
CSS 105 – Project #3 Report

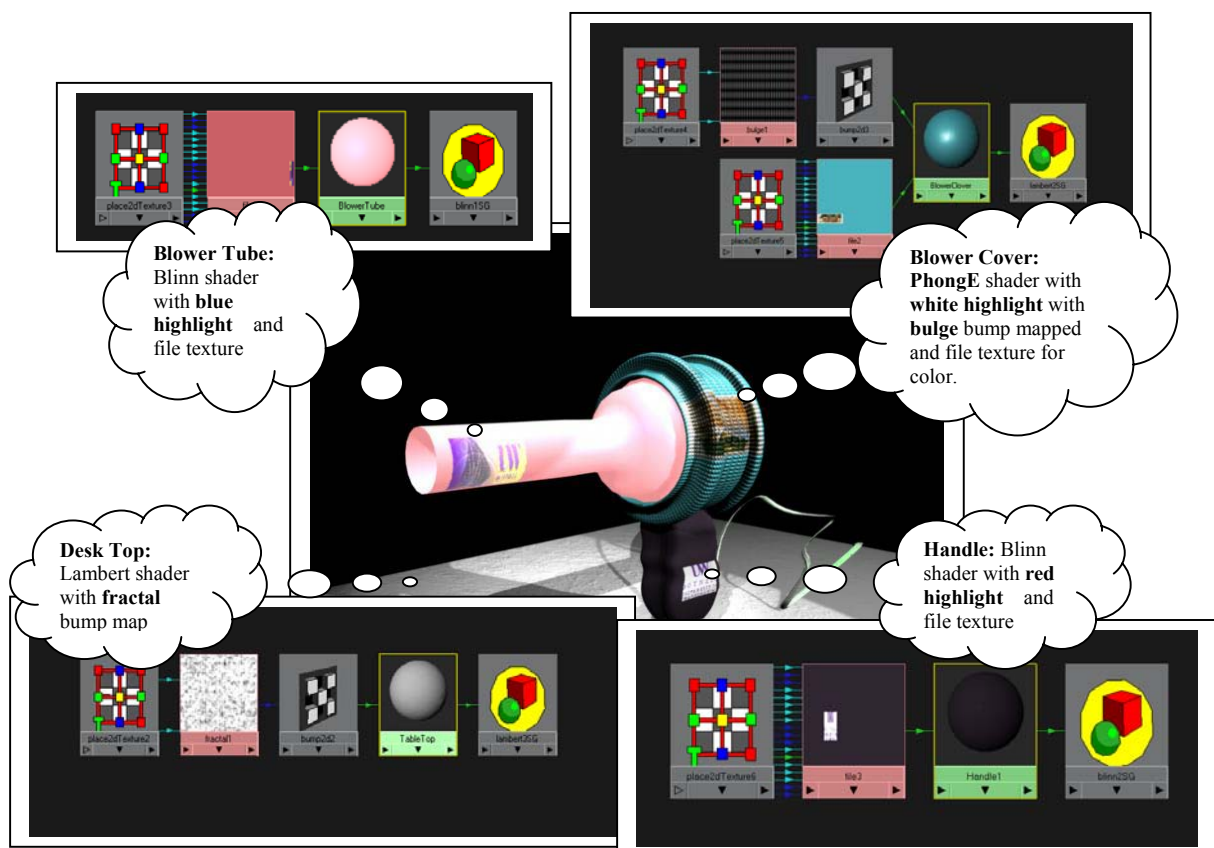
**Image Generation and
Quality and Speed Trade-Offs**

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Date: xx yy, zz

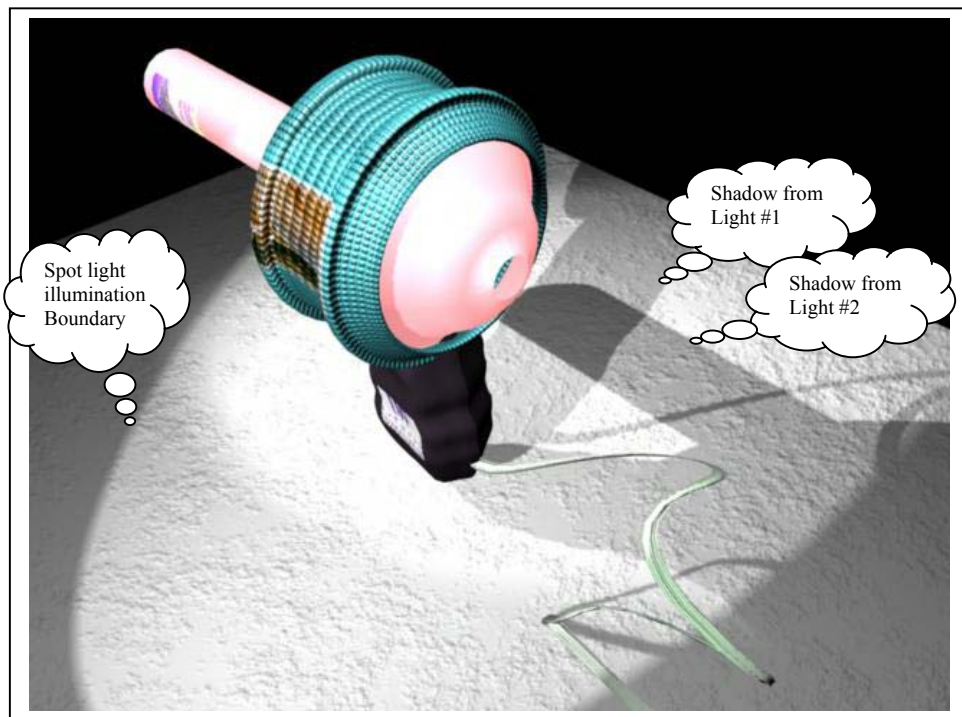
The purpose of this report is for you to what shader you used for which components and to demonstrate that you know how to switch between high production quality, high resolution and preview quality, low resolution images.

