CS148 Final Project Writeup: Stranger Things

SUNet ID: jared13, jsuarez3

Name: Jared Crawford and Jose Suarez-Rodriguez

Inspiration

The inspiration for our ray-traced image came from the show Stranger Things. The scene features communication through the alphabet wall's lights, the bullet casings left over from a Demogorgon hunt, and Eleven's favorite snack.

Models

We designed the following models in our scene

1. Room: walls, floor, ceiling, baseboards

2. Couch, pillows, and blanket

3. Coffee table

4. Waffle box

All other scene models (listed below) were downloaded

1. Bullet casings

2. Baseball bat

3. Christmas lights

Technical Contributions

1. We simulated the blanket being thrown on the couch by subdividing a plane 100 times and running a cloth collision simulation on the couch.

2. We created the carpet pattern procedurally with Blender's cloud noise texturing pattern.

3. We added a light effect to the Christmas lights that are placed on the table and the ones that are placed on the wall, approximating the decrease in intensity of the light with distance.

Individual Contributions

1. Jared Crawford: Textured baseboards, carpet, ceiling and walls. Created couch, cushions, and blanket in blender. Worked on lighting effect. Created and textured coffee table in blender. Added dangling effect (natural dip) to strand of Christmas lights on the alphabet wall.

2. Jose Suarez-Rodriguez: Created strand of 6 lights together from a model of a single light with string. Textured alphabet wall with floral print. Worked on placement of lights. Arranged waffle box, bullets and strand of lights on coffee table.