**LAPORAN PRAKTIKUM**

**Praktikum 1**

Diajukan untuk memenuhi salat satu tugas praktikum Mata kuliah Komputer Grafik Praktek



**Disusun Oleh:**

**Thoriq Fadhillah AJiji (201511063)**

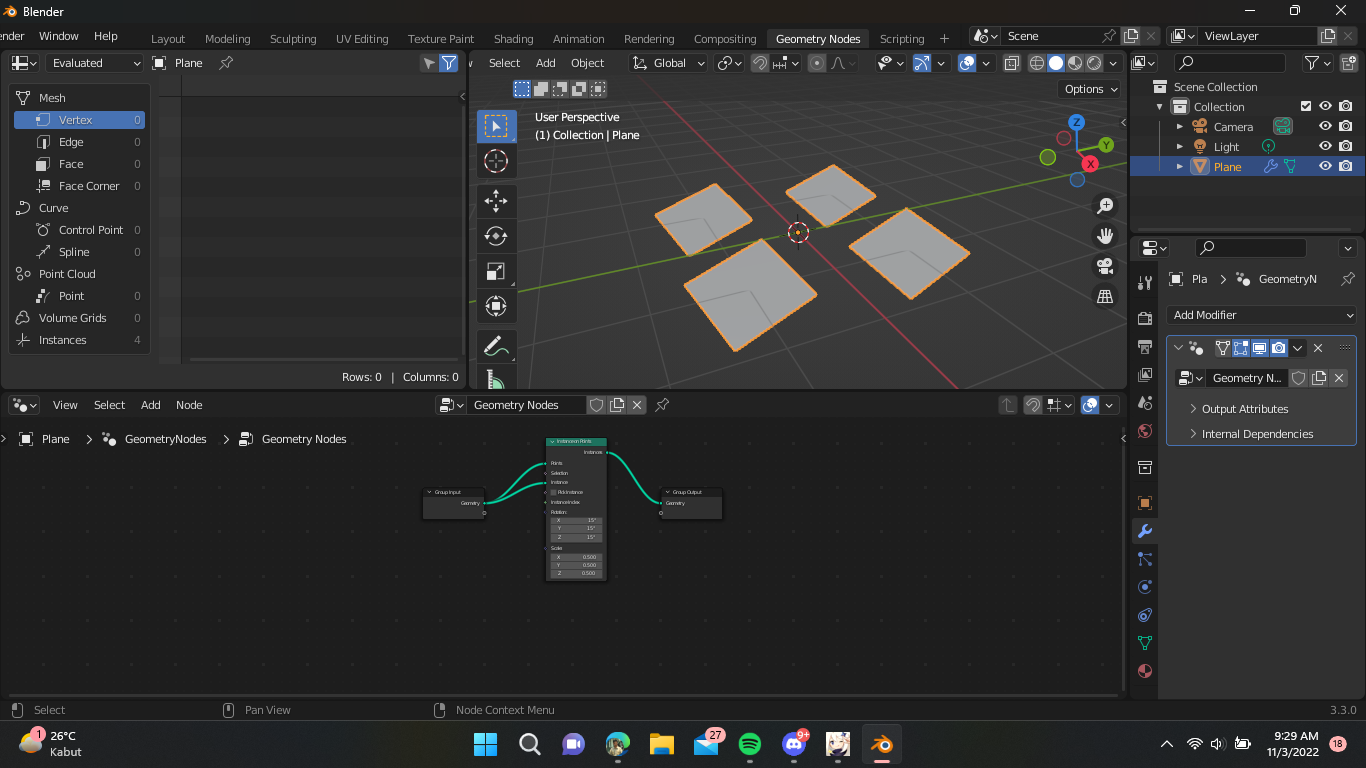
**Jurusan Teknik Komputer dan Informatika**

