

## CS148 Final Project Write-up

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For my project, I made all the models myself in Blender. I first made the geometric ball thing and then I decided to make a starfish. Since these models were basically doodles, so I decided to make them feel more like doodles by making a pencil and placing them on a piece of texture mapped paper with pencil doodles (or you could interpret the objects to represent the power of imagination). Since one of the starfishes was chrome, I also had to make a room to put the objects in so that the reflections would look realistic. I set up the lighting with a point light and an area light. The area light provides illumination to more areas and gives soft shadows like the ambient light from a window, while the point light simulates a lamp and creates a nice hard shadow. I experimented with having different scenes for the chrome starfish to reflect, even putting my own face in it, but complicated scenes just looked chaotic in the tiny bump reflections so I ended up just using a simple room.