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CS148  
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**Note: Display discrepancies in Blender render and downloaded file**

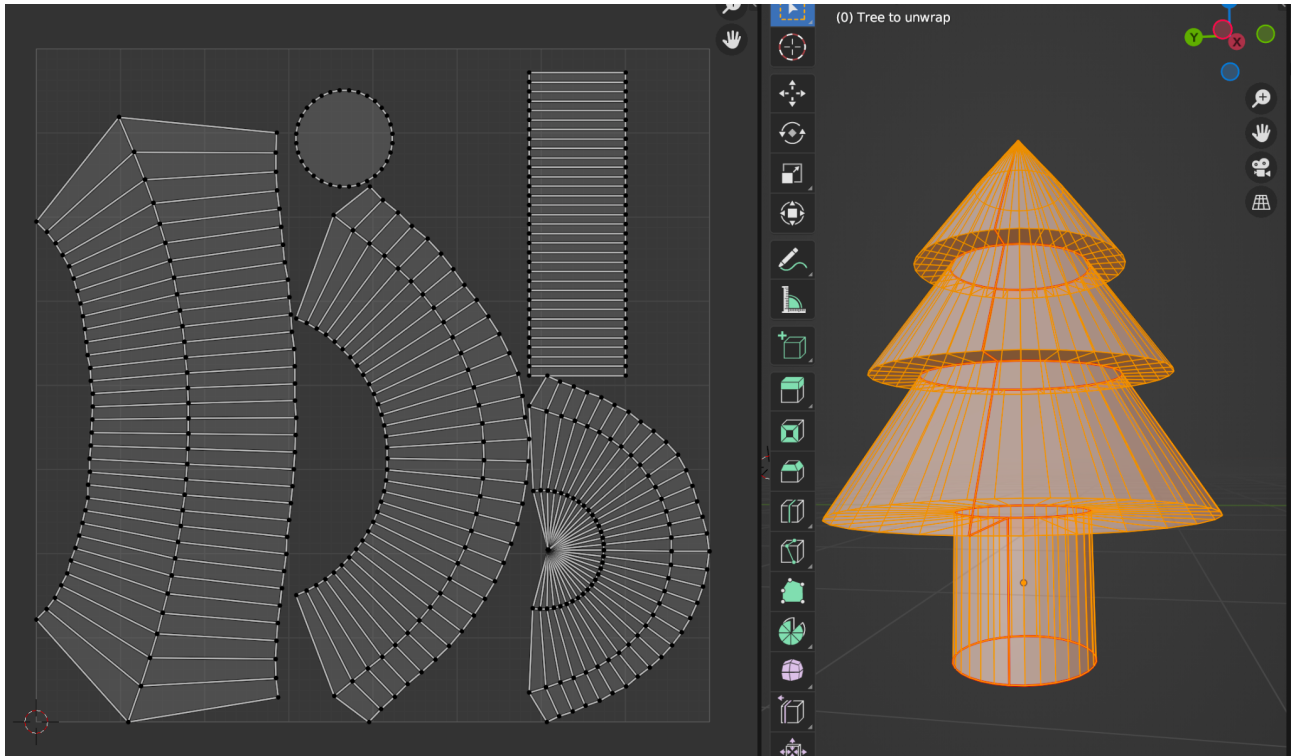
On my system, I am running into the issue where the downloaded image file is less saturated than the render on Blender itself, despite trying many different methods in office hours to remedy it. After cross-checking with several TAs, it seems that the amount of saturation in the image might depend on each person's display. I submitted the image file itself (the less saturated one), but I have attached my view of the Blender render here for reference as this is how I intended the image to look:



