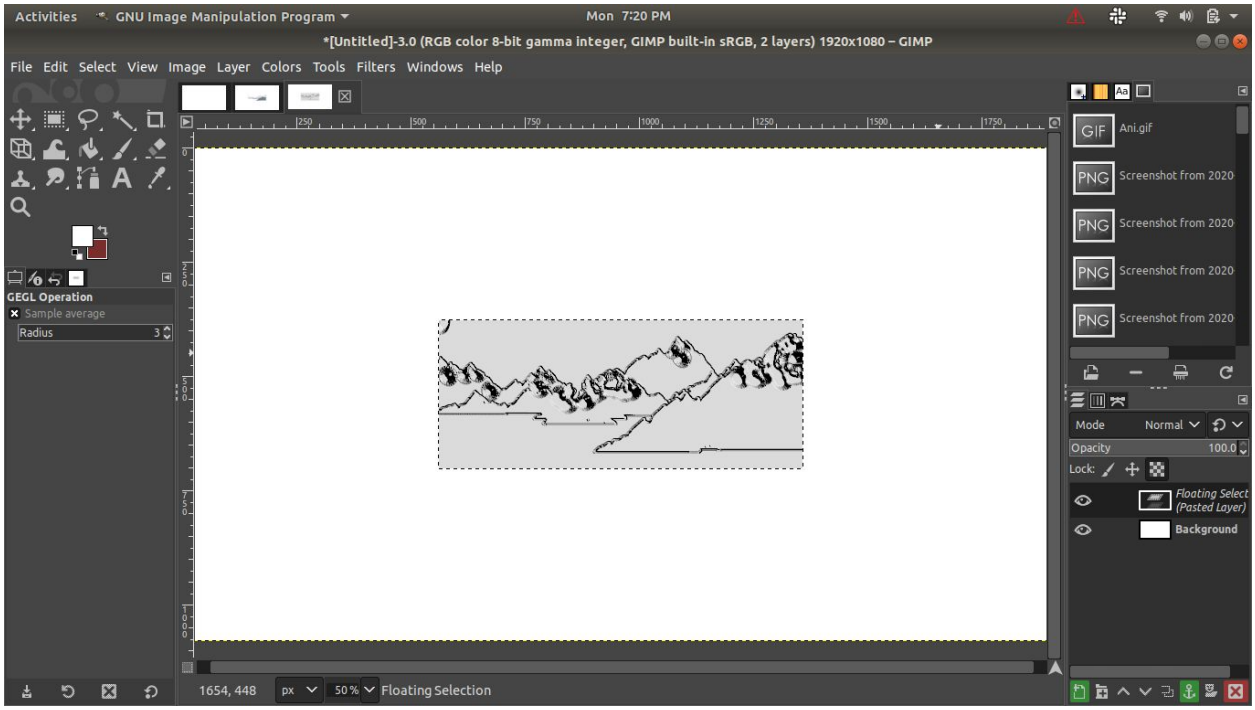
File Edit Select View Image Layer Colors Tools Filters Windows Help
GEGL Operation
Sample average
Radius 3
Ani.gif
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Mode Normal
Opacity 100.0
Lock:
Floating Select (Pasted Layer)
Background
1654, 448 px 50 % Floating Selection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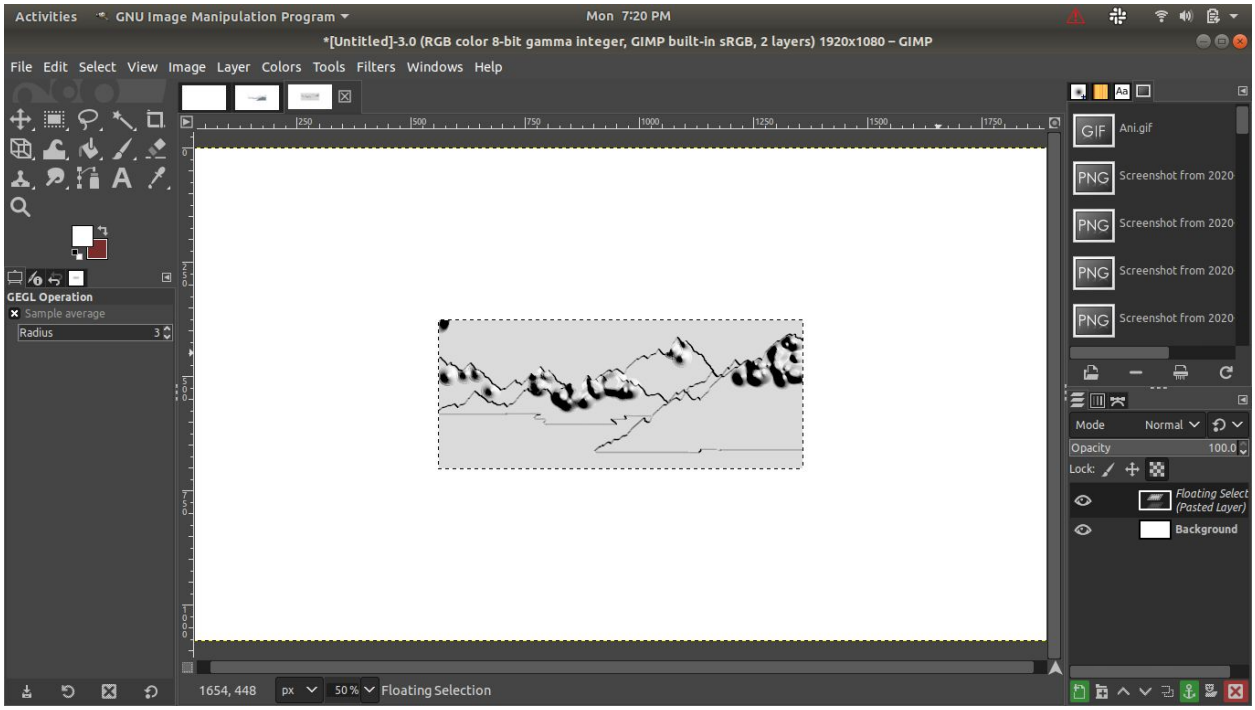
GEGL Operation
Sample average
Radius 3
Ani.gif
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Screenshot from 2020
Mode Normal
Opacity 100.0
Lock:
Floating Select (Pasted Layer)
Background
