

GRAPHICS AND ANIMATIONS TOOLS

FINAL REPORT

ON

LIVING ROOM



UNIVERSITY OF PETROLEUM & ENERGY STUDIES

SCHOOL OF COMPUTER SCIENCE

Open Source and Open Standards

Department of Cybernetics

Submitted to:

Dr. Durgansh Sharma

Associate Professor

Department of Cybernetics

Submitted by:

Manushi Kapoor

SAP id-500062100

Roll no: R100217037

Project Title

Living room.

Components of the project

Walls and floor of the room –

- I have used plane surfaces to make these.
- Scale and position the plane surfaces at right angles to each other to form two walls and the floor of the room.
- Extrude the floor towards the walls upwards to give a better look.
- Add texture to make it look real. I have used wooden texture for the floor. For this, go to shading and drag the image to be set as texture for the surface. Link the image with the surface.

Sofa –

- Add 4 cubes to form the basic structure of the sofa.
- Select the cubes and go to object -> quick effect -> quick fur. Select medium fur.
- Add a cube and increase its width to look like a bar. Add it at upper part of sofa and add the texture of a wood (same way as discussed above).
- Add two spheres at sides of sofa and give them the same wooden texture as well.
- Add four cylinders at bottom of the sofa to form its foot and give them the wooden texture.

Cushions -

- For cushions, take a cube and reduce its width.
- Subdivide the cube 10 times.
- Go to physics properties -> cloth. Add pressure of 5 to it.
- Go to edit mode and select the vertices of cushion and extrude them to give shape of a cushion.
- Reduce the gravity from physics properties.
- Play the animation and pause wherever desired shape is achieved.
- Right click -> shade smooth. Then add fur quick effect here too as done previously with sofa.

Centre Table –

- Simply add three cubes. Scale them to give proper shape. Keep the middle cube smaller than the other two.
- Add wooden texture to 1st and 3rd cube. Add white texture to middle cube.
- Add a plane at the top of table and add a beautiful texture to it.

Fruit basket –

- Go to add -> Mesh -> And select ico sphere
- Go to edit mode. Select upper faces and scale them.
- Go to object mode and add a cube.
- Scale the cube and place on top of sphere.
- Now, select a UV sphere.
- Go to edit mode and select upper faces of uv sphere and scale them.
- Go to object mode and select a cube. Place this in top of uv sphere and scale it.
- Select an Ico sphere.
- Go to edit mode and delete upper half of this sphere to form a basket.
- Extrude upper edges of the basket.
- Add desired color to all the objects.

Plant –

- Go to edit -> preferences -> Add ons.
- Search for sapling tree and add that to the project.
- Right click -> curves. Here we can find the tree and simply add it.
- Scale it and give the color to it.
- For the pot, take a cube and delete its upper face by going to edit mode and selecting that face. Then, add dotted texture to it.
- Take a plane surface and add dirt texture to it and fit inside the pot.
- Place the sapling tree above the pot.

Miscellaneous –

- For painting, select a plane and add a texture of scenery to it. Scale it and position it on the wall.
- For the balls, select one ico sphere and one UV sphere and add texture to them to make them look good. Place them on the floor.
- Add three more cubes with wooden texture and scale them to look like a surface and place books and other cubes on them.
- For books, simply add a cube, scale it and add color to it.

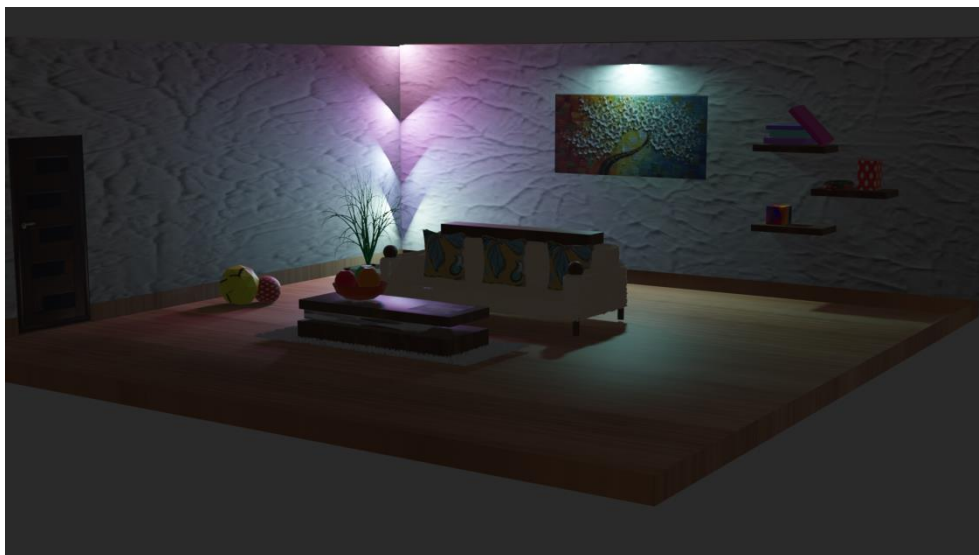
- Add a plane surface and add door texture to it and place it on a wall.

Lightning –

- Add four lights (area) at the corner and give them different colors.
- Add a light (area) at top of the painting and give it bluish white glow.
- Go to universal properties and make the background darker to make the lights look better.

Rendered Images –







Google Drive Link-

<https://drive.google.com/drive/folders/1K8TPaybTrbPYnS0u6hqwdARv5vdfQNXS?usp=sharing>