**Program Studi D-3 Teknik Informatika**

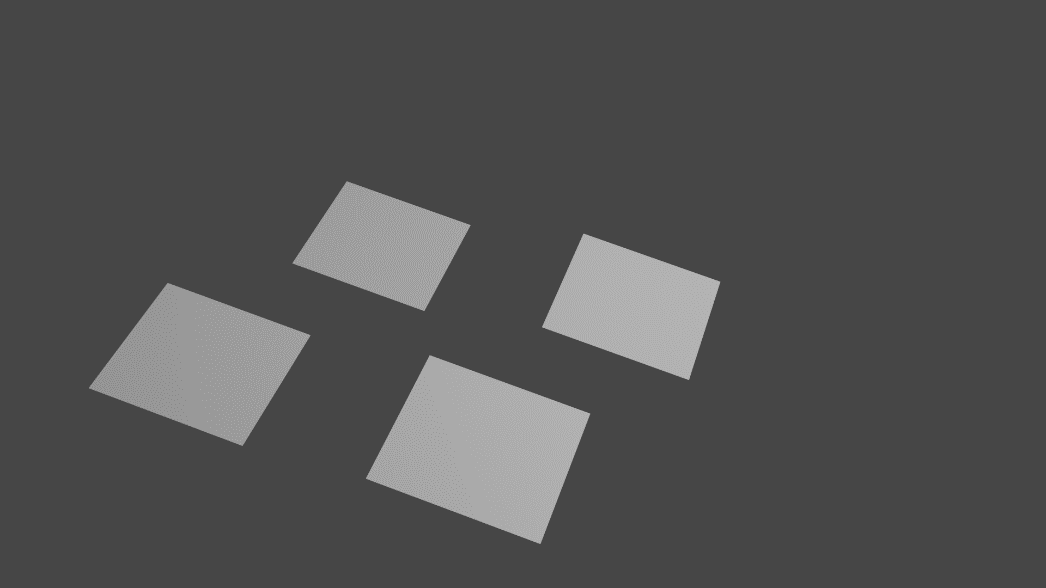
**Politeknik Negeri Bandung**

**2020**

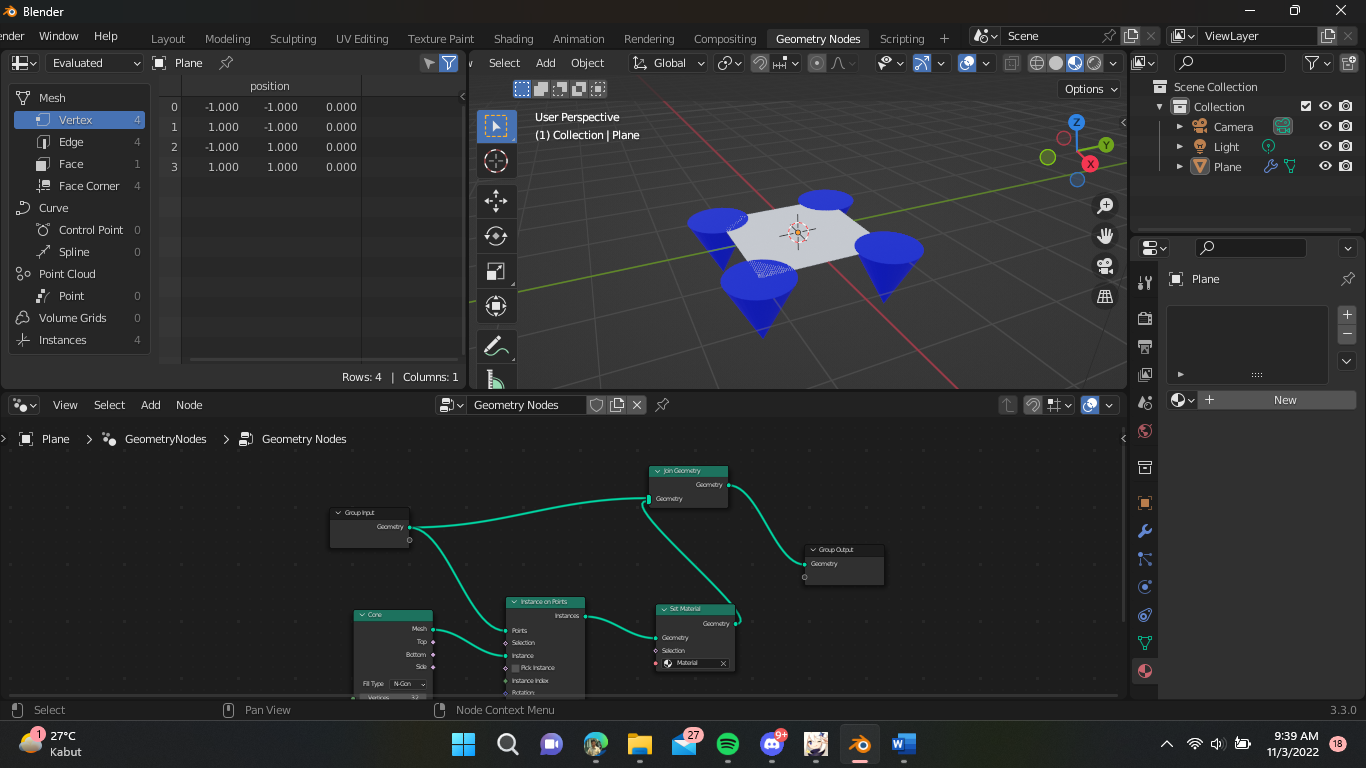
Task 1



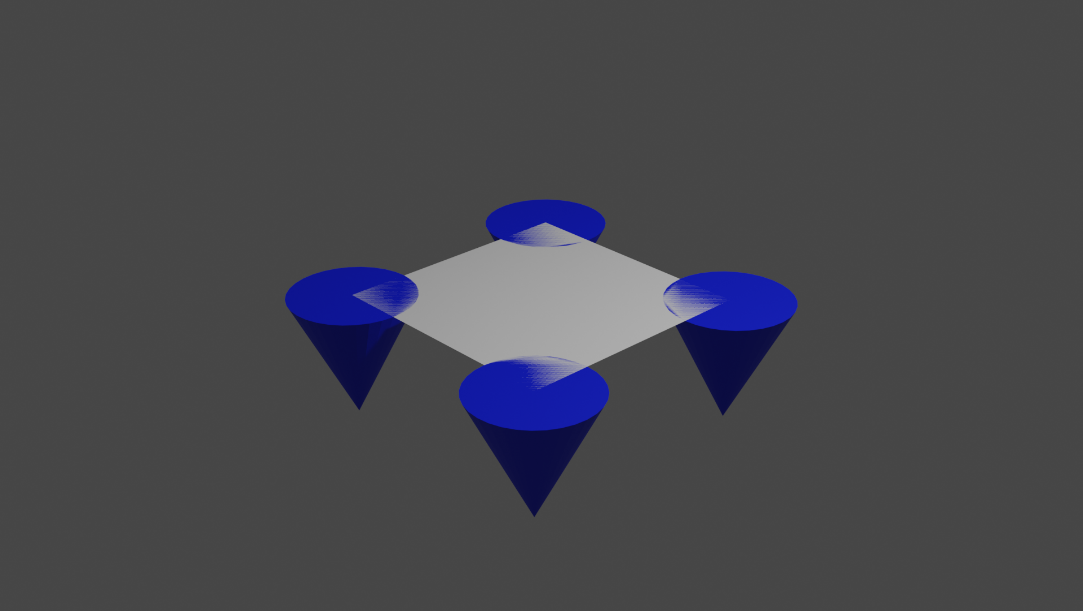
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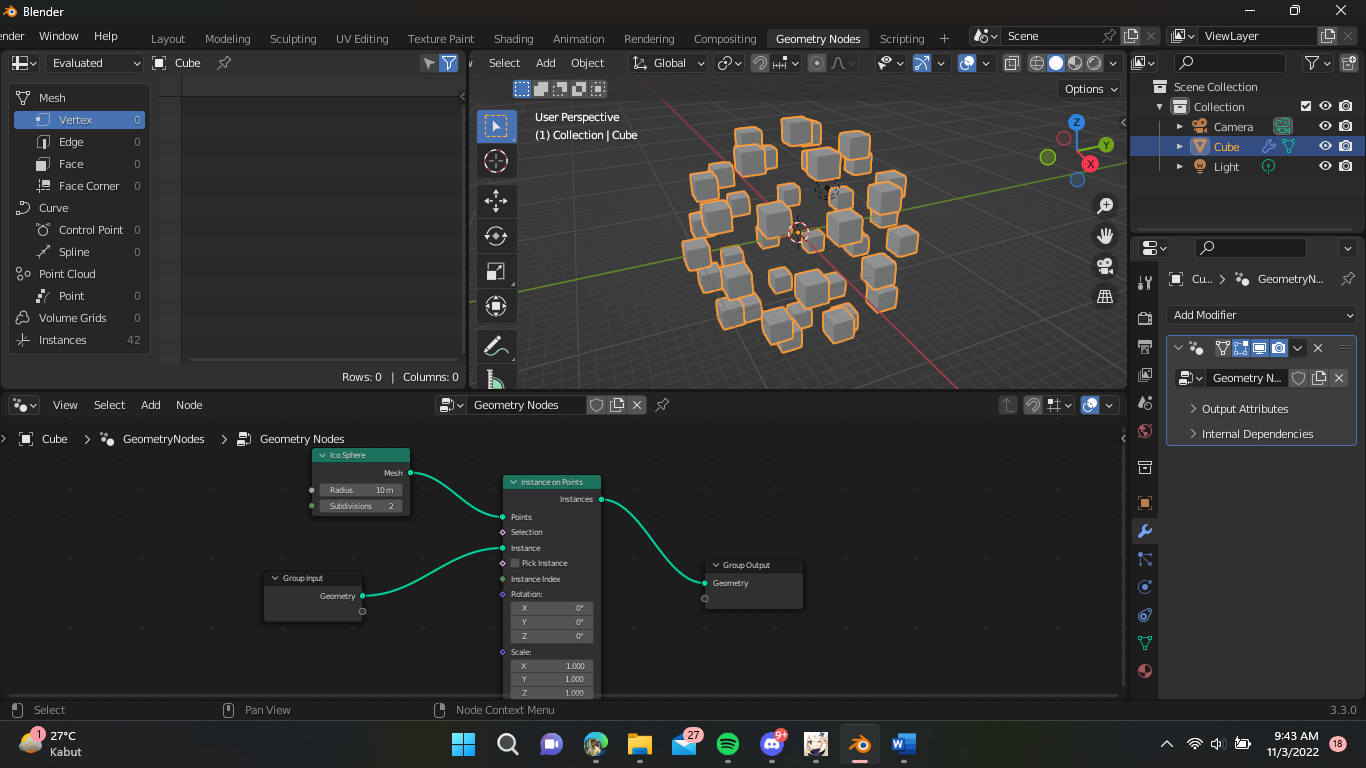
Task 2



