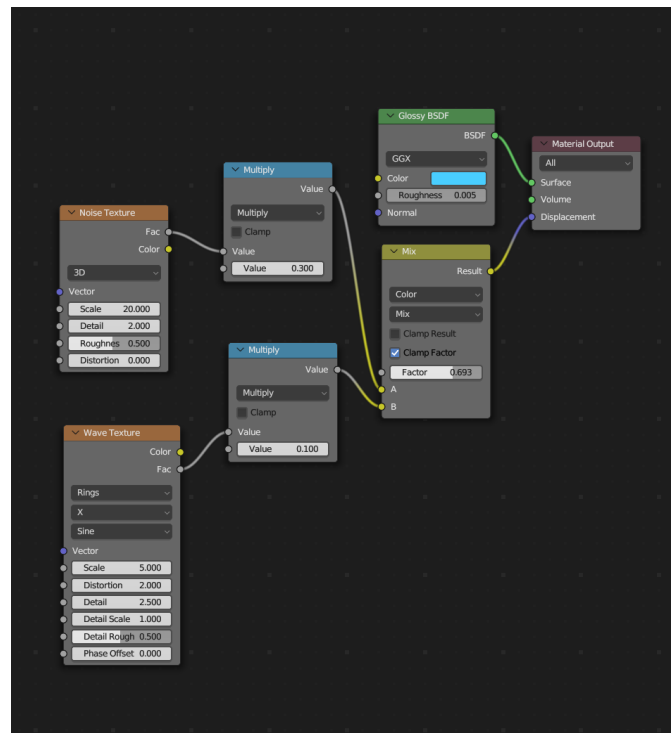


CS148 Final Project

Project Requirements:

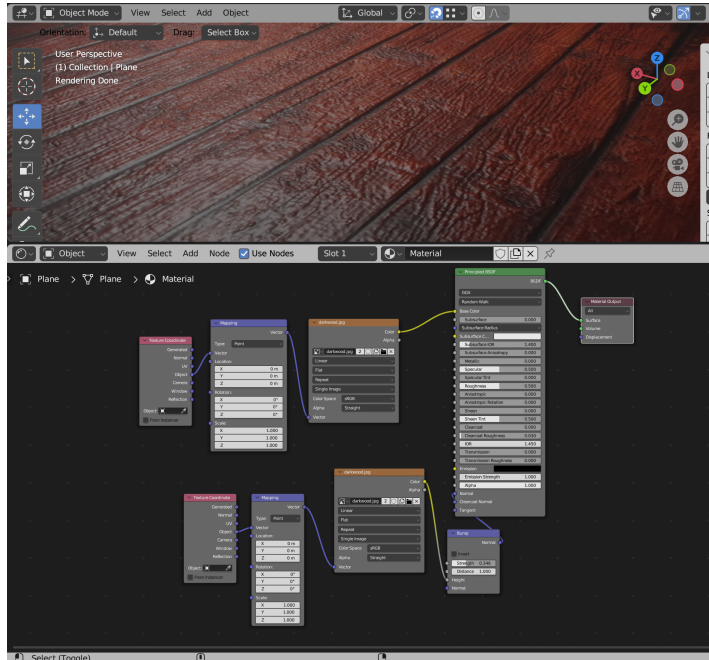
- Main geometry from scratch
 - Main Quad made from scratch using Fusion 360 (3D CAD).
 - Board game made from scratch using subdivisions.
 - Lake Lagunita is made from scratch with poly build.
 - All text (YO sign, "Main Quad," etc.) is made from scratch and extruded.
 - Dice made from scratch using a Youtube tutorial ([link](#)).
 - Red arrow on the game board made from scratch.
 - Palm tree made from scratch using a Youtube tutorial ([link](#)).
 - Fences made from scratch on Fusion 360
- UV mapping and texturing from scratch
 - Water for Lake Lagunita using noise and wave nodes:



