

ECE 160/CS 182 - Multimedia Systems

Project Guidelines: Project 3

This document is meant to be used as a guideline for completing the project. Note that this is more specific than the original project instructions.

You must use a digital rendering package to construct and render a scene containing a relatively complex object in the foreground. The scene should have a textured background. The scene should be illuminated and shadows should be visible.

This link provides a comprehensive list of softwares that you might consider.

http://en.wikipedia.org/wiki/3D_computer_graphics_software

Choose a software (say Anim8or or Art of Illusion), try it out with the help of tutorials available with the software and see how easy or difficult you find it to be. If you've never done 3D modeling before then there is a considerable learning curve to any software you choose, just be patient.

- Create **at least one** complex shaped object in the foreground. By complex shaped we mean that it should be a combination of at least 3-4 basic object types (say sphere, cube, cylinder, cone, spiral etc.). Here is an example of how a flower could be done using basic shapes.



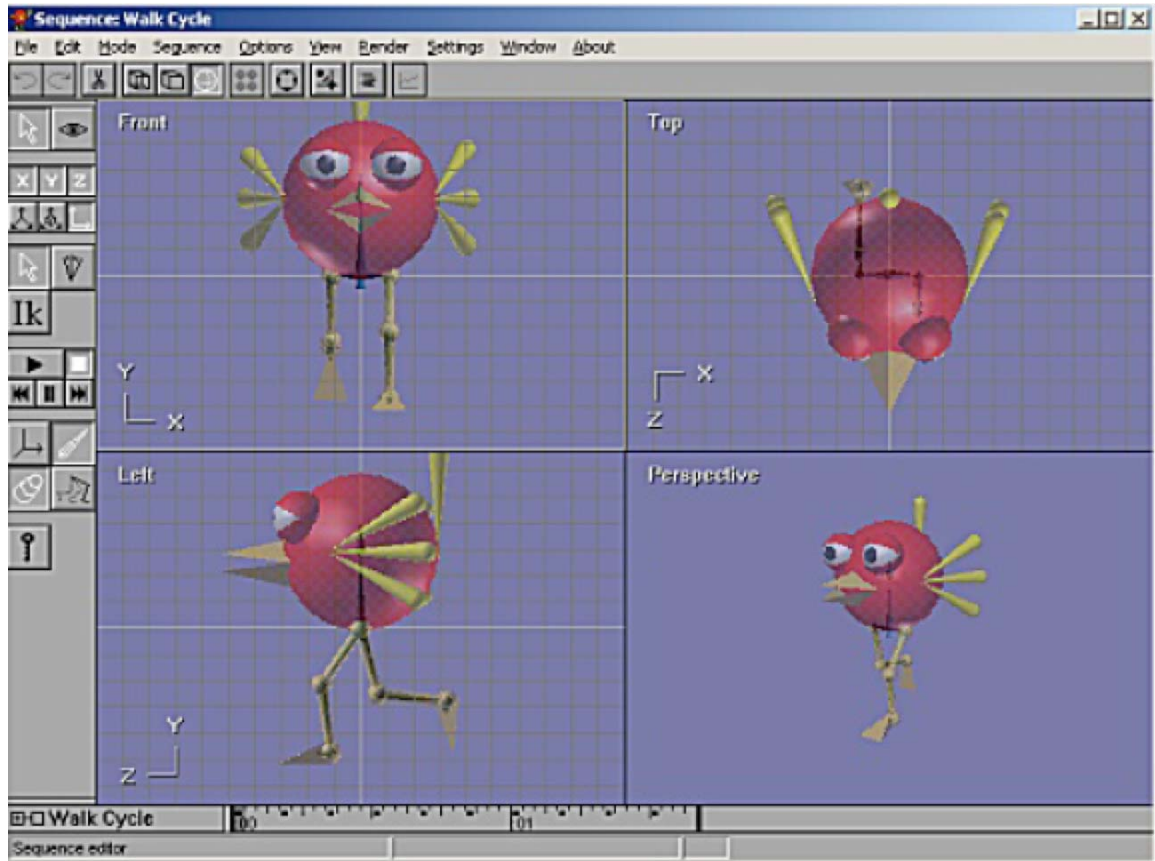
- Create a background having **at least two** different types of texture (e.g if you are creating a beach scene then the 3 possible textures are sand, water and sky).
- Illuminate the scene and appropriately create shadows for your complex object(s). Make your scene colorful.
- Optional: You could choose to add effects to your scene: mirror effects, fog, transparency etc.

- Save your work in any of the common image formats (jpg/bmp/tiff/gif/png) and impress the TA with your work 😊

Report Guidelines:

Your report should include the following (bullet format is okay):

- A screen shot of your image rendering workspace showing different views of your scene (most softwares have the ability to see at least 4 basic views of the scene: front, back, top, bottom, left, right, perspective etc.). Eg.



- Software used and the source for the software.
- Previous experience with image rendering/3D modeling software.
- Description of the steps you followed to get the final output.
- Final thoughts about the project.

To turn in:

CD: Include the finished project exported to any of the common image formats (jpg/bmp/tiff/gif/png).

Hard copy of Report: 1-2 pages.