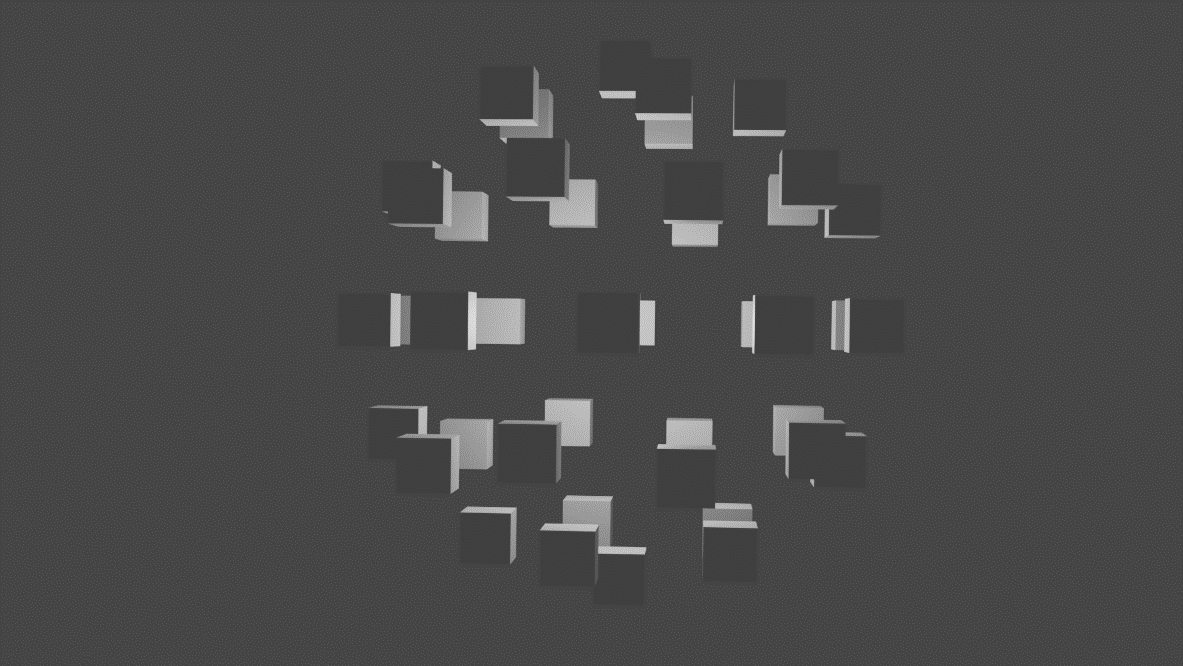
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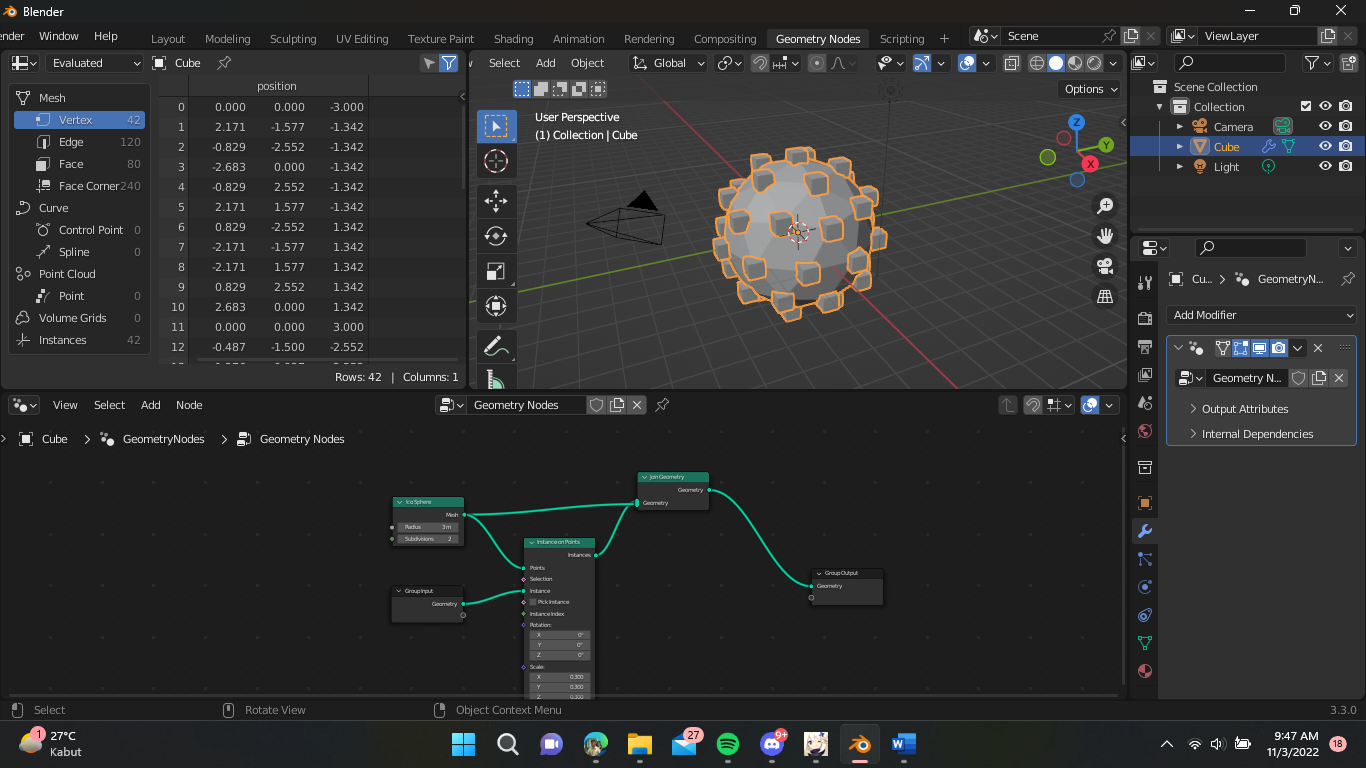
Task 3



