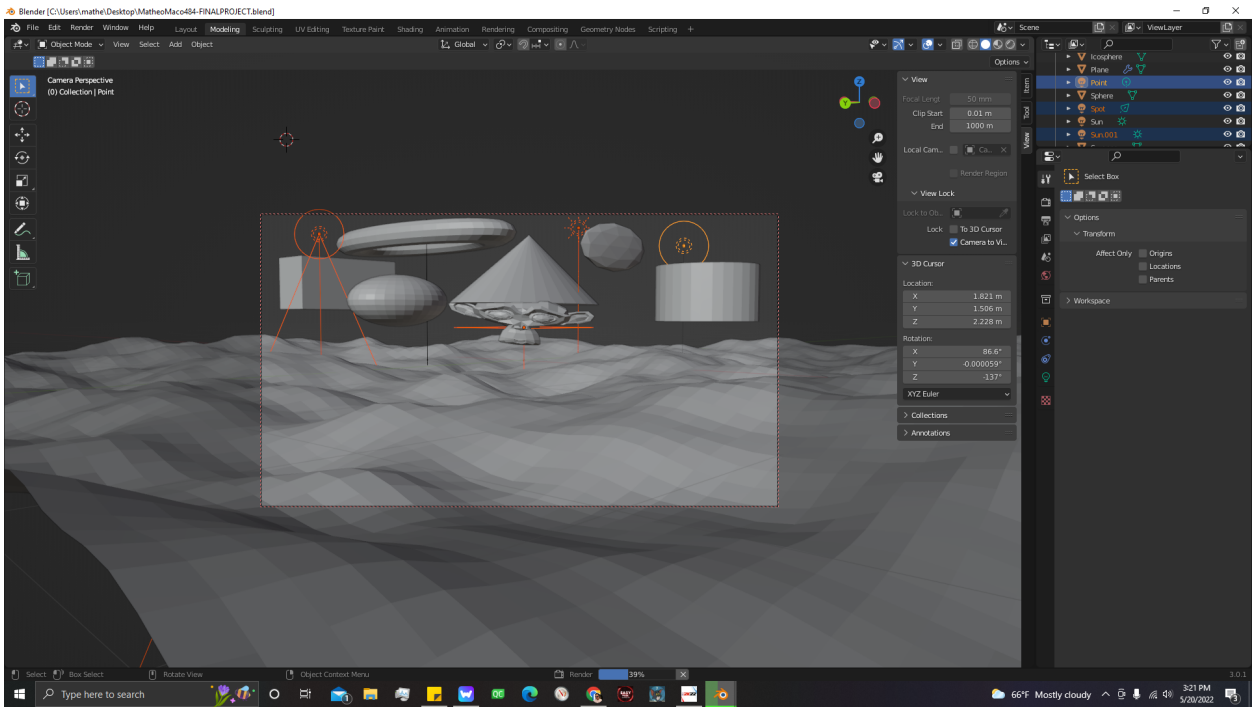
Matheo Maco

CPSC 484 - FINAL PROJECT

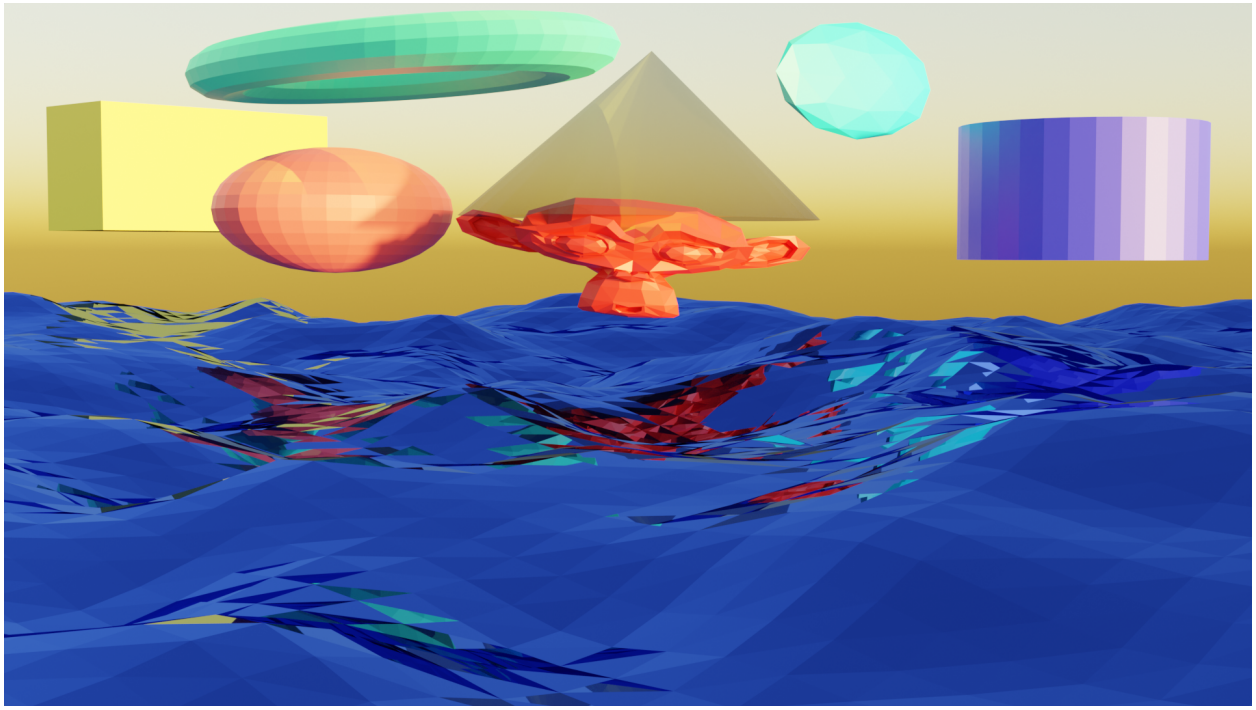
Dr. William McCarthy

***** Two or more light sources (directional, point, area) that are NOT ambient.** e.g., not counting the ambient light, you must have at least two light sources



A separate attached image of this is also located in this submission folder named LightsSetup.png if you wish to view the full image. Basically the lights I added are all the available lights in blender, and those are point lights, spot lights, sun light, and plane lights.

FINAL IMAGE



*** **Realistic shadowing -- multiple shadows for each object. For example, a building with three light sources would show three shadows :** The final image is also located in this submission named FINAL-IMAGE.png if you wish to view full screen. The final image shows realistic shadowing.

*** **Reflections** -- the light surfaces must reflect light and the other objects : Reflections are also shown as light surfaces reflect light and the other objects

*** **Transparency** -- Some of the surfaces must be transparent, and reflect and refract light : As seen in the final image, the first transparent cone which is the monkey hat, we can clearly see the part of the monkey head still so it shows the cone's transparency. Also the water is transparent and it reflects the objects and shows their shadows as well.

*** **Colors -- multiple colors** that are shown in the shadows, and in the reflections and transmitted light : As shown in the objects there are multiple colors that are displayed that show their shadows and reflections as well.

*** **At least FIVE 3D Geometric shapes** -- Must have at least FIVE objects in the scene : The five 3D geometric shapes are shown in the final image and they all have different colors.

*** **You must comment on TWO other colleagues with at least ONE paragraph per comment to get credit for this final project. : NO DISCUSSION BOARD POSTED**