CS148 Final Project Report

Group members: Krystal Li, Tray Chen

How we met the project requirements:
- **Ray tracing**
  - The final render uses Blender Cycles to simulate how light bounces between the grass, frogs, berries, and blanket. There is global illumination and reflections on the berries, and subsurface shading on the clay frogs.
- **Main geometry**
  - The frogs were completely modeled from scratch.
- **UV Unwrap and Texturing:**
  - The frogs were UV unwrapped and given a clay texture.
- **Blender Cycles Advanced Features**
  - Depth of field was added to make the grass blurred.
  - Dust particles/light effects were added with volumetrics.
- **Assets and Tutorials Used:**
  - God Ray Tutorial: https://www.youtube.com/watch?v=yztdEwLIEFI
  - Button Tutorial: https://www.youtube.com/watch?v=ByN1f0eeQXQ
  - Clay Material Tutorial: https://www.youtube.com/watch?v=wTu3Xssw67Q&t=467s
  - General Blender Sculpting Tutorial: https://www.youtube.com/watch?v=HJSG0KbNBnQ
  - Grass Asset: https://sketchfab.com/3d-models/stylized-grass-3a5a5c5be677403d9f56e451cd3dd4af
  - Apple Asset: https://sketchfab.com/3d-models/apple-588278115f92444fab01aa121da0b244
  - Blackberry Asset: https://sketchfab.com/3d-models/blackberries-1f5a007441124311a99d1f6156cb17f7
  - Picnic Blanket Texture: https://stock.adobe.com/images/texture-of-checkered-picnic-blanket/317697233
- **Group Member Tasks:**
  - **Krystal:** Button modeled from scratch, modeled God ray and other lighting changes, composition changes, depth of field to grass, found online assets and image references, added hair texture to picnic blanket
  - **Tray:** Modeled/sculpted frogs from scratch, created clay material from tutorial and added to frogs, some composition and lighting.