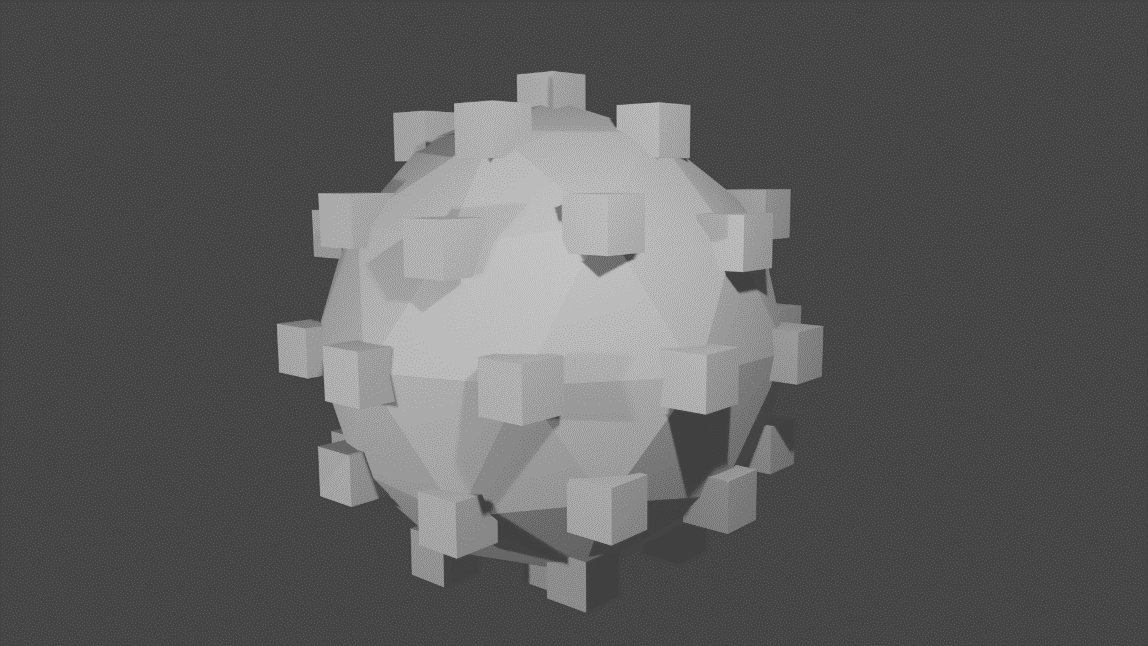
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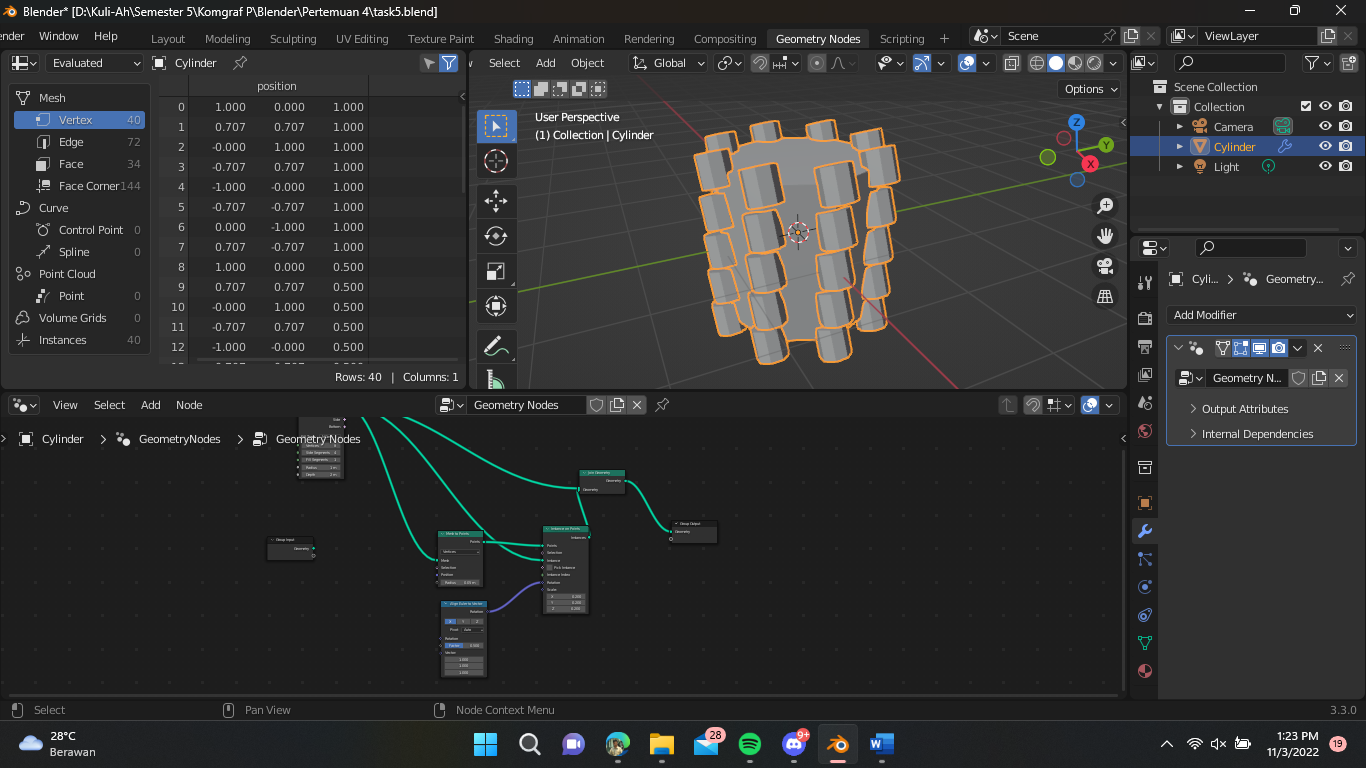
Task 4