1654, 448 px 50 % Floating Selection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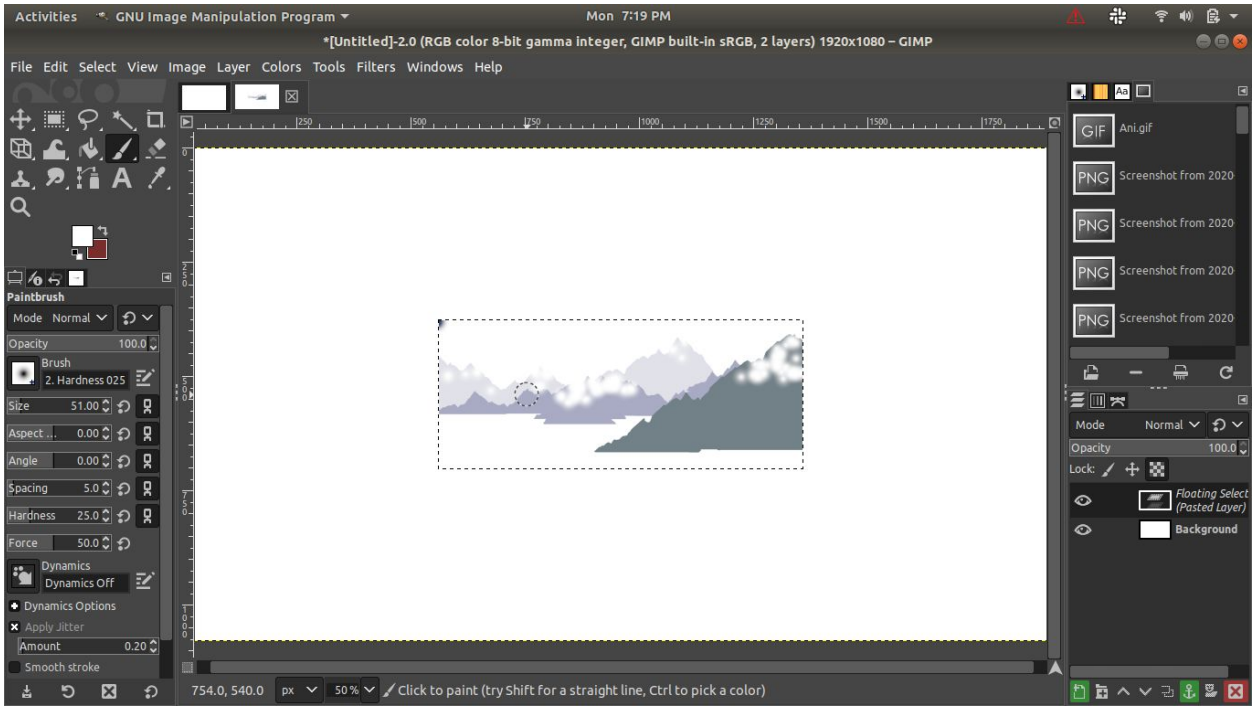
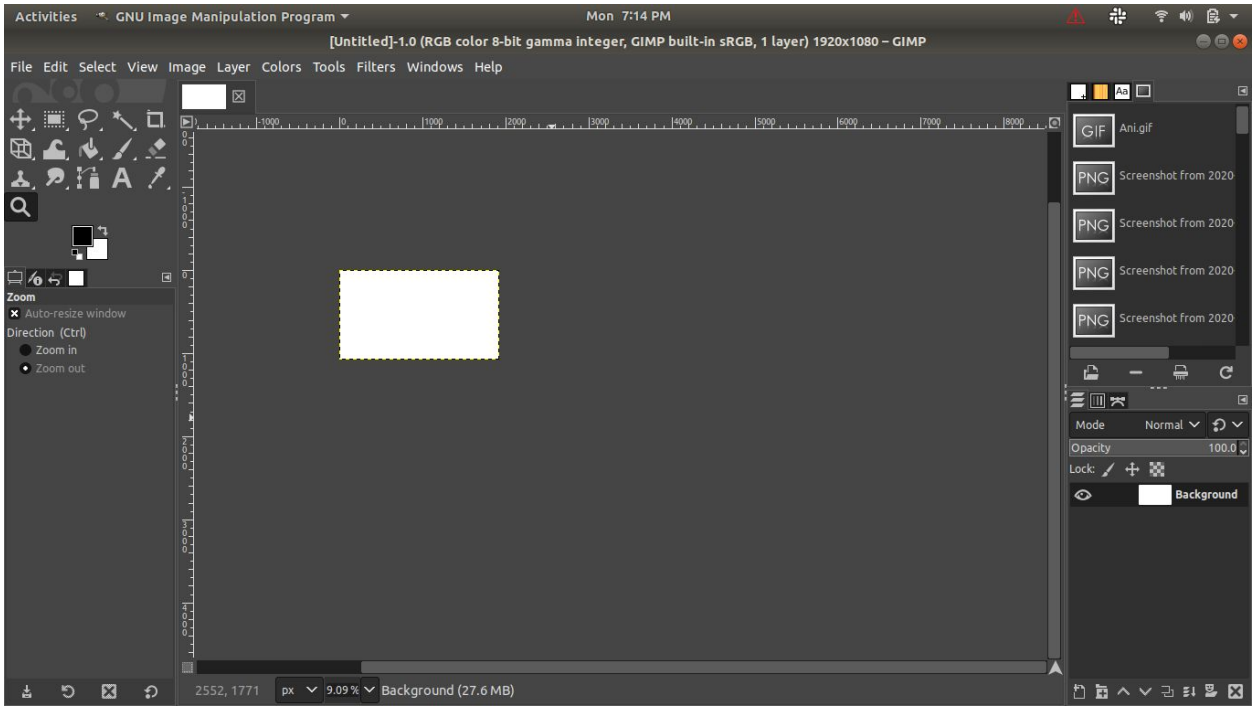
Opacity 100.0
Lock:
Floating Select
(Pasted Layer)
Background
1654, 448
px
50 %
Floating Selection





Drive Link

https://drive.google.com/drive/folders/1ahETK-Nq9ykYUXyNFsqv3SoYK6hJtNGS?usp=sharing

Skyscraper in Blender

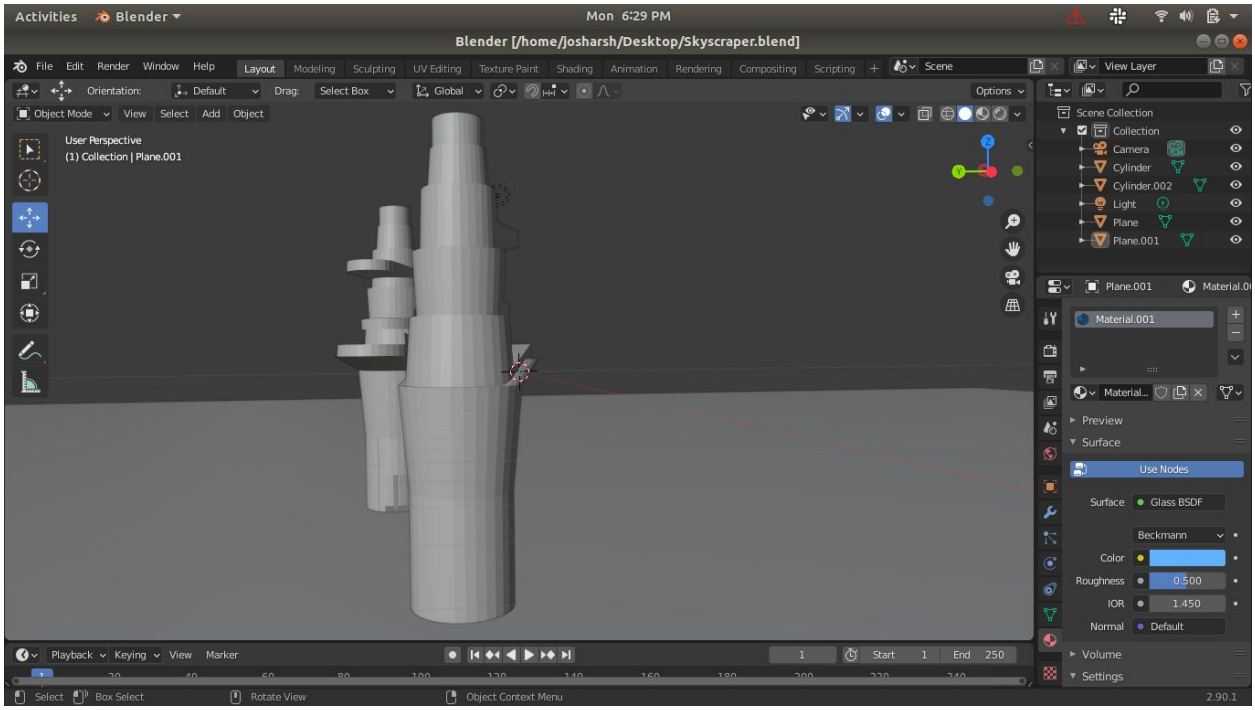
Objective:

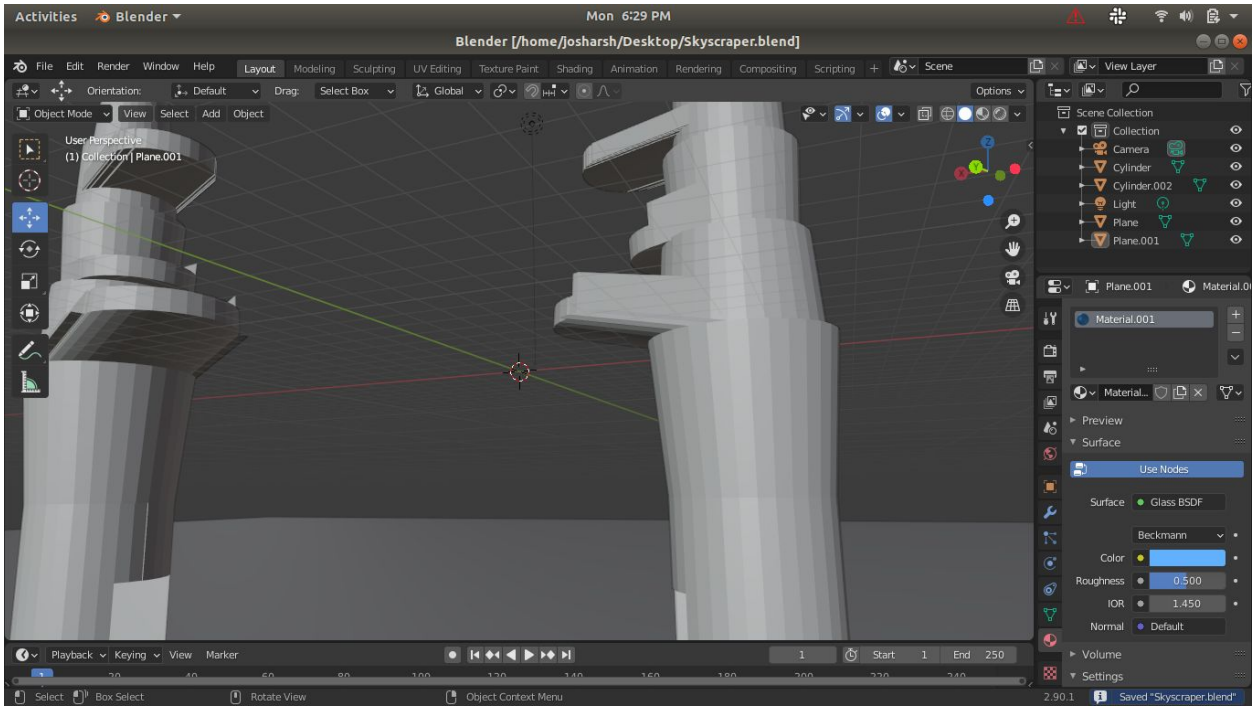
To design skyscraper in Blender

Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

Snippets:


Activities
Blender
Mon 6:29 PM
Blender [/home/josharsh/Desktop/Skyscraper.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Object Mode View Select Add Object
