IDM2

Introduction to Digital Media 2

Carnegie Mellon University
School of Architecture
Spring 2011

Project 6: SEQUENCE RENDERINGS

Description

You are to generate an evocative sequence of rendered images that illustrate the spatial conditions found throughout your studio project. The play of light and composition of view are critical components and must receive careful consideration. Similar to a film story-board, the image sequence should be understood as a device that can imply movement, allude to conditions not fully captured within the frame and provide evidence to where one has been and is approaching.

Goals

Understand the Rhino – VRay workflow
Apply exterior and interior lighting
Understand and apply global illumination and aspects of indirect lighting
Understand and apply simple material attributes

Specifics

Virtual output:	4" x 24" PDF of rendered sequence (6 renderings)
Physical output:	Used in your studio review
Schedule:	

4.4	Project assigned
5.2	Project due to Blackboard by 5pm

Grading and Evaluation Criteria

You will be graded on the following:
- Completeness of model
- Placement of cameras and choice of views
- Placement of lighting and control of tonal range
- Utilization of basic material settings

Project 6 equates to 20% of the final grade.