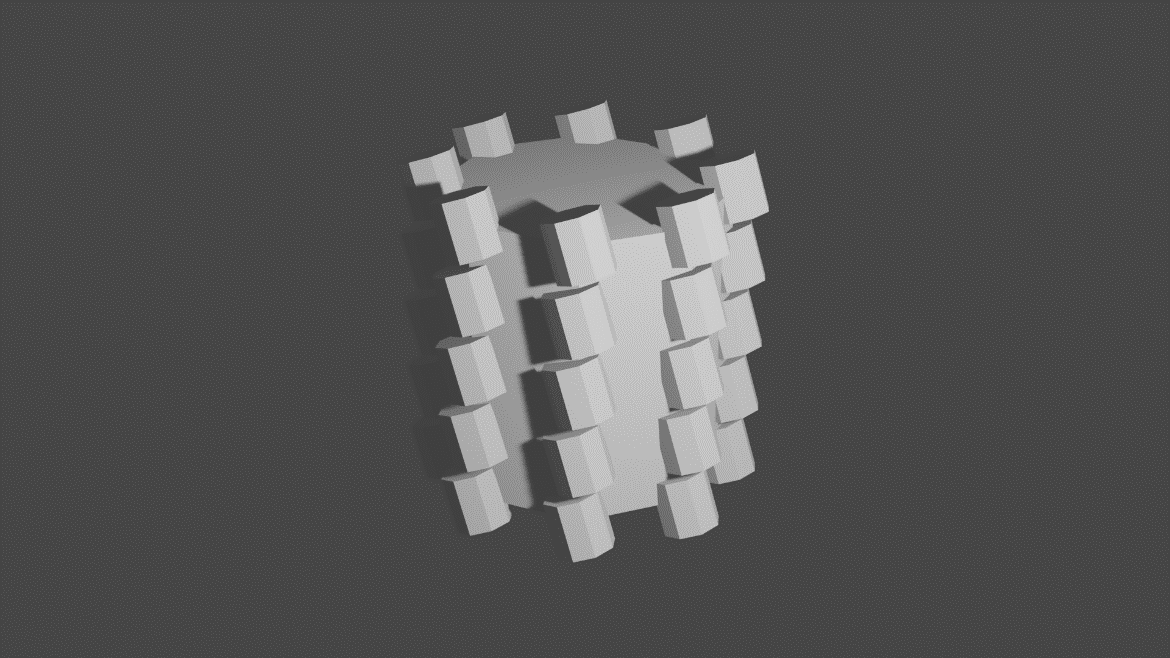
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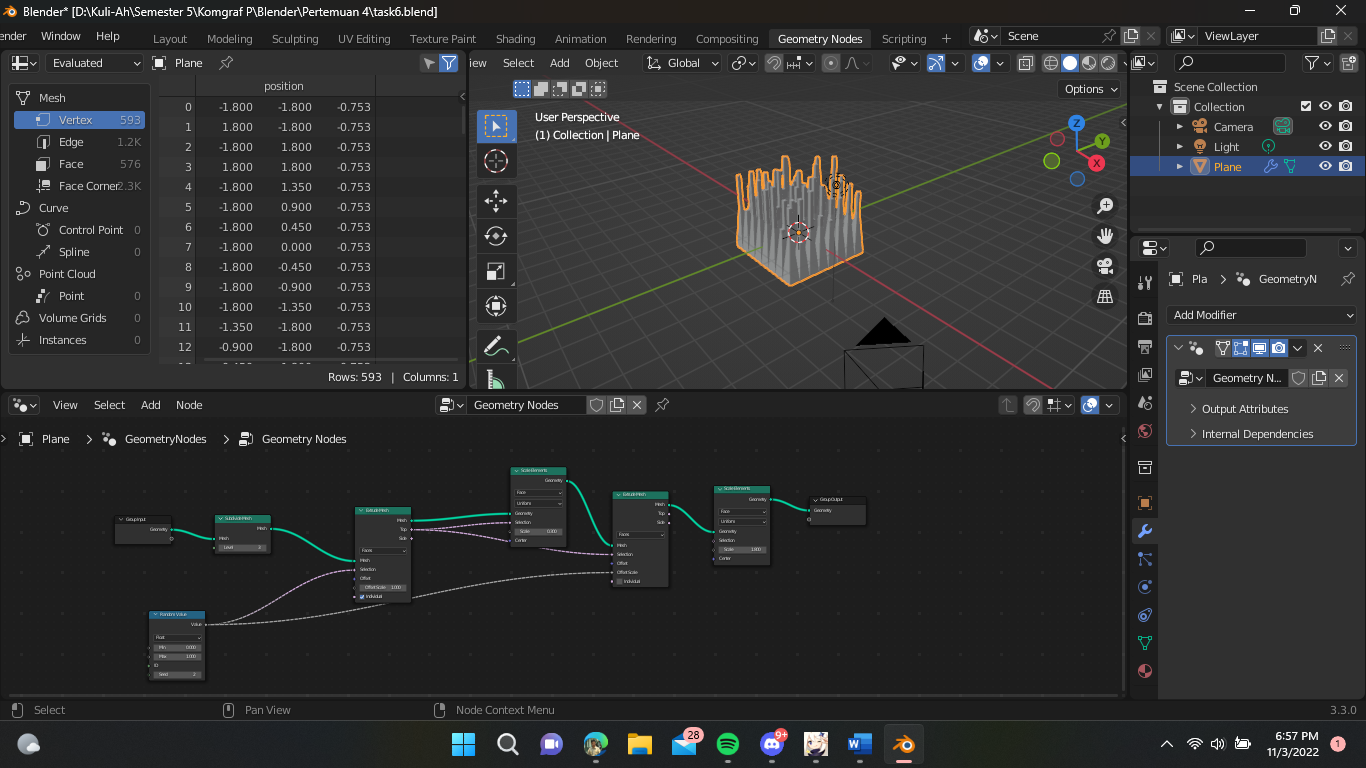
Task 5



