# Participants

# Computer Graphic Scene graph

Our movie will be virtual room walkthrough (Three independent scenes: 1.bedroom, 2.bathroom, 3.dining room).

**Scene 1 (bedroom)**A Person(Object) is standing in the middle of the bedroom and looking at the soundings (looking for the torch). After it is found the Person takes it switches on the light and goes to the next scene.

**Scene 2 (bathroom)**After it reaches the bathroom the light within the bathroom will be switched on, and the torch will be switched off. Then the main character goes to the bathtub and turns on the water (particle effect).  
After some time the water will be turned off again. ( water in the bathtub is semi-transparent). Afterwards that the person will move on to the dining room (next scene).

**Scene 3 (dining room):**Entering the dining room the Person will once again look around in the room. In the middle of the room, there will be a dining table, which is dirty (wood and dirt multi-texturing).

**Basic movie effects:**

* Composed model: person (object) which walks though the scene.
* Materials: wood (table, floor, ), tile (bathroom, …), usw.
* Texturing: wood, tile, other objects, …
* Illumination: multiple light sources (each room has a light source, torch)

**Selection of effects:**

* (10pt) multi texturing: table (wood and dirt)
* (20pt) particle system: bathtub (filling with water)