CSC 240
Computer Graphics

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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
Homework 6 Demos

Muriel

Val
Homework 6 Demos
Homework 6 Animations