

CS 148 Final Project

French-Japanese Dining in Sunset

Scott Hickmann and Kevin Li

Our image:



Template image (used as inspiration for arrangement and lighting):



Project Requirements

We created the vast majority of foreground objects in our scene from scratch, using online tutorials. The macaron was modified to have different seams for UV unwrapping purposes, and the texture nodes contained images but had to be connected manually. We used depth of field to blur the foreground and background, and specifically focus on the objects in the midground (like the wine glasses and the sushi). We used cloth simulation to generate the tablecloth. We extensively played around with Nishita sky and additional lights to get similar lighting to our template. We also used a Photoshop post-processing pass to add the sun's flare and some color grading to achieve similar colors to our template.

Member Contributions

Scott:

- Camera and object placements in the scene to reflect original image
- Handled global (Nishita sky) and individual lighting (sushi lights, wine lights, sun light for stronger shadow)
- Created wine glass
- Created steel bucket
- Created tablecloth
- Created background wall and overhead beams

Kevin:

- Created sushi object
- Created macaron object
- Created chopsticks and chopstick holder
- Created raspberry
- Collected materials

Asset Categorization

Found online:

- Napkin
- Palm tree
- Background bamboo and shrub
- Leather chairs
- Hidden red benches (for red reflection in the steel bucket)
- Background table
- White wine bottle

Models and materials created from scratch:

- Sushi
- Macaron
- Chopsticks
- Chopstick holder

- Wine glass

Models created from scratch, materials found online:

- Tablecloth
- Sushi plate
- Steel bucket
- Overhead beams
- Background wall

Sources

[TextureCan:](#)

- Burnished Iron texture files (for chopsticks and chopstick holder)
- Marble texture files (originally for chopsticks and chopstick holder)
- Salmon, Tuna, Rice, Wood, and Nori texture files (for sushi)

[CGTrader:](#)

- Macaron texture files

[BlenderKit:](#)

- Materials:
 - [Beams paint](#)
 - [Glass moisture](#)
 - [Wet aluminum](#)
- Objects:
 - [Wine bottle](#)
 - [Palm tree](#)
 - [Bamboo plant](#)
 - [Leather chair](#)
 - [Shrub](#)
 - [Leather bench](#)
 - [Background table](#)
 - [Napkin](#)

Tutorials:

- Sushi: [▶ BLENDER TASTY TUTORIAL: HOW TO MAKE SUSHI IN BLENDER 2.83!](#)
- Macarons: [▶ Create Photorealistic Foods in Blender: Macaron time! #tutorial](#)
- Wine glass: [▶ How to create a wine glass in Blender 3d easy](#)
- Raspberry: [▶ Making a Raspberry in Blender](#)