

**REQUIREMENTS:**

Create (4) 11" x 17" Renderings

1.) Exterior Renderings - Produce (2) 11"x17" Exterior Renderings. At least one camera should be at eye level (4'-6" above ground level). The renderings must include building material textures, shadows, site model, custom backgrounds, context buildings, Trees, and scale figures per your event. **Note:** make the sky/environment translucent /transparent, faint.

2.) Interior Rendering - Produce (1) 11"x17" Interior Rendering. The rendering must depict an event taking place involving (3) or more people. The rendering must include building material textures, furniture, lighting, custom background, and scale figures.

3.) 3D Section Perspective Rendering - Produce (1) 11"x17" 3D Section Perspective rendering. Use a solid fill for all areas that the section cuts through. The rendering must include building material textures, shadows and scale figures per your event. **Note:** The background should be transparent and almost disappear. Make the background almost white.

SCHEDULE:

Tuesday April 4th and Thursday April 6th - Rough draft of all renderings

Tuesday April 11th and Thursday April 13th - Final renderings due