

CSC 240

Computer Graphics

Sara Mathieson
Fall 2016
Smith College

Outline: 11/28

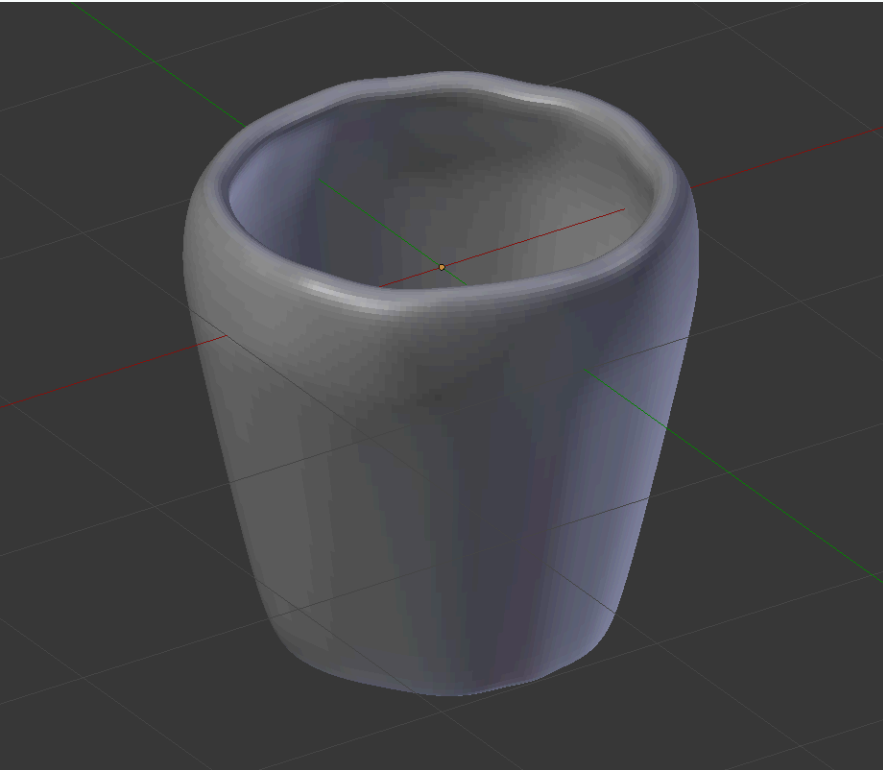
- Ray tracing (Ray-plane intersections)
- Blender Lab: texture mapping and lighting
- **HW 9**: due Friday (last homework!)
- **Office Hours**: Mon/Tues 4-5pm
- **TA Hours**: I will be there 7:30-9:30pm TUESDAY
- **HW 4 and HW 6 graded**: email with questions
- Moana

Rendering in Blender

- Process of turning 3D scene into 2D image
- For animated films, it can take hours to render a single frame
- Important steps:
 - Camera placement
 - Lighting
 - Materials
 - Render with low quality settings, repeat above steps
 - Render with high quality settings

Lab 13: wooden cup

3D modeling view (“world”)

