

Résumé – Advanced Project Report

Animation: Traditional Breakfast of my grandma

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Overview

This project presents a 3D animation of a traditional breakfast scene featuring a cup of coffee and baqlawa. The objective was to learn Blender for the first time and understand the basics of modeling, texturing, lighting, animation, and rendering on low-performance hardware.

Goals

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- Model a realistic coffee cup.
- Create detailed baqlawa pastry.
- Build a warm breakfast table scene.
- Animate a smooth cinematic camera movement.
- Optimize rendering on weak hardware.

Methodology

Coffee Cup: cylinder modeling, beveling, displaced surface. **Baqlawa:** layered mesh, extrusions, pistachio details, glossy PBR materials. **Environment:** wooden table texture, HDRI lighting, warm area lights.

Challenges & Solutions

Challenges: *

- First use of Blender.
- Difficulty achieving realistic materials.
- Long rendering times and viewport lag.

Solutions: use Eevee for previews, reduce samples, simplify geometry, lower texture resolution.

Animation

Four-shot sequence: wide table view → camera dolly → focus on baqlawa → cinematic final frame. Keyframing, Graph Editor smoothing, depth of field, object parenting.

Optimization

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- Samples reduced from 1024 to 256.
- Lower-resolution previews + denoising.
- Simplified meshes and removed hidden geometry.

Final Output

1080p, 24 fps, Cycles, MP4 (H.264). Warm lighting, realistic reflections, smooth cinematic camera motion.

Conclusion

The project demonstrates essential Blender skills despite hardware limitations and successfully captures a warm traditional breakfast atmosphere.

Skills Gained

Modeling basics, PBR materials, camera animation, scene optimization.

Future Improvements

Animated steam, hand interaction, better props, higher-quality rendering.