

Exercise 2 – Light an Orange

Completion DATE DUE: 11:59pm Day after Class 6 (NO RESUBMITS)

DATE ASSIGNED: Class 6

CHECKLIST:

- hipnc
 - jpg beauty - rendered in exr (always), converted after
 - rtf file (one log file from the renderfarm (no need to rename)
 - use the proper naming conventions to hand in your hipnc and jpg
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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)
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Submission Guidelines:

S25_V350_E2_LastnameFirstname_Title
S25_V350_E2_LastnameFirstname_Title.jpg
S25_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 – Class 6.