User Perspective
(1) Collection | Plane.001
Scene Collection
Collection
Camera
Cylinder
Cylinder.002
Light
Plane
Plane.001
Material.001
Preview
Surface
Use Nodes
Surface Glass BSDF
Beckmann
Color
Roughness 0.500
IOR 1.450
Normal Default
Volume
Settings
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu
2.90.1


Activities
Blender
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Blender [/home/josharsh/Desktop/Skyscraper.blend]
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Plane.001
Material.001
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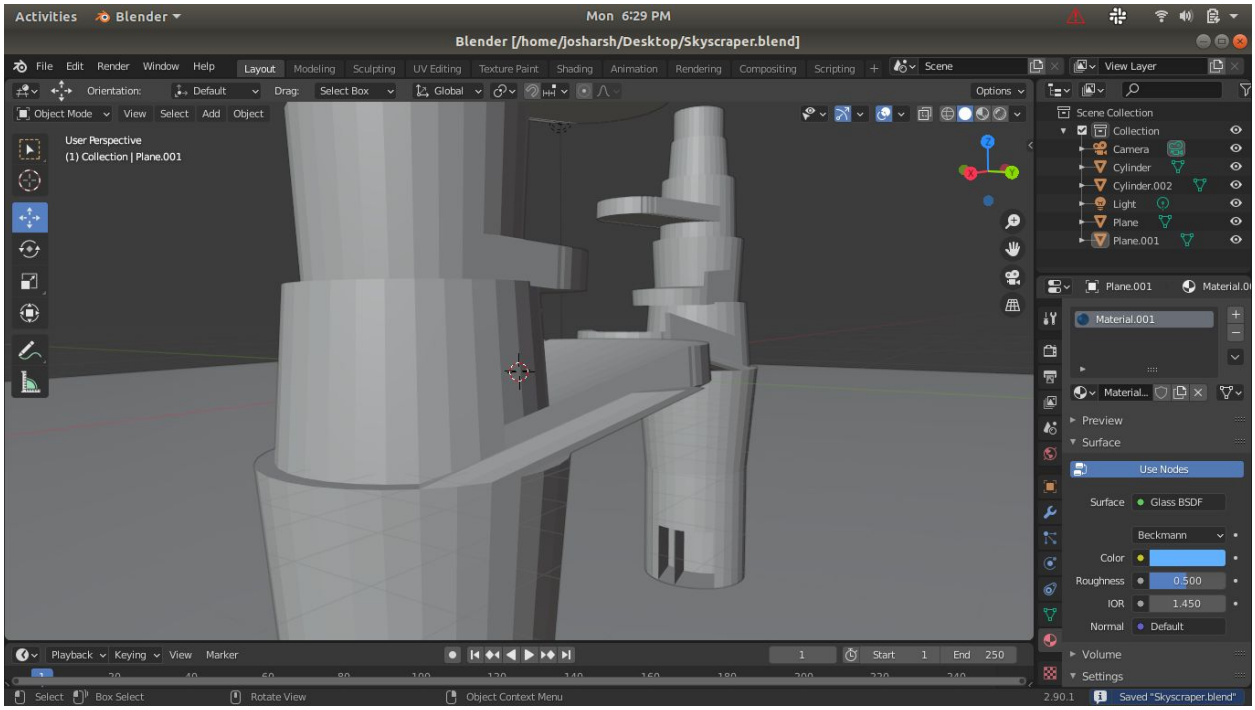
Surface Glass BSDF
Beckmann
Color
