CS148 Final Project

Project Requirements:

- Main geometry from scratch
  - Main Quad made from scratch using Fusion 360 (3D CAD).
  - Board game made from scratch using subdivisions.
  - Lake Lagunita is made from scratch with poly build.
  - All text (YO sign, “Main Quad,” etc.) is made from scratch and extruded.
  - Dice made from scratch using a Youtube tutorial (link).
  - Red arrow on the game board made from scratch.
  - Palm tree made from scratch using a Youtube tutorial (link).
  - Fences made from scratch on Fusion 360

- UV mapping and texturing from scratch
  - Water for Lake Lagunita using noise and wave nodes:
Wood table using mapping and bump/displacement nodes:

Red transparent plastic material for die:
- Bike’s brushed metal texture using Musgrave texture and color ramp

- Blender/Cycles advanced feature:
  - Depth of focus using YO sign as the object in focus (F-stop = 0.2).

- Cite your sources
  - Low-poly pine tree acquired from Sketchfab.
  - Bike acquired from Sketchfab.
  - Low-poly trees/bushes from Sketchfab.

What each member did
- Michael: Main Quad & game board geometry, Lake Lag water, Blender advanced features, lighting
- Sarah: All other textures/materials, rest of geometry made from scratch
Both collaborated and worked together in person to decide on composition and additional modeling changes.

Downloaded assets

• Bike
• Low-poly pine tree
• Low-poly trees

Tutorials used are listed next to their counterparts.