

Visualization & CAD

*Animation of the procession of penitents
among penitents*

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Penitente and Penitentes

- **Snow formation**
- **Flagellant orgin from spain**



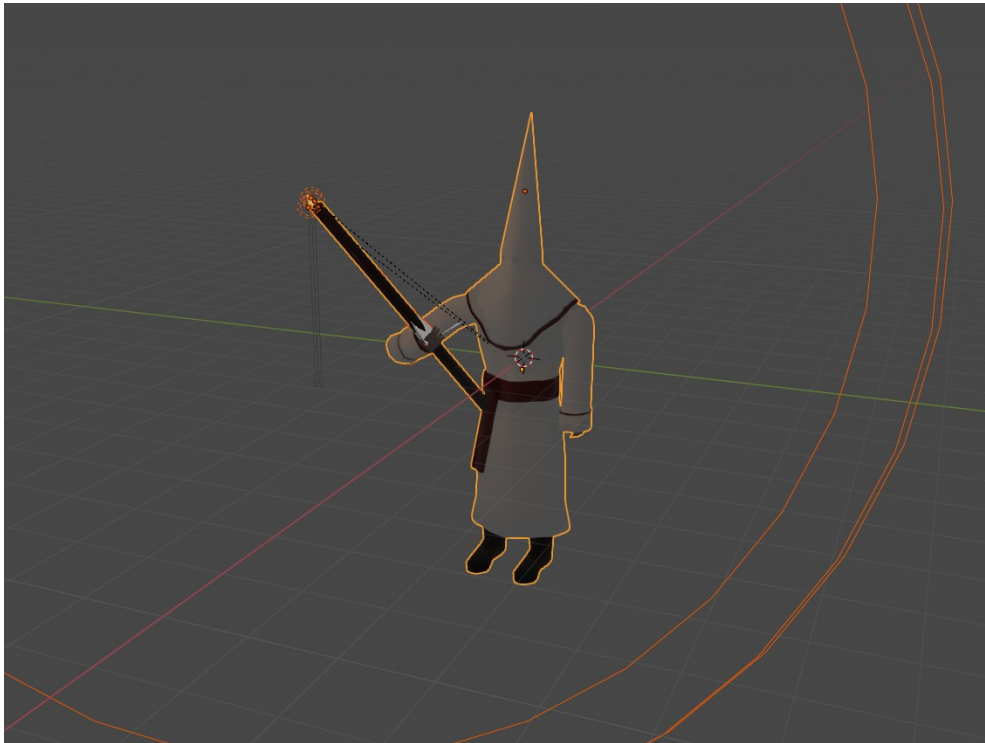
Source:[https://en.wikipedia.org/w/index.php?title=Penitente_\(snow_formation\)](https://en.wikipedia.org/w/index.php?title=Penitente_(snow_formation))



Source:<https://www.pinterest.es/pin/419116309057507217/>

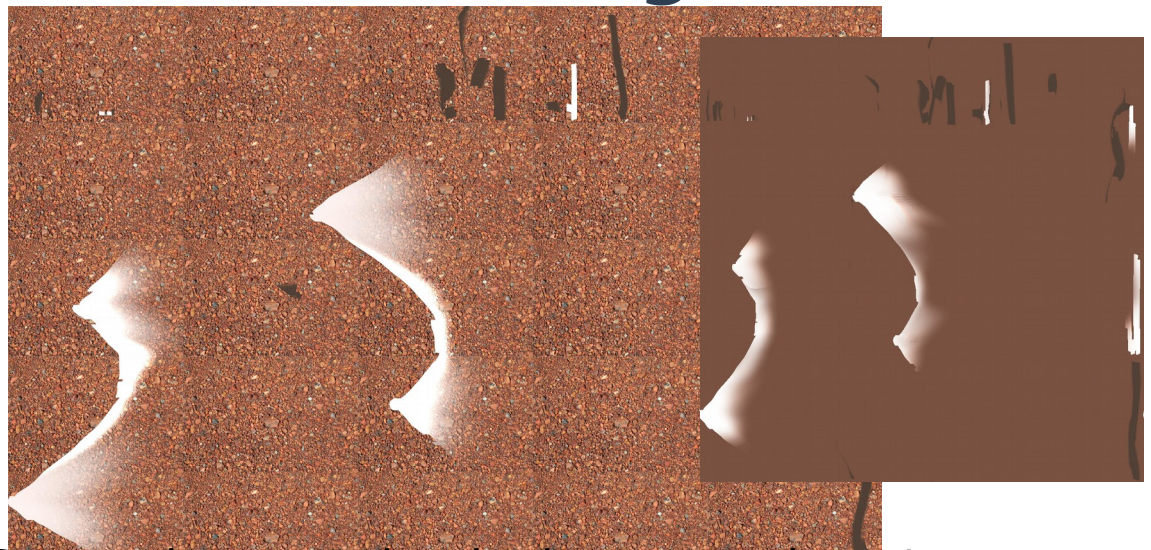
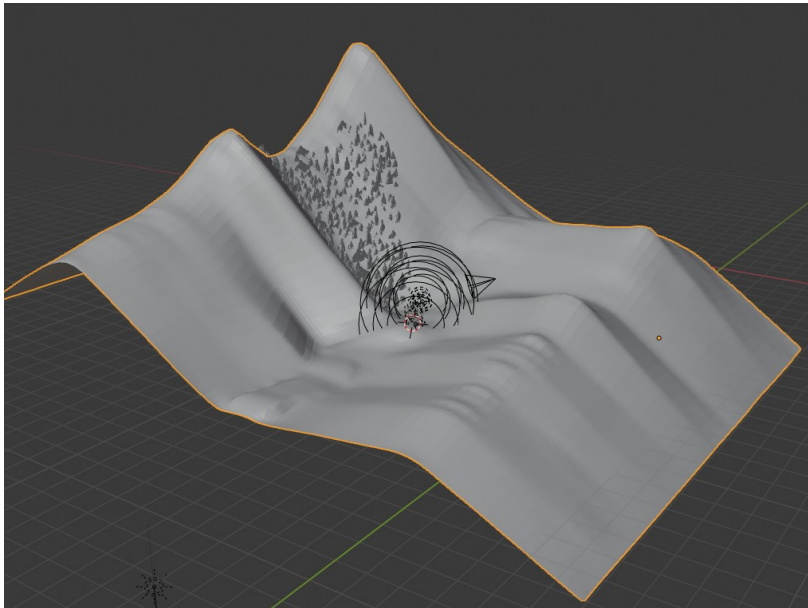
Penitente Model

- **Combination of 6 meshes,
3 light source and bones/armature.**



Terrain and textures

- From plane by subdivision and scult mode
- Texture is based on image form pixbay
- Mixed with three other red/brown colors and randomise normals and roughnes



Source: https://cdn.pixabay.com/photo/2015/04/18/07/13/rocks-728393_960_720.jpg

Skeletal animation