You will demonstrate the shaders you used by including screen shots of HyperGraph showing the shaders you used in your scene. You will also include 4 sets of images from 4 different interesting time snap shots of your camera animation. Each snap shot should include two images, a low-resolution preview and a high resolution production quality images.

Shaders: Here we use screen shots of hypershade and text annotation to highlight the interesting shaders in the scene.

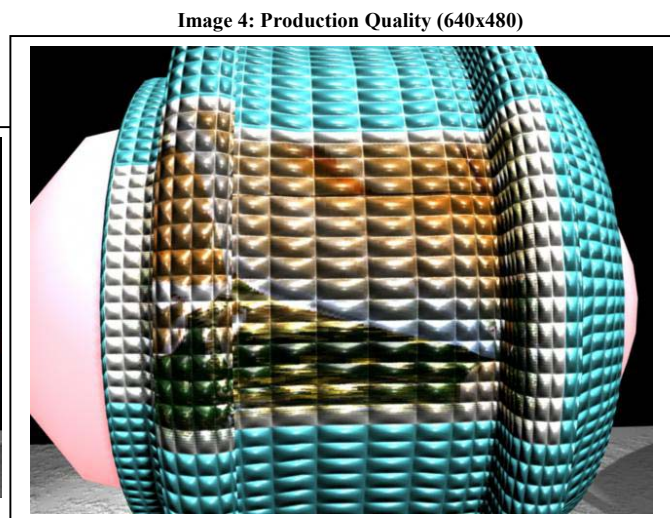
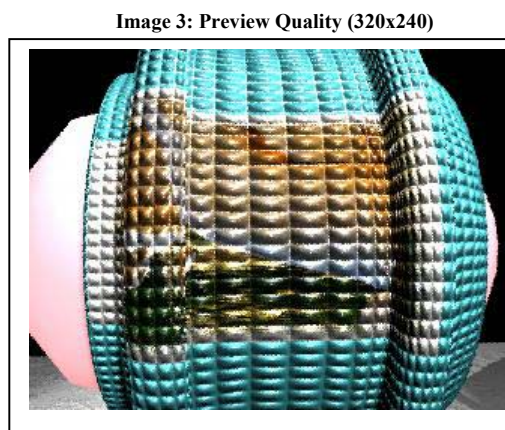
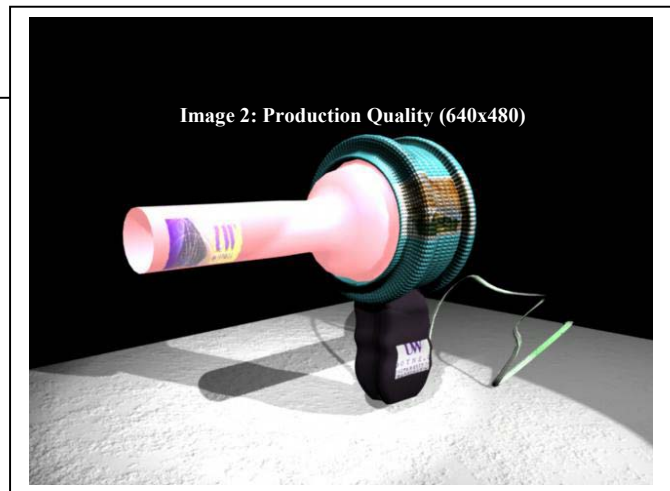
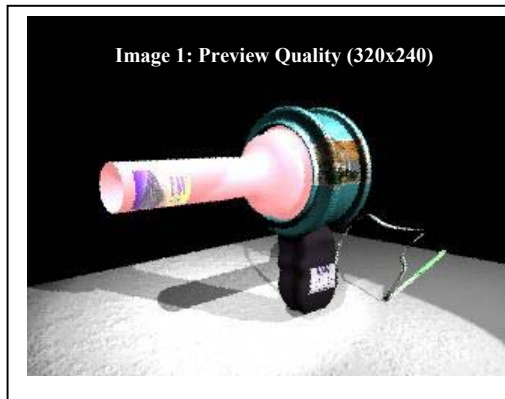


Shaders and Spot light illumination boundries: I use my favorite shot in the animation to annotate my shadows and spotlight illumination boundaries.



Quality and Time Trade-off: Here are 4 sets of same shot (image) with preview/production low-res/high-res settings.

Can you tell which is which?



Important Notice: My solution may *not* meet all the technical requirements of this project. This merely demonstrates to you what I am looking for. You should make sure your project satisfies all the technical requirements in the project spec!

!!HAVE FUN RENDERING!!