

## Exercise 2 – Light an Orange

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

DATE ASSIGNED: Class 6

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### 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.

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### Requirements:

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

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### 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\_V721\_E2\_LastnameFirstname\_Title  
S25\_V721\_E2\_LastnameFirstname\_Title.jpg  
S25\_V721\_E2\_LastnameFirstname\_Title.hipnc  
rtf file (does not need renaming)

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### 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.

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