

Assignment 04 _ Materials and Stack Effects



Project: Continue to use your past studio project and for each camera view add Physically Based Rendering (PBR) Materials and Texture Maps. Set up (4) camera views that use materials to tell a story. Use the Effects Stack to further enhance your renderings. Complete your 3D model. Create a rendering of each camera view using Lumion. Save each rendering as a PNG file.

Objective: Learn what PBR materials and texture maps
Learn the basics of the Lumion effects stack

Process: Add PBR materials to your Lumion file and use the effects stack to enhance the renderings. Use Lumion to produce (4) renderings. Use Photoshop to make your renderings pop with style.

Schedule: Class-05 - Submit the deliverables listed below before the start of class-05:

Deliverables Make (1)11x17 PDF file with (1) page with (4) rendered named views of your studio project (practice image composition and board layout).

Submit: Submit all deliverables to the shared drive
Please save your files in a folder Firstname_Lastname in a sub folder A#
Please save your work as a PDF Firstname_Lastname_Assignment#

HOMEWORK ASSIGNMENTS MUST INCLUDE THE FOLLOWING:

- YOUR NAME
- ARCH 490 - Real Time Rendering
- IMAGE CAPTIONS
- SEMESTER / YEAR
- HOMEWORK ASSIGNMENT #