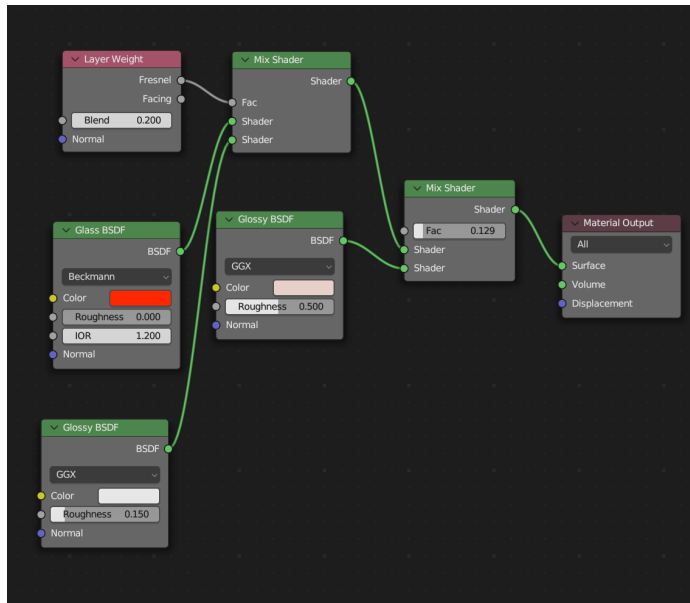
Sarah Chung - chvng

Michael Maffezzoli - maff2023

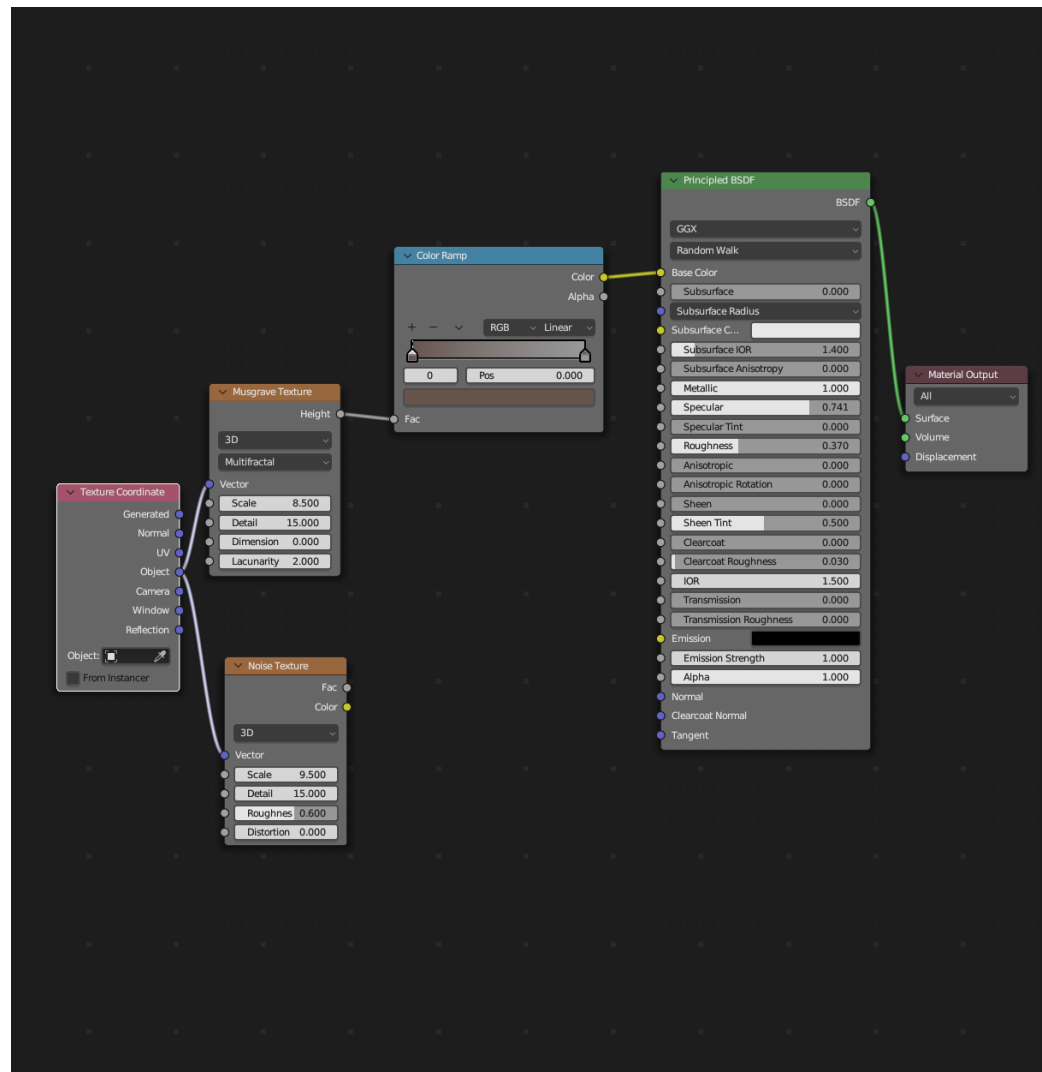
- Wood table using mapping and bump/displacement nodes:



- Red transparent plastic material for die:



- Bike's brushed metal texture using Musgrave texture and color ramp



- Blender/Cycles advanced feature:
 - Depth of focus using YO sign as the object in focus (F-stop = 0.2).
- Cite your sources
 - [Low-poly pine tree](#) acquired from Sketchfab.
 - [Bike](#) acquired from Sketchfab.
 - [Low-poly trees/bushes](#) from Sketchfab.

What each member did

- Michael: Main Quad & game board geometry, Lake Lag water, Blender advanced features, lighting
- Sarah: All other textures/materials, rest of geometry made from scratch

Sarah Chung - chvng

Michael Maffezzoli - maff2023

- Both collaborated and worked together in person to decide on composition and additional modeling changes.

Downloaded assets

- Bike
- Low-poly pine tree
- Low-poly trees

Tutorials used are listed next to their counterparts.