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4.500 Introduction to Design Computing
Fall 2008

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Introduction to Computer Rendering

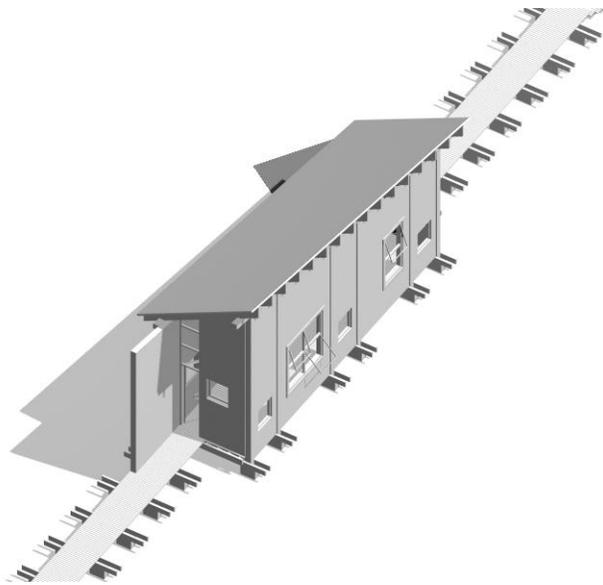
September 29, 2008

Assignment 4

This assignment is due in lecture and on Stellar, Tuesday, Oct 7

Create a set of 5 renderings of your cottage CAD model in 3D Studio Max for this assignment. Compose great lighting for your model so that the buildings shape shadows and details are fully illuminated. Using the virtual camera create (4) rendered views in "black and white" and one view from the user window, then print them on paper.

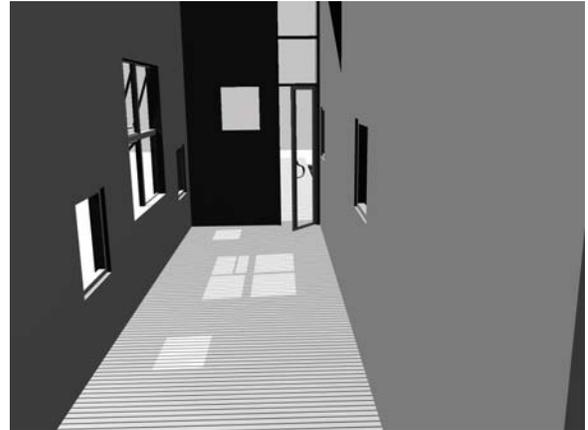
Create surface depth through a good selection of "artificial lights" by placing lights creatively and test your final renderings with quick image prints. First, turn your assign **in grey tone** (black and white) as a PDF with your name and text to describe your work and be sure to include the ground plane for the model. Second post the 5 rendered images as individual images on stellar-jpgs preferred.



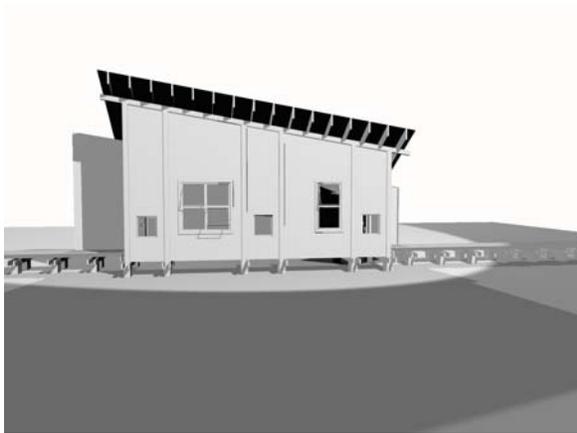
Isometric Projection Drawing



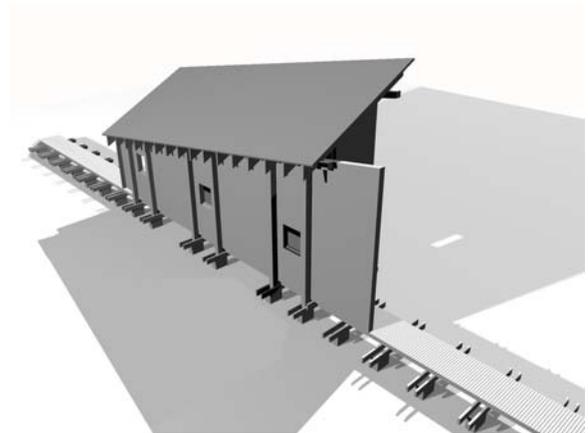
Camera 1 Entry View



Camera 2 Interior View



Camera 3 Front View



Camera 4 Rear View

YOU WILL BE GRADED ON

- Correct View Type
- Variation of Grey Tones
- Shadow variation
- Shadow depth

PAPER TURNIN

- Page 1: Title of you work, name and email
Page 2 One computer rendering from an axonometric view in black & white (fill the page)
Page 3 4 Perspective views, at least one has to be an interior image.

ONLINE TURNIN

- a) PDF of the materials listed above (Word File)
- b) 5 Individual images (Remember to label with your user **name for example "my_name_01.jpg"**)