Computer Graphics Project Proposal

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For our project we want to recreate a realistic render of a typical work from home desk setup. More specifically we want to render a desk with different workspace appliances. More specifically we want to render the scene with the following objects in frame:

- The desk
- Computer desktop/laptop
- Keyboard
- Notebook
- Lamp illuminating book
- Cup of coffee

To add to the complexity of the renders we want to create several renders (two or three) which differ in terms of natural and synthetic lighting:

- One render in the early morning where the light sources are the morning sun shining down on the desk and a faint light from the ceiling.
- One render midday where the only light is the natural sunlight
- A render from the evening where the screen, ceiling and a table lamp is the light sources

The goal of these renders is to experiment with different types of lighting and reflections. We want to deepen our understanding with regards to different types of illumination, specifically what differentiates natural sunlight from synthetic light. We would also like to experiment with different surfaces and see how they reflect light (a wooden desk versus a laptop keyboard or a coffee cup).

Figure 2 Something akin to this however alot simpler than this

Figure 1 A desktop environment however less complex

For our method of execution, we would like to start by researching what characteristics the different types of light have as well as how different materials reflect light. We will split the work with the different renders of the project.

When starting to work we will assign one aspect of the scene: Tormod will be responsible for lighting and Aleksander and Martin will be responsible for the different models. When the group has finished the scene, we will split the work using the three renders discussed above. Although we split the work in renders, we will be helping each other when necessary.

Lastly, we would like to experiment with different types of camera angles to make the different renders as cinematic as possible.