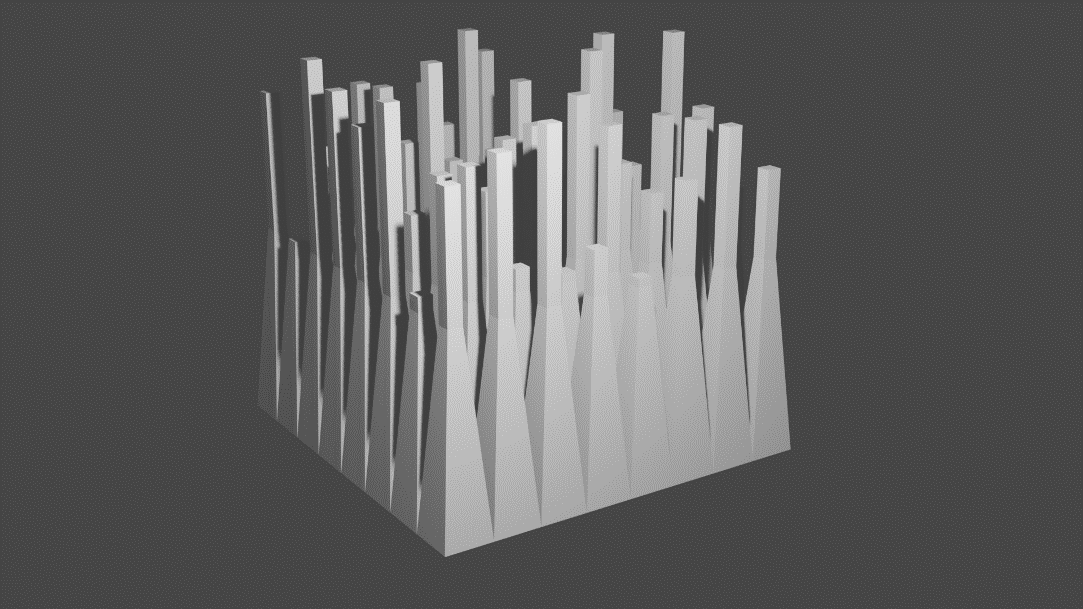
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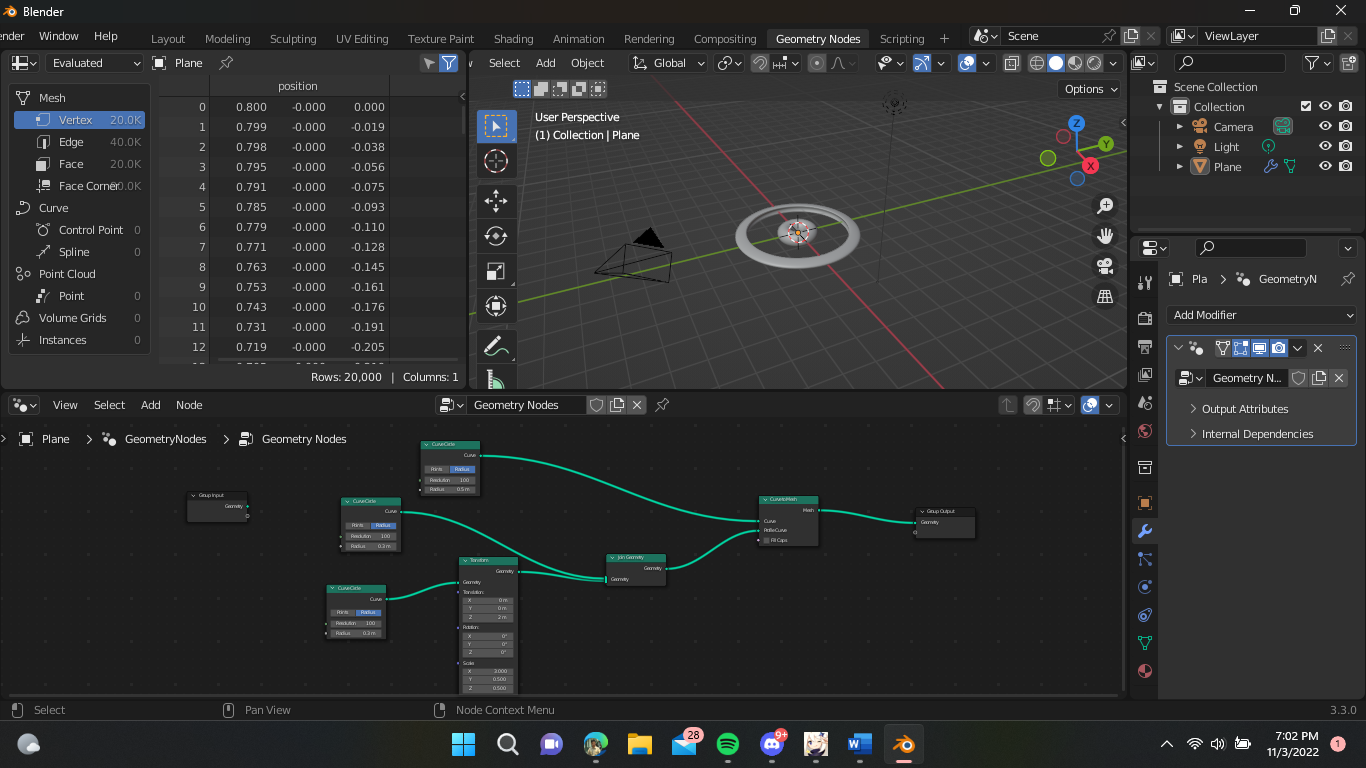
Task 6



