Exercise 2 – Light an Orange

Completion DATE DUE: Class 6
DATE ASSIGNED: Class 4

Goals:

To become familiar with Houdini's look development toolset and use of the renderfarm.

Requirements:

Lighting an orange that looks somewhat realistic. Using basic lighting techniques, the students are also required to render via the renderfarm.

Considerations:

- As discussed in class, lighting should be in context, no black backgrounds (unless appropriate).
- Shadow should be identifiable and from the key source of light
- Noise texture or other textures can be used
- Consider composition (perhaps smack dab in the center of the screen is not the best to show off your hero object)

Hand in:

- hipnc
- Rendered image converted to jpg
- Log file (one only) from the renderfarm (no need to rename)
- use the proper naming conventions to hand in your hipnc and jpg

Submission Guidelines:

F24_V350_E2_LastnameFirstname_Title
- F24_V350_E2_LastnameFirstname_Title.jpg
- F24_V350_E2_LastnameFirstname_Title.hipnc
- rtf file (does not need renaming)

Grading:

This is a warm-up exercise for Project 1 to ensure you know where to locate all the lighting and look development tools you need in Houdini. It will be graded /10. Completing the mechanics 7-8/10 and decent aesthetics 8-10/10.

Expectations? meeting the requirements and going beyond. For inspiration and examples see the lecture overview notes.