Real Time Rendering \_ Professor: Alphonso Peluso

## Assignment 01 \_ Cameras and Sun



**Project:** Use a past studio project and create (3) named camera views. Create (1) Aerial camera (1)

Eye Level camera and (1)Interior Camera. In Rhino, model, or import the first few floors of a past studio project, add some additional building elements or objects to create shadows. Note, do not add too many building elements. The objective is to slowly build up your 3D Model. Create

a rendering of each camera view using Lumion. Save each rendering as a PNG file.

**Objective:** Explore the basics of a Rhino / Lumion workflow

**Process:** Import or model a few floors from a past studio project \_ use Lumion to produce (3) renderings

**Schedule:** Class-02 - Submit the deliverables listed below before the start of class-02:

**Deliverables** Make (1)11x17 PDF file with (2) pages. The first page should have 3 renderings from the in class

exercise or video and the second page should have 3 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 #