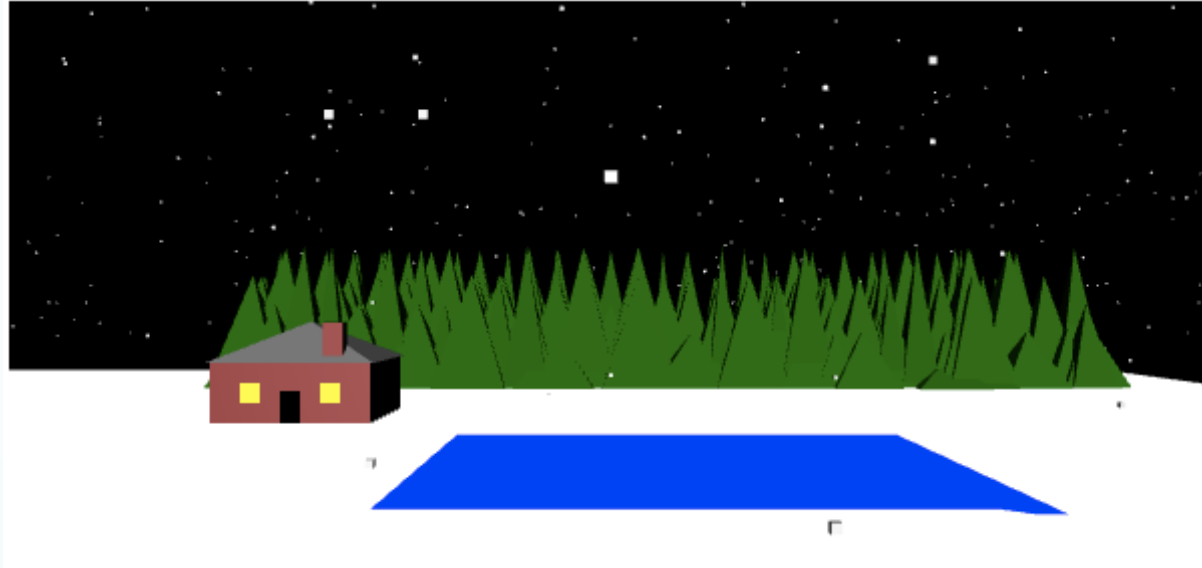


2D rendered image (“screen”)



Homework 6 Demos

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Val

Muriel

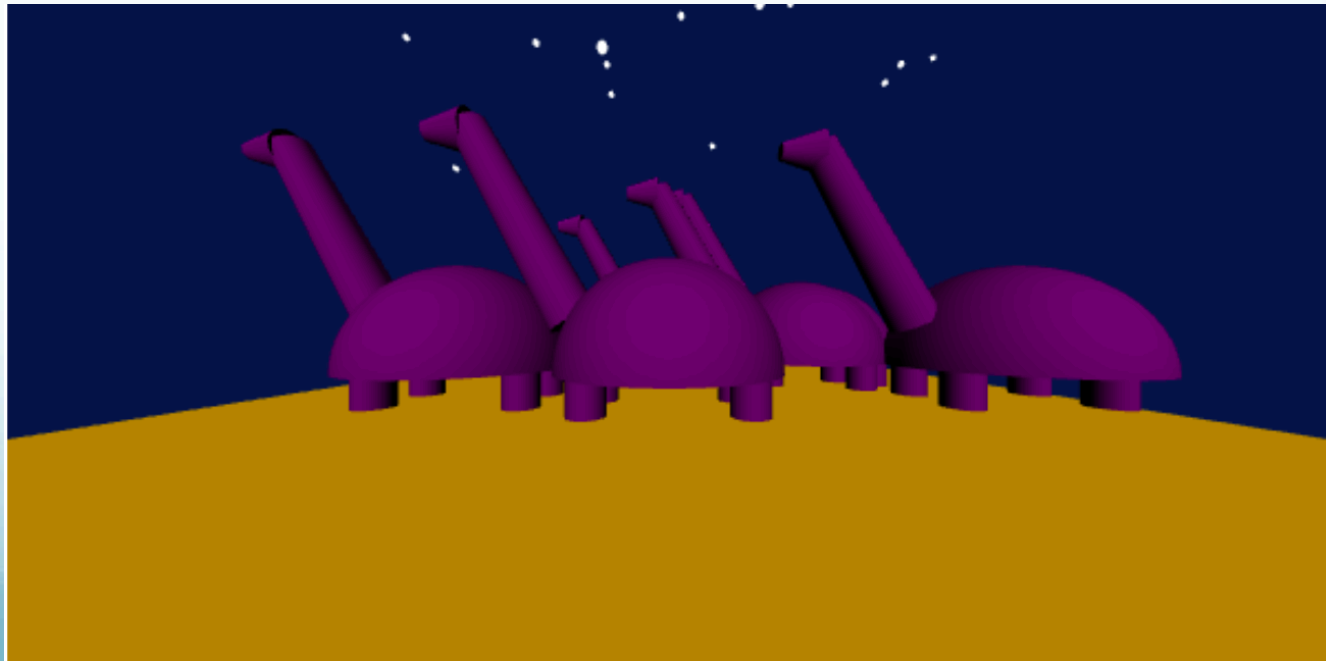


Homework 6 Demos



Habiba

Alex and Miriam



Homework 6 Animations

Ray tracing

