Real Time Rendering _ Professor: Alphonso Peluso
Assignment 09 _ Final

Project: Using your current studio project generate (6) renderings (1) 30 second video and (1) VR Tour. Your renderings should tell a story and convey visual mood. Use all the concepts covered in the course. For example dramatic camera views, real skies, and multiple effects. Use Photoshop to beautify your images. All renderings should be complete with material textures, people, trees, plants, furniture, and context buildings. Use aspect ratios that work best for each camera view.

Objective: Apply all the concepts covered in the course to tell a dramatic story with visual mood. Develop a deep understanding of how to create appealing renderings and animations.

Process: Use Lumion to apply materials, add entourage, and lighting. Use the effects stack to enhance the renderings.
Use Lumion to produce (6) renderings. Use Photoshop to make your renderings pop with style.
Use Lumion and Premiere to make (1) 30 second video and (1) VR Tour

Deliverables Produce (1) 36x36 printed sheet with the following deliverables:
(1) The Title
(1) The Project Description
(1) Short Story that tells the viewer what your renderings convey in words
(6) Renderings at Best Quality at poster resolution 3840 px x 2160 px

(1) 30 second long Video with Several Clips (include landscape, weather, and lighting animations)
(1) VR Tour with (3) Clips and HotSpots to move from one clip to another
Video Resolution should be Best Quality at 25 frames per second at 1920 px 1080 px

Schedule:

April 18th	Project Description, Short Story and Initial Images Due
April 25th	Draft of all Deliverables Due
May 02nd	Midterm Presentation in Crown (Location TBD)

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
- FINAL