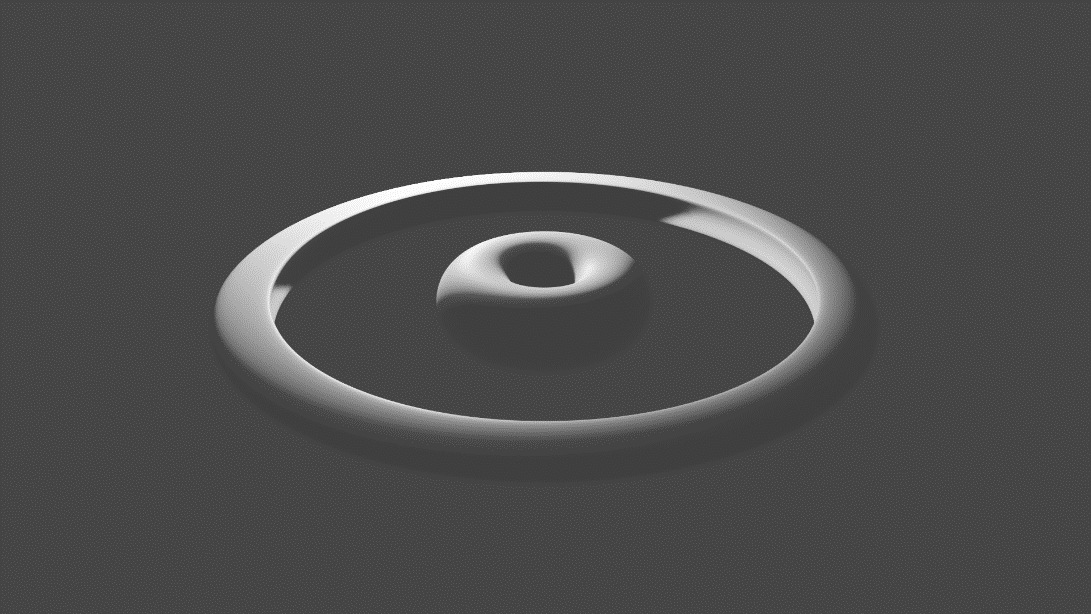
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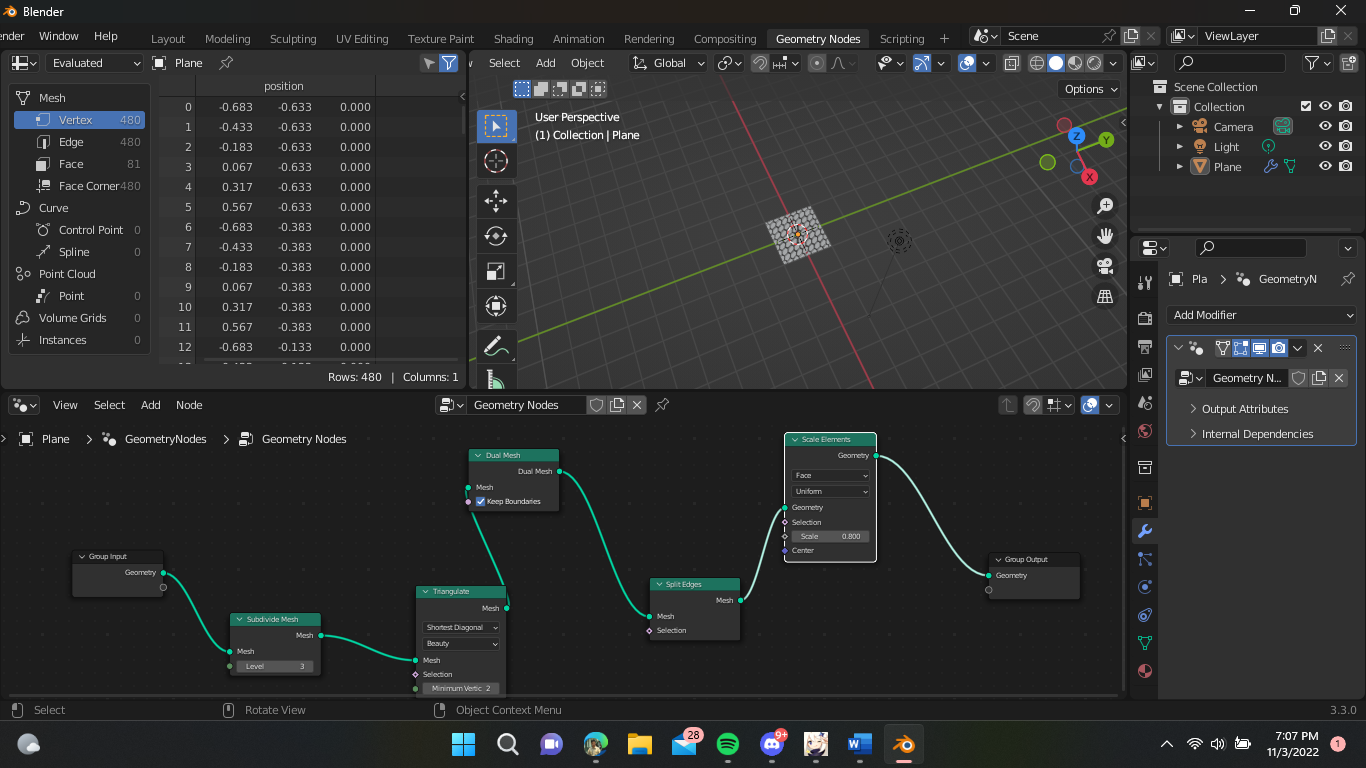
Taks 7



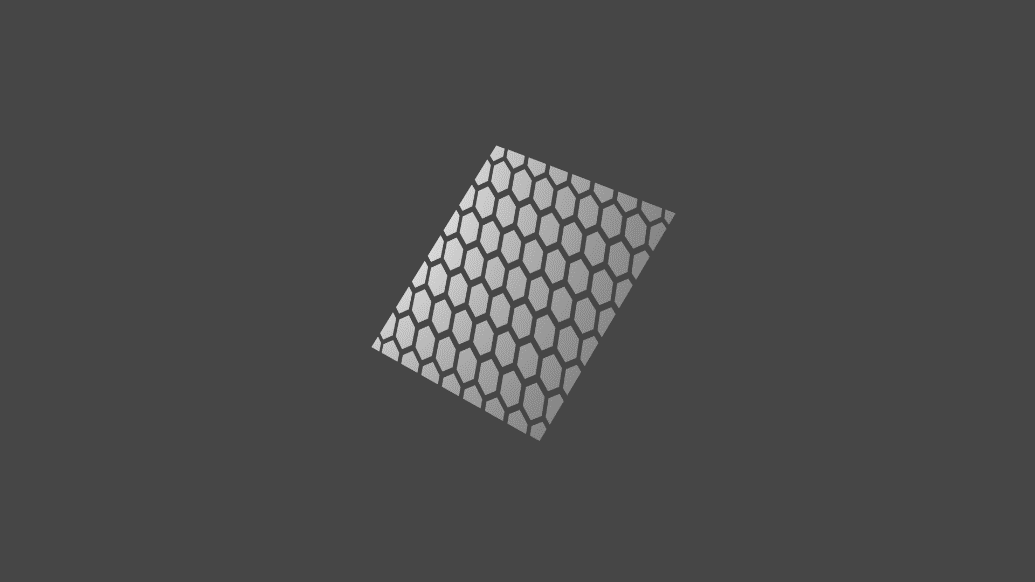
Hasil Render :