Roughness 0.500
IOR 1.450
Normal Default
Volume
Settings
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu
2.90.1
Saved "Skyscraper.blend"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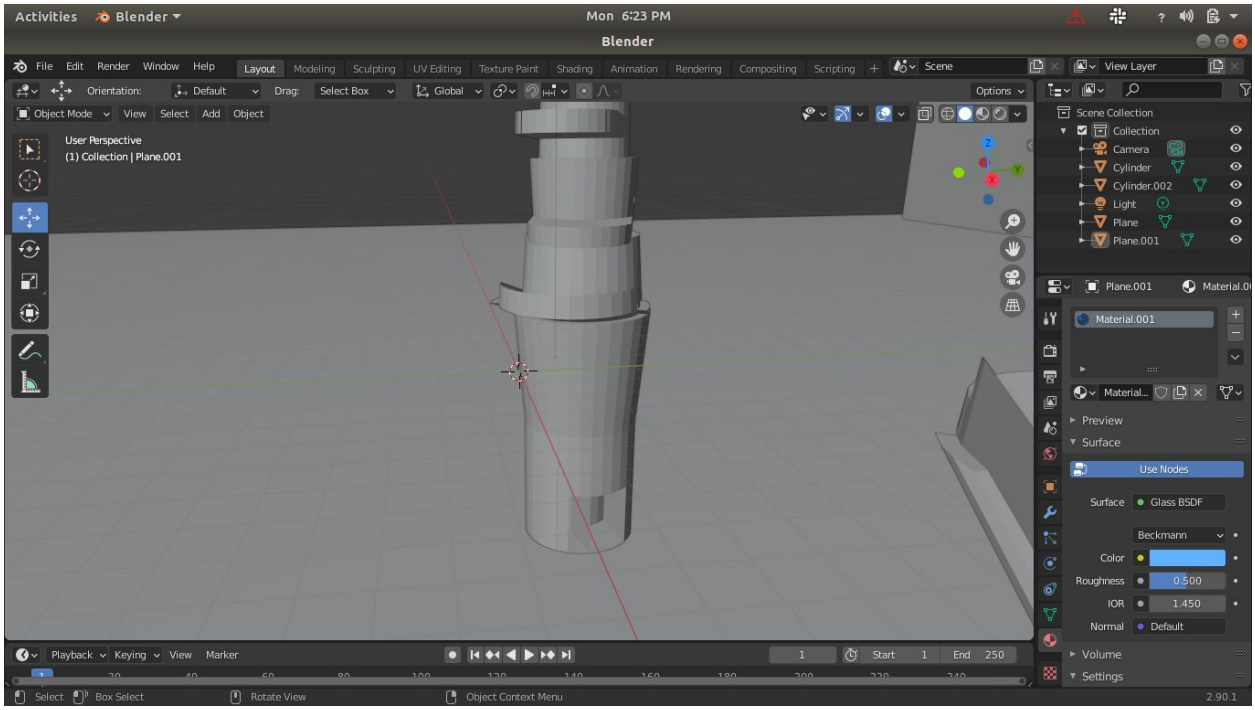
Saved "Skyscraper.blend"


Activities
Blender
Mon 6:23 PM
Blender
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Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Object Mode View Select Add Object
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Plane.001
Material.001
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IOR 1.450
Normal Default
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Playback Keying View Marker
