

## **ECE160 Project 3**

Due: In lab section, May 17

You must use a digital 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.

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.