

Portfolio One

I decided to model a living room at night where somebody is watching a movie. This is a scene inspired by my final project. The atmosphere is quiet and relaxed, and the lighting is dim. I enabled raytracing for my renders.

LIGHTING

Lamp: I made the lamp base out of a cylinder, then extruded it and changed the offset. I then used long skinny cylinders to create the lamp posts. I used two spheres to create the part where the bulb is housed - one slightly smaller than the other. I then selected them both and used the difference boolean function to create a shell. I used a spotlight for the light, and activated the fog as well as decay to create a realistic looking light source. I also had to increase the intensity and change the shape of the spotlight.

Ceiling light/decorative light: This is a soft lamp behind a smaller wall. I also used a spotlight for this, but made it much softer. I also had to change the size and intensity, and activated fog as well.

TV light: I used an area light for the television. I made it so that it was the size of the television screen, and made it a slightly bluish hue. I also added decay and increased the intensity to make it look realistic.

Ambient light - I have a light grey set for the ambient light because this is supposed to be scene at nighttime.

ARCHITECTURAL STRUCTURE

Walls: The walls are polygon cubes. They are a white material with no reflection.

Window: There is one window, which shows that the outside is dark. The window is a blinn material made 100% transparent as well as highly reflective. The outside lights that is seen is a photograph of a street at night. I used UV mapping to map it onto the side of a cube that I placed behind the window.

Floor: The floor is simply a plane set with a wood coloring. I changed the wooden look settings to how I wanted the floor to look.

Rug: The carpet is also a plane, but with a slight fur texturing.

FURNITURE

Couch: The couch is made up of cushions, a base, and legs. The cushions were made of cubes, then bevelled to try to make them softer. The seats have a grey cloth texture to them, while the white cushions have a white cloth texture.

Coffee table: The coffee table is made up of a wooden top and a metal frame. The top uses the same wooden texture as the floor, but with different settings. The frame is a gunmetal color. I lowered the reflectivity on both of these.

- **Macbook:** I made a cube, then changed to edge mode to play around with the edges. After creating a shape similar to a Macbook, I UV mapped the image onto it.

- **Noodles:** I made a sphere, and used a cube to boolean difference the sphere in half. I used another sphere to create a small hole in the middle. I mapped the image of the noodles onto the top of the bowl, as well as adding bump mapping. The chopsticks were cylinders that had one face extruded and offset to make it skinnier.

- **Mug:** I used a cylinder to create the mug. For the tea bag, I used a circle and the bezier curve and used the loft function to create the string. The tag was UV mapped in Photoshop using the color and transparency attributes. The tea inside has a water texture and I tried to make it look like water as realistically as I could.

- **Book:** I used the bevel function on two edges of a cube. I then used the boolean difference tool to cut the covers out, and made another cube and mapped it with pages texture for the inside.

- **Remote:** I used beveling and UV mapping (color, transparency, bump) to create the remote.

TV Cabinet: The cabinet is made of mainly polygon cubes. It is a white blinn material which has low reflectivity. The doors and shelving were created by inserting edge loops at different places and extruding them out.

- **DVD player and sound system:** These are created by UV mapping real photos onto polygon cubes.

- **DVDs:** Each DVD is mapped with a different DVD cover. They have been placed to look like someone has just pulled out Tangled, which is playing on the TV screen. The Tangled DVD is also placed on top of the TV cabinet.

Television: The television is a cube with extrusions and offsets. The base is a cylinder also with extrusion and offset. The cord is a circle lofted to a bezier curve. The screen is displaying a still from Tangled, which is UV mapped onto it. The television material is a reflective black plastic.

Speakers: The speakers are made of a cube with dark wooden material and cylinders with black netting material.

DECORATION

Plant: The pot is a cylinder with UV mapping of wicker material (color and bump). The leaves are created by using a plane, then mapping a leaf on it. I also used transparency and bump mapping on the leaves. I then specially duplicated the leaves many times and rotated them around the middle trunk to make it look realistic. They are all different sizes.

Painting: The painting is simply an image mapped onto a polygon cube.