Story
Our scene depicts the viewer peering out at a forest clearing on a cliff, taking a glimpse of a secretive, magical spectacle. On the cliff, there are two teddy bears: one that is stuffed and another made of glass. They are both gazing at the sea, where there are glass hot air balloons carrying other glass teddy bears.

We purposely wanted our scene to be shrouded by mystery. To do so, we blurred the forest vegetation to frame the scene, but also to portray a sense of hiding. Additionally, we left our scene’s interpretation vague, hoping to inspire the viewer’s imagination. Two interesting interpretations that we’ve liked are: (1) the glass objects are fantasized by the stuffed bear in its lonesome, and (2) the glass bears represent deceased teddy bears, which the glass hot air balloons take to an afterlife.

We’re proud of our scene because we worked hard to have a cohesive placement of objects and subtle lighting to portray such a mysterious moment.

Assets
- The hot air balloons were created by us via Blender.
The forest vegetation all came from a single tree model/texture (found online on Free3D), which we rotated, scaled, and positioned accordingly.
The cliff and teddy bear models were found online on TurboSquid.
The background image of the sea was found online on Wallpaperplay.

Lighting
- We used a weak point light to light up the cliff to the two teddy bears, mimicking a viewer’s flashlight.
- We used another point light to mimic the moon.

Technical Implementation
- Assignment7.cpp — loaded the scene and set transmittance/reflectivity values for objects
- BlinnPhongMaterial.h/cpp, Material.h/cpp — removed shadows on background plane
- BackwardRender.h/cpp, Scene.h/cpp — coded shadow rays going through transmissive objects
- PerspectiveCamera.h/cpp — added depth of field
- Common.h — increased LARGE_EPSILON to remove shadow acne

Contributions
The work was always done jointly together. Eric and Shawn both planned and designed the scene together; however, Eric worked more with orientating the scene in Blender, while Shawn worked more with the code and technical implementations.