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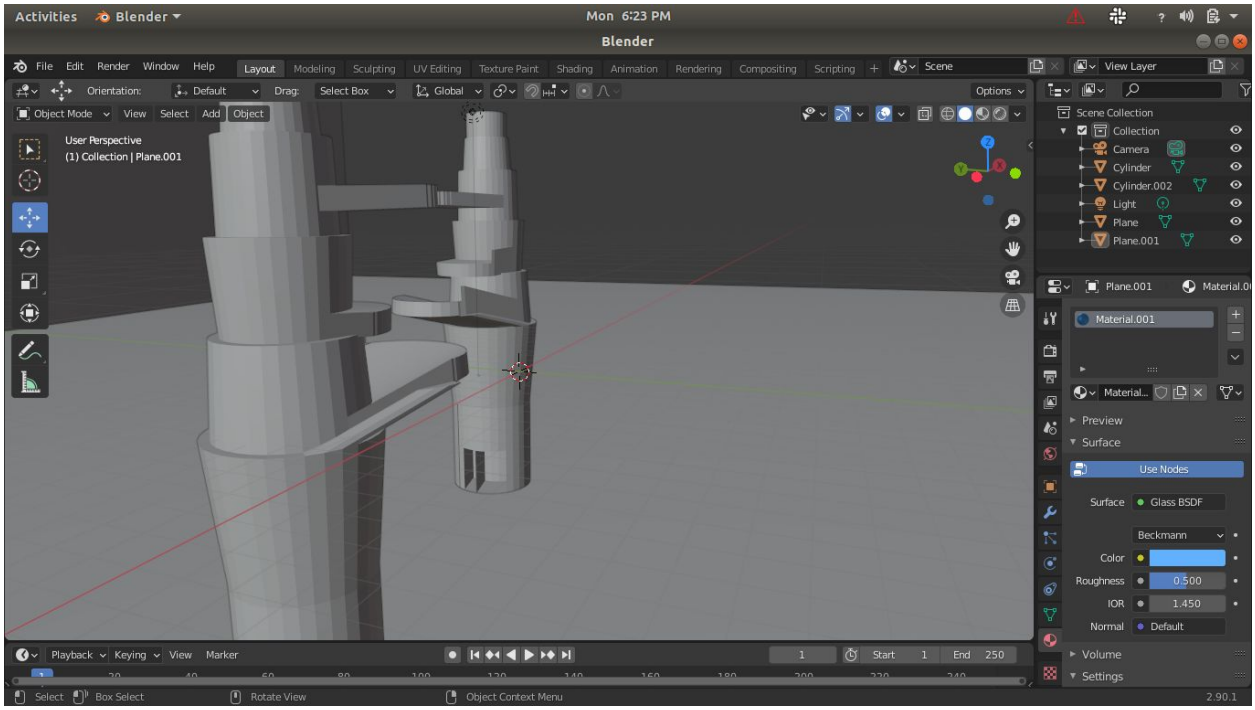
Activities
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Blender
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Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Object Mode View Select Add Object
User Perspective
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Scene Collection
Collection
Camera
Cylinder
Cylinder.002
Light
Plane
Plane.001
Material.001
Preview
Surface
Use Nodes
Surface Glass BSDF
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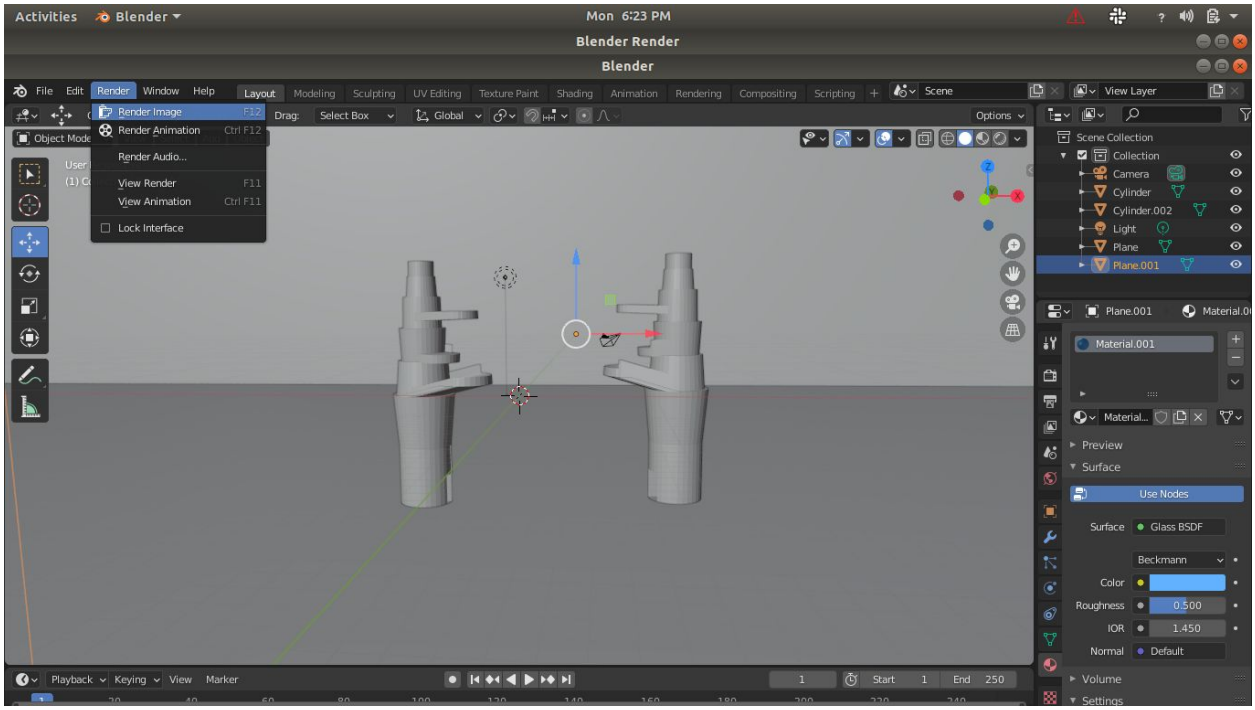
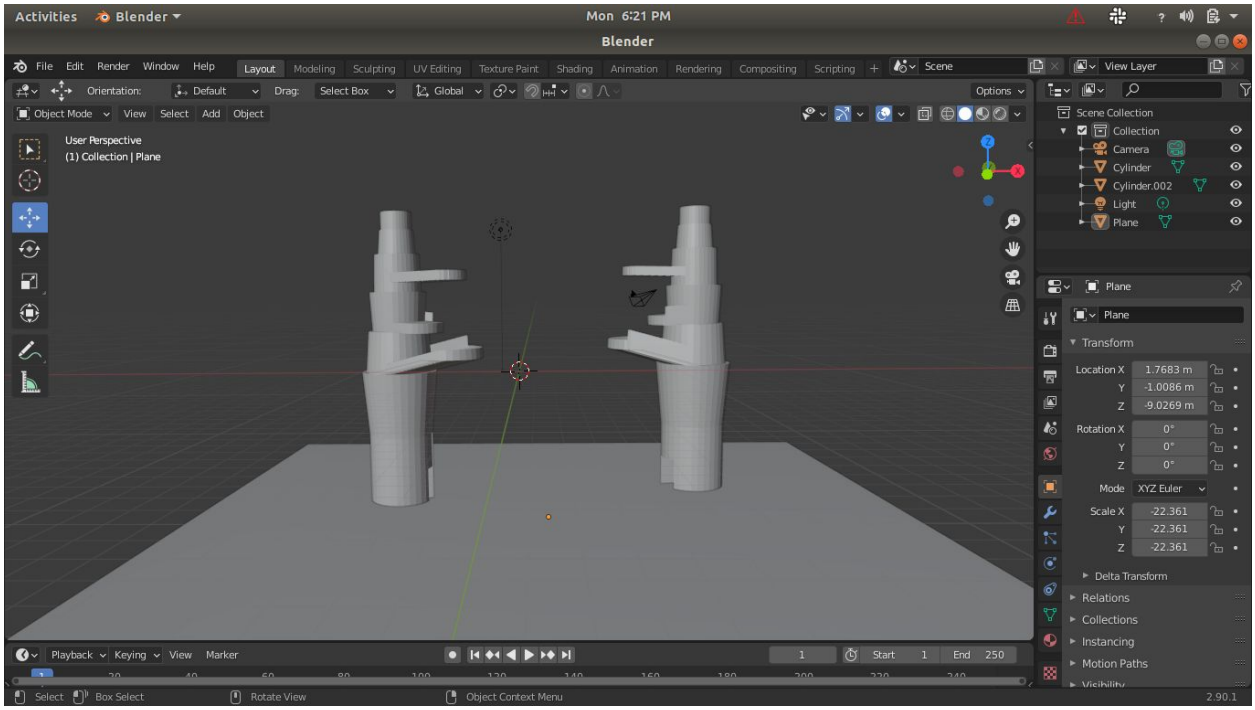
