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## CS148 Final Project Details

I did the final project on my own, so the composition, lighting, and modeling, and texturing were done by myself. I made the main character of the scene and the bench from scratch. The lamp post was mostly made from scratch, though I used a free model I found online as a template. I found models for the butterflies, pillars, and bushes online. The UV mapping and texturing can be found on the face of the character. I used texture painting to color the eyes. In my scene, I used the depth of field effect and also the Nishita Sky model for a portion of the lighting in the scene.

Here are the online models and textures I used in my scene:

1. Template model for lamp post: <https://www.turbosquid.com/3d-models/spherical-street-lamp-3d-model-1943078>
2. Model of bush: <https://www.turbosquid.com/3d-models/free-boxwood-hedge-3d-model/1067371>
3. Butterfly model: <https://www.turbosquid.com/3d-models/maya-butterfly-moth/405238>
4. Model of pillar: <https://www.turbosquid.com/AssetManager/Index.cfm?stgAction=getFiles&subAction=Download&intID=765053&intType=3&csrf=BB61A790E19E6B9609D1FFBB8A2A3C0334353A5B&showDownload=1&s=1>
5. Texture for bench: <https://ambientcg.com/view?id=Metal046B>
6. Texture for pillar: [https://polyhaven.com/a/garage\\_floor](https://polyhaven.com/a/garage_floor)
7. Texture for rocks: [https://polyhaven.com/a/rock\\_surface](https://polyhaven.com/a/rock_surface)

I referenced these tutorials:

- Emission filter: <https://www.youtube.com/watch?v=W0S-ZP1ws-Y>
- Outdoor lighting: [https://www.youtube.com/watch?v=YZa\\_w3Fy3nE&t=92s](https://www.youtube.com/watch?v=YZa_w3Fy3nE&t=92s)
- Glass materials reference: <https://www.youtube.com/watch?v=mSplN3TleXk&t=16s>
- Importing models into Blender: [https://www.youtube.com/watch?v=i3\\_bT9rLwtA](https://www.youtube.com/watch?v=i3_bT9rLwtA)
- Texture painting: [https://www.youtube.com/watch?v=WjS\\_zNONVlw&t=71s](https://www.youtube.com/watch?v=WjS_zNONVlw&t=71s)
- Lighting textures: <https://www.youtube.com/watch?v=6rNKGVcJy-0>
- Using curves: <https://www.youtube.com/watch?v=Ve9h7-E8EuM&t=366s>
- Sculpting tutorial: <https://www.youtube.com/watch?v=VYuUIQO-kYE>