For this lab I chose to fully render a still frame from my lip sync animation. I started with the scene I used in that animation and then turned it over to the Arnold renderer. Then I added lighting to the scene and adjusted it to my liking. Many of my materials had become broken somehow at this point, so I took the time to repair/enhance them. In particular the semi-transparent materials used on the characters, like Shiro's lace necklace, had become completely solid black. Once I had those problems sorted out, I adjusted the render settings and exported the final render. I then edited the final render to fix some of the colors that had gotten washed out by the lighting method I used.