Assignment 02 _ Real Skies and Material Basics

Project: Continue to use your past studio project from class-01 and for each camera view use a different real sky image. The idea is to create renderings that convey a different mood. Also add some basic materials with no textures to your objects. 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: Learn how to use Lumion Real Skies to convey mood in your renderings
Learn the basics of adding materials with out textures

Process: Search for and download some HDRI images to use as Real Skies in Lumion
Use Lumion to produce (3) renderings

Schedule: Class-03 - Submit the deliverables listed below before the start of class-03:

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 #