ECE160 - CMPSC182
Project 3
Due: In lab section, May 21

You must use a digitial rendering package to construct and
render a scene containing a relatively complex object and a background.
The scene should be illuminated and shadows should be visible.
Some parts of the scene should be textured.

The choice of package is up to you, but a
simple package should suffice.

You will write a report describing what you did and how you did it.
Describe the sequence of commands required to render the scene.
You will show the resulting rendered scene to the TA in the Lab,
and you must include both an image printout and a machine readable
image file on a CD with your report.
(We will make a photocopy of your report for the accreditation people
and we need the print and the CD to include with that photocopy of
your report.)

Note: Project 4 will involve an animation. You will be allowed
to use your Project 3 as the basis for Project 4 if you wish.