



C.R.A.T.E. Project 2002



Rendering...

How does one create a realistic 3D environment?

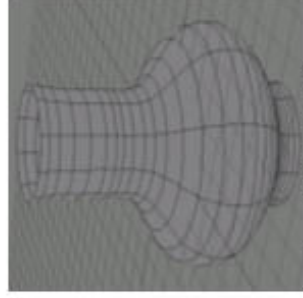
1. First, decide what the object is going to be and what it will look like.
2. Next, create the object and apply a material. (Materials give the object a "skin" and allows for custom surfaces, effects, and lighting.)
3. Now, create the texture and apply it. (A texture is an image that is "painted" on the object.)



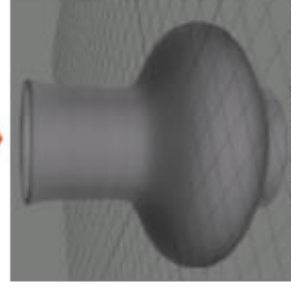
Actual pot found near Parkin State Park that is kept in the University of Arkansas Archeological Survey



Final Rendering of the spiral design pot



View of the pot model in "hidden line removal" (A viewable option given in Softimage)



View of the pot model in "shaded" (Another viewable option given in Softimage)



"Quick rendered view of the pot model with its texture applied. (Texture is made from the actual digital picture taken of the pot.)



The final product. The pot is now textured and ready to go!

4. Now the computer can render picture. Rendering is the process where your computer creates the object and all of its properties in 3D space and prints it to the screen.