CS148 Final Project

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This project is completely done by Yifan Wang.
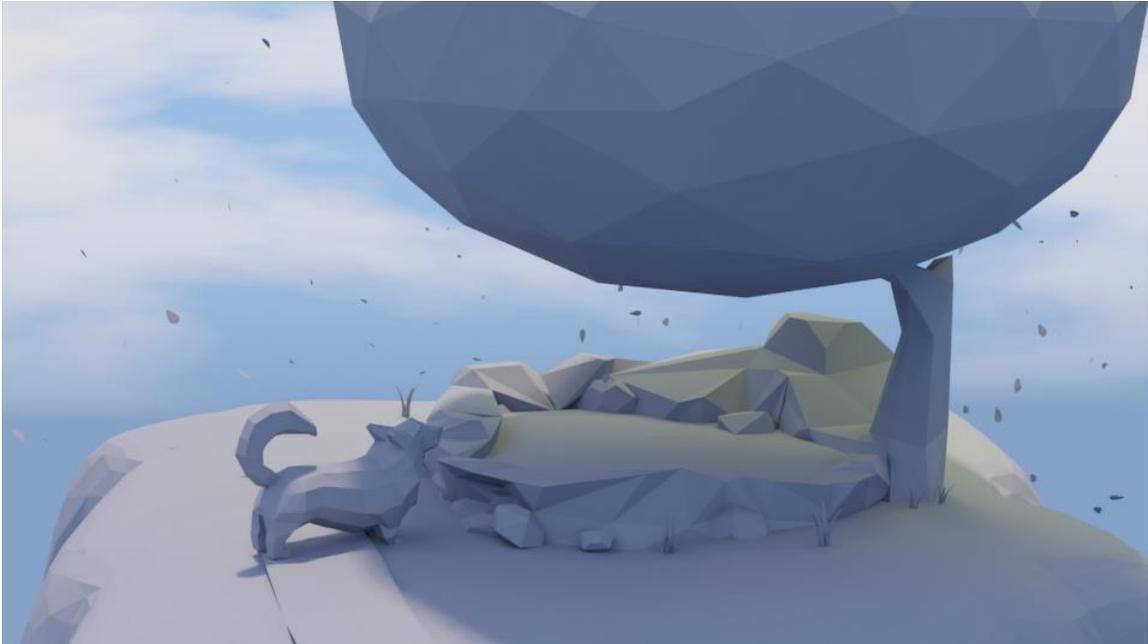
Rendered Image: (1920x1080)

Variation A:

Variation B: (Notice the yellow lighting from upper right direction for reflection on water)

Requirements:

Geometries:

- Most of low poly geometries (Terrain, dog, tree, pond rocks) made from scratch
- Grass model downloaded from [TURBOSQUID](#).
- Simulated drifting cherry blossom petals (particle emission plane with wind force)

UV mapping and texture painting: (Removed in variation B)

- UV unwrapped, and hand painted texture for the dog model

Procedural texture: (Removed in variation B)

- Stone road made from procedural generated texture (self-designed OSL material, see *Stone Road* material in yfwang09.blend file)
- Displacement texturing to generate water wrinkles and tree crown

Advanced features:

- Motion blur for drifting cherry blossom
- Dynamic sky world lighting and background (Blender official add-on)
- NLM Denoising for Cycles engine

Reference document/videos:

- Low poly scene idea coming from Polygon Runway https://youtu.be/zh4qPy8ywoQ
- Procedural texture stone road idea coming from Procedural Bricks Texture Tutorial https://youtu.be/XW-DrBQ-u1o
- Drifting cherry blossom idea coming from Dynamic Snow Tutorial https://youtu.be/YFVsfYCMJGE