# Participants

* (//TODO)
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# Computer Graphic Scene Description

Our movie will be a virtual room walkthrough. It consists of the independent scenes bedroom, bathroom and dining room.

**Scene 1 (bedroom)**The person (composed model) stands in the middle of the bedroom and looks at the surroundings, in search for a flashlight. When the person finds it, he switches on the light and goes to the next scene.

**Scene 2 (bathroom)**After the person reaches the bathroom, the light within the bathroom is switched on while the flashlight is turned off. Then the person goes to the bathtub and turns on the water. The water sprinkles from the tap and fills the bathtub. The filled water is semi-transparent. Afterwards, the water is turned off again and the person moves on to the dining room.

**Scene 3 (dining room):**Entering the dining room the person once again looks around. The person sees a dining table standing in the middle of the room. The table is dirty and has stains (wood and dirt multi-texturing).

**Basic movie effects:**

* Composed model: person which walks though the scene.
* Materials: wood for the table and the floor, tiles for the bathroom
* Texturing: wood, tile, other objects, …
* Illumination:
  + multiple light sources: each room has a light source
  + moving light source: the flashlight between the bedroom and the bathroom

**Selection of effects:**

* (10pt) multi texturing: table with wood and dirt stains
* (20pt) particle system: water sprinkles from the tap of the bathtub