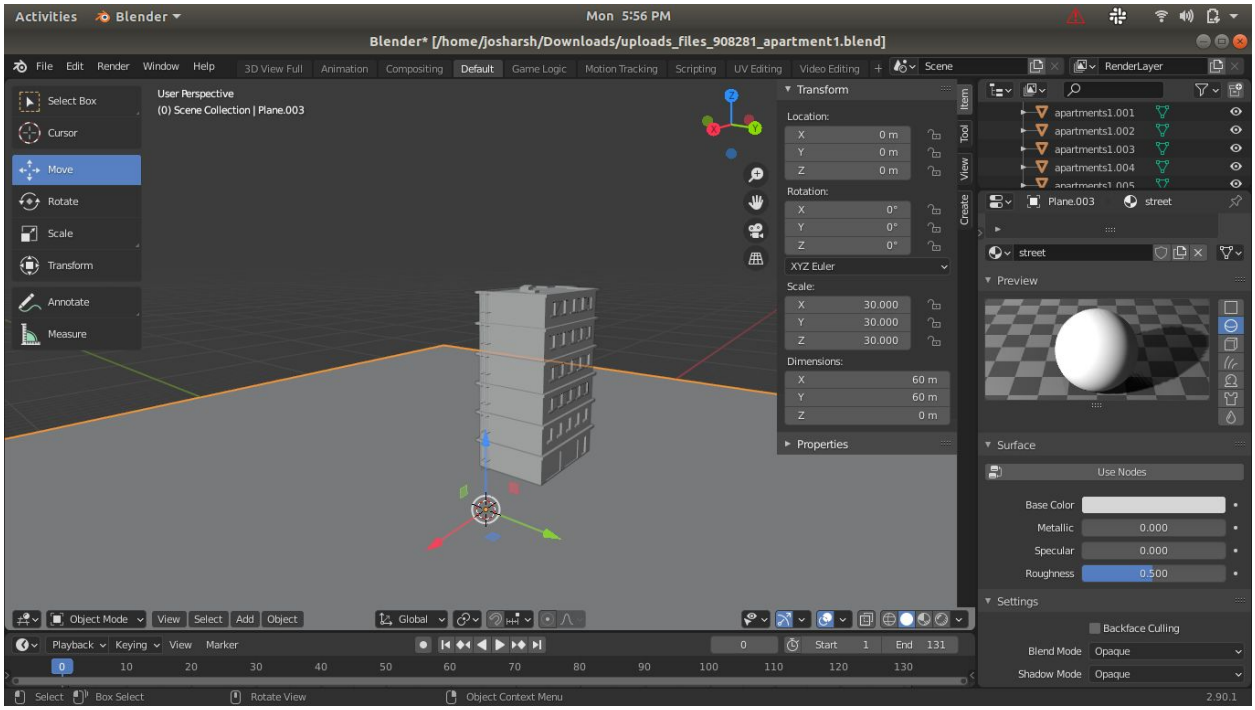
Color
Roughness 0.500
IOR 1.450
Normal Default
Volume
Settings
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu
2.90.1


Activities
Blender
Mon 6:23 PM
Blender Render
Blender
File Edit Render Window Help
Render Image F12
Render Animation Ctrl F12
Render Audio...
View Render F11
View Animation Ctrl F11
Lock Interface
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Scene Collection
Collection
Camera
Cylinder
Cylinder.002
Light
Plane
Plane.001
Material.001
Preview
Surface
Use Nodes
Surface Glass BSDF
Beckmann
Color
Roughness 0.500
IOR 1.450
Normal Default
Volume
Settings
Playback Keying View Marker
Start 1 End 250


Activities
