

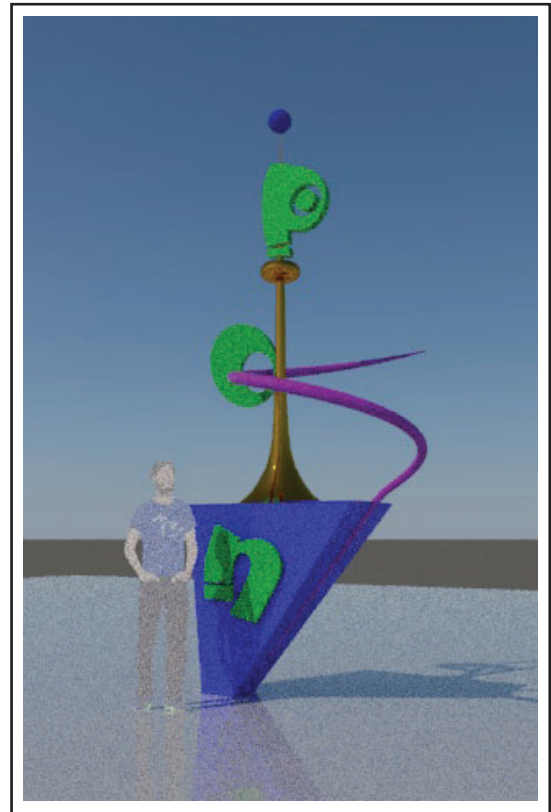
## Project Description

Having modeled the sign for your exhibition, it is time to create some images with which to present the design. Begin by opening the model you did for the first project. Next create and manage the four rendering tools that were discussed in the lesson - Cameras, Lighting, Exposure Control and Materials.

The model is situated with north in the positive Y direction, so begin by placing the "Sun Positioner" and try to orient north toward the top of the screen. Next, create **TWO** "Physical Cameras" and place them at different angles and/or heights that best represent your sign. Note that the default "HDTV" format is unlikely to fit your sign very well, so try using "Custom" with different aspect ratios (i.e. vertical vs horizontal). The "Safe Frame" will assist you in this.

Experiment with the FOV parameter, especially with wider lenses. Once you have determined your view, the dolly command is useful for framing your shots.

Choose one of the cameras and work with the sun's time of day to create some interesting shadows and highlights. Remember to set the camera's EV for an exterior scene and note that an overexposed rendering might actually be a non-camera view.



Finally, create materials and assigned them to every object, except the scaled figure. As outlined in the lesson, start with the generic gray "Physical Material" and make and assign at least one Solid Material, one Metal Material and one Glass Material. With all the pieces ready, render each camera and save the image as a **JPG**. Please note that one specific sun setting may not work for both cameras, so feel free to make adjustments to the time of day, or even reorient north a little, for each camera.

## Project Requirements

1. Beginning with the model you submitted for Project #1, use the rendering tools talked about in the lesson to create TWO images that best represent your exhibition sign. Save these as JPG's.
2. It is unlikely that the same sun settings will work for each camera, so avoid changing the lighting until the first image is rendered and saved.
3. Make sure to create and apply one of each of the three types of materials - Solid, Metal and Glass.

## Schedule

Your **MAX** file and **JPG's** are due, uploaded to Canvas by 11:59 pm on February 20th, 2025. I expect the file to be uploaded, but **IF** you have issues with Canvas, you can attach them to an email sent to [pnoldt@uh.edu](mailto:pnoldt@uh.edu).