Real Time Rendering _ Professor: Alphonso Peluso

Assignment 04 _ Materials

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. Complete your 3D model. Create a rendering of
each camera view using D5. Save each rendering as a PNG file.

Objective: Learn how PBR materials and texture maps simulate real world conditions.

Process: Add PBR materials to your D5 file.
Use D5 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 #