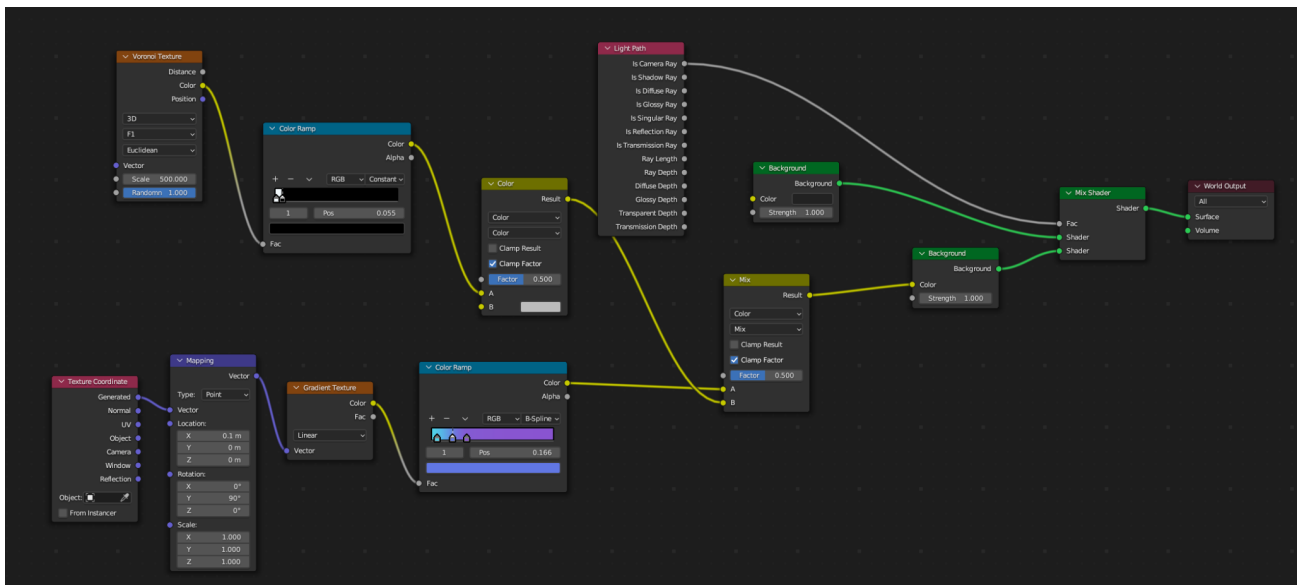
**Project Requirements**

- i. I leveraged the power of ray tracing as the nature of my project is very “jello”-like, using a lot of transparent materials, which required transmission, reflection and good illumination. The light, shadow and color bleeding around the jello structures played a huge role in the aesthetic of the scene, and I would not be able to make it look as realistic without ray tracing.
  
- ii. I made almost all of the geometry from scratch. The intended focus of the image are the colorful jello houses, which I made from scratch. The only exception is that I imported the gummy bears, which are just intended as an accessory to the rest of the scene.

iii. UV Map of a single tree from my scene (prior to jellifying it):



For the purpose of my project being a “jello world”, I intentionally chose to make most of my geometry a more simple transparent texture. However, here is how I generated the texture for my sky, using color ramps, voronoi texture etc:



iv. For the Cycles advanced feature, I used depth of field. I chose the object of focus to be the frontmost tree to create a slight sense of depth between the front and back objects.

### **Role of Each Member**

I did not work with a partner, so I did everything myself, from idea formulation to creating the scene.

### **Assets**

Downloaded online:

- Gummy bears x 2:  
<https://www.cgtrader.com/free-3d-models/food/miscellaneous/simple-gummybear-sculpt>

Made myself:

- Houses
- Trees and ornaments
- Streetlights
- Footpath
- Ground

### **Tutorials Referenced**

- Jello texture: <https://www.youtube.com/watch?v=C39nSLZ98Zs>
- Making a color gradient: <https://www.youtube.com/watch?v=ViqfL0LOwUM>
- Making the streetlamp: <https://www.youtube.com/watch?v=YqRINWf83zM>
- Starry sky: <https://www.youtube.com/watch?v=m4aOZm6auxQ>