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CMPM 163 Homework 1D

https://www.instagram.com/p/BZJdCaPh_5M/?hl=en&taken-by=fjg_3d

       I like the combination of shadowing and reflective surfaces to make a water effect. In the full video, the sphere moves like a blob of water which looks very realistic. I believe this was done using Blender to mix the reflective and opaque textures. Also, the reflective blob of water has its own shadow, making it even more realistic, which was probably achieved using the sphere's geometry coordinates to calculate the shadows. The effect would definitely change based on the camera view but this video does not change the camera. The effect of the lights changes based on the placement of the geometry as it is inverting the blue and pink colors behind it. The texture and geometry both must change based on the placement of the geometry in order to create the realistic water/jello-like effect.