Blender
Mon 6:21 PM
Blender
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
View Layer
Object Mode View Select Add Object
User Perspective
(1) Collection | Plane
Scene Collection
Collection
Camera
Cylinder
Cylinder.002
Light
Plane
Transform
Location X 1.7683 m
Y -1.0086 m
Z -9.0269 m
Rotation X 0°
Y 0°
Z 0°
Mode XYZ Euler
Scale X -22.361
Y -22.361
Z -22.361
Delta Transform
Relations
Collections
Instancing
Motion Paths
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu
2.90.1


Activities
Blender
Mon 5:56 PM
Blender* [/home/josharsh/Downloads/uploads_files_908281_apartment1.blend]
File Edit Render Window Help
3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing
Scene
RenderLayer
Select Box
Cursor
Move
Rotate
Scale
Transform
Annotate
Measure
User Perspective
(0) Scene Collection | Plane.003
Transform
Location:
X 0 m
Y 0 m
Z 0 m
Rotation:
X 0°
Y 0°
Z 0°
XYZ Euler
Scale:
X 30.000
Y 30.000
Z 30.000
Dimensions:
X 60 m
Y 60 m
Z 0 m
Properties
apartments1.001
apartments1.002
apartments1.003
apartments1.004
Plane.003
street
Preview
Surface
Use Nodes
Base Color
Metallic 0.000
Specular 0.000
Roughness 0.500
Settings
Backface Culling
Blend Mode Opaque
Shadow Mode Opaque
Object Mode View Select Add Object
Global
Playback Keying View Marker
Start 1 End 131
Select Box Select Rotate View Object Context Menu
2.90.1