[**https://github.com/stekunda/blender-activity-2.git**](https://github.com/stekunda/blender-activity-2.git)

**Checkpoint 1:**

A close-up of a paper

Description automatically generated

**Checkpoint 2:**

A close-up of a paper with writing

Description automatically generated

**Checkpoint 3:**

A paper with writing on it

Description automatically generated

**Checkpoint 4:**

**A piece of paper with writing on it

Description automatically generated**

**Checkpoint 5:**

Camera Location: (0, -4, 0), Focal Length: 25mm

**A low poly monkey head

Description automatically generated**

Camera Location: (0, -8, 0), Focal Length: 50mm

**A low poly monkey head

Description automatically generated**

Camera Location: (0, -16, 0), Focal Length: 100mm

**A low poly monkey head

Description automatically generated**

**Checkpoint 6:**

Focal length is the equivalent of zooming in or zooming out on an area with a camera. So, the higher the focal length the more zoomed in the camera will be. The lower the focal length, the more zoomed out the camera will be. The first rendered image has a camera location of (0, -4, 0) and a focal length of 25mm. The second rendered image has a camera location of (0, -8, 0) which is placing the camera twice as far away, but the focal length has a value twice the amount of 25 mm which is 50mm. This means that the image appears identical to the first image. The third rendered image has a camera location of (0, -16, 0) which is placing the camera four times further than the first camera location, but the focal length is four times the value of 25mm which is 100m. This makes the third image appear identical to the first image.

**Checkpoint 7:**

**A green and blue hexagons

Description automatically generated**