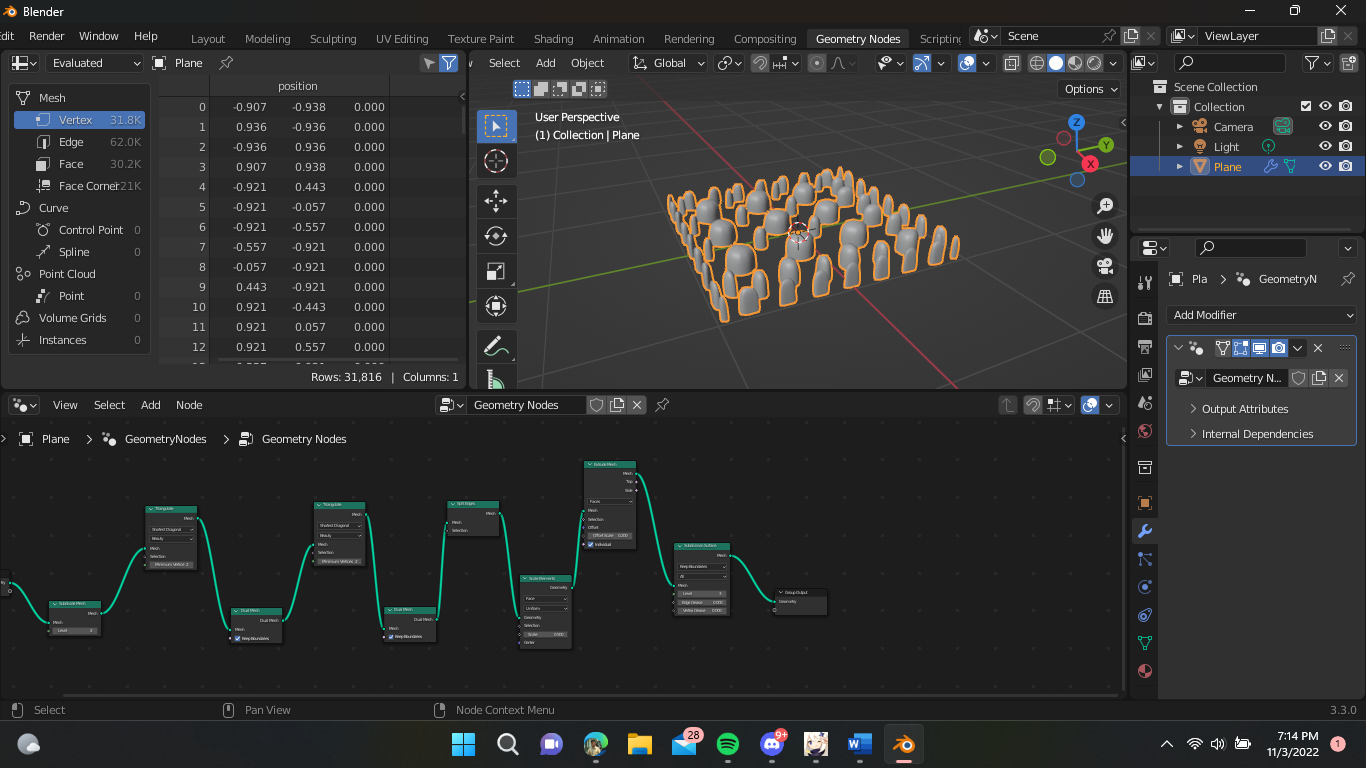
Task 8



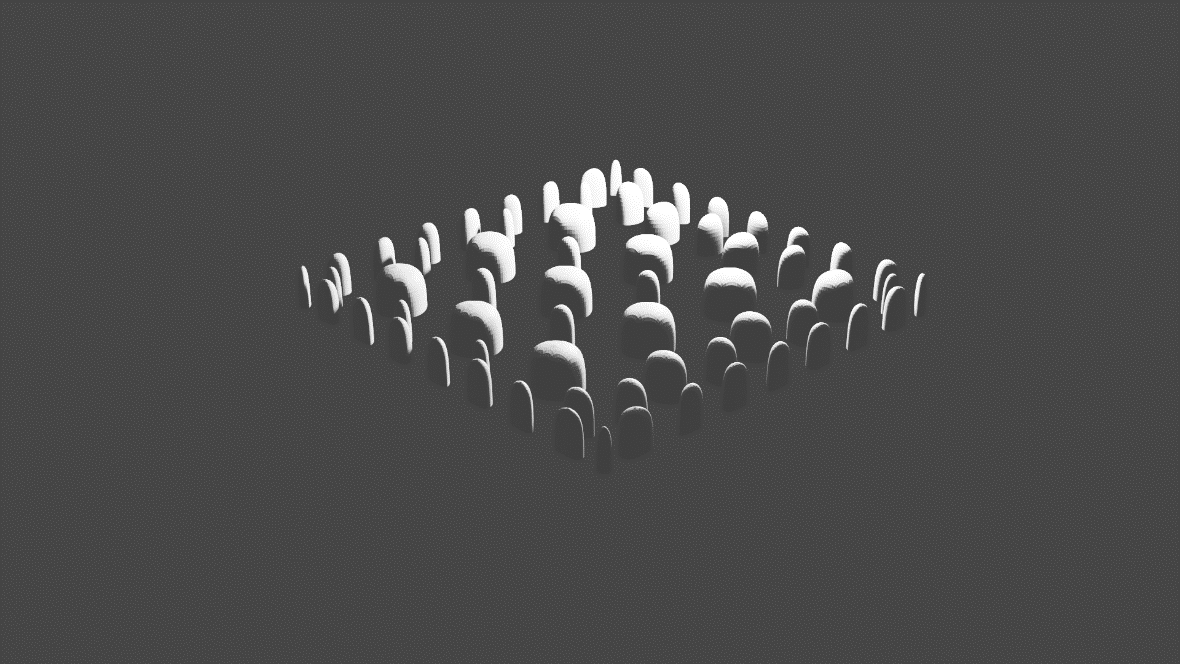
Hasil Render:



Task 9



Hasil Render :



Lesson Learn :

Hasil dari tugas minggu ini sangat membantu dalam pemahaman saya dengan 3D Modelling, karena tidak semudah yang dibayangkan, saya dahulu berpikir bagaiamana membuat rumput dengan 1 object lalu melakukan duplikasi, ternyata ad acara yang lebih mudah dengan memakai geometry Nodes