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DECO 1008

Real Life Study



Item 1

I decided to replicate the scene (*Item 1*) in my bedroom of the door and door handle. The majority of test photos were taken in artificial light (specifically to highlight the reflective quality of the various objects and determine the specular highlights of the object – *Item 2*). The doorway, wall and floor were also considerations of the scene. (*Item 3 and 4 – See Photo Library*)

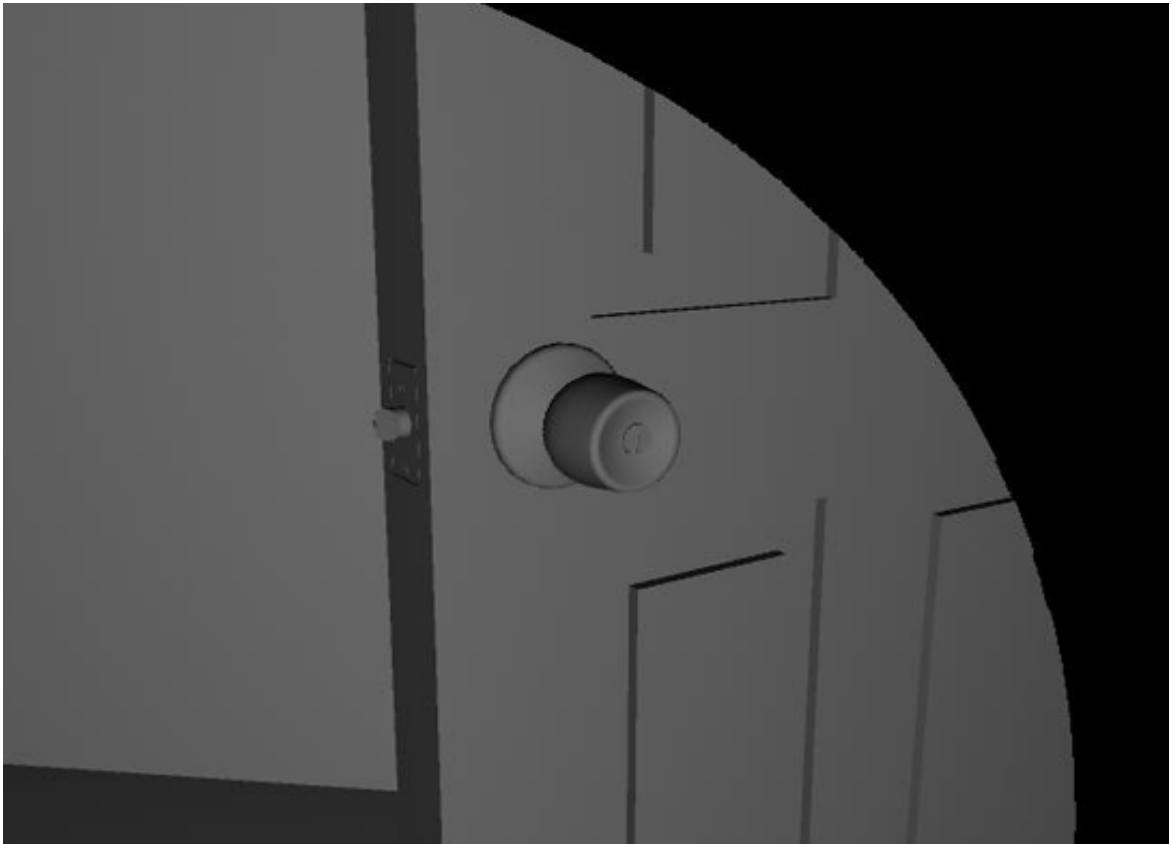


Item 2

The natural light in my room is limited, so I also decided to focus on lighting from the artificial, house lights. With these observations in mind, I started to plan my scene.

Modelling the Scene

Firstly, I decided to model the majority of the focal points of the scene....the lock, barrel, plate, door, knob and keyhole. The greater the detail of these objects, the better the shadows, reflections and therefore 'believable-ness'-ness!! I used a combination of polygons and nurb primitives; I manipulated using revolve, Boolean operations, extrude, split polygon tool and bevelling. *Item 5* is a flat shade render of the scene, highlighting the models created!



Item 5

The walls and floor were left to be created using textures and bump maps. (*Item 6*)



Item 6 - Photo of pressed metal wall in the scene

Creating the Texture library & Applying the Textures

I chose this scene predominately for its variety of textures in a small space! The main elements are the brass handle and door lock, the wood door and the pressed metal walls.

The floor was a repeated bitmap; a photograph of the floor.

The wall texture was also a section taken from the photograph and a bump map was added.







The brass texture was created using a colour and a texture bump map. The brass colour 'recipe' was sourced at the website http://www.anim8or.com/manual/10_materials.html.

(see Item 7)



Item 8 (pictured left) – is the brass 'RGB' colour sample from the aforementioned website.

I used the specular and ambient light from this graph as a start and adjusted the values.

Sample	Material	Ambient	Diffuse	Specular	Rough.	Brill.	R	G	B
	Copper	0.3	0.7	0.6	6	1.8	228	123	87
	Rubber	0.3	0.7	0.0	N/A	1	3	139	251
	Brass	0.3	0.7	0.7	8	2	228	187	34
	Glass	0.3	0.7	0.7	32	1	199	227	208
	Plastic	0.3	0.9	0.9	32	1	0	19	252
	Pearl	1.5	-0.5	2.0	99	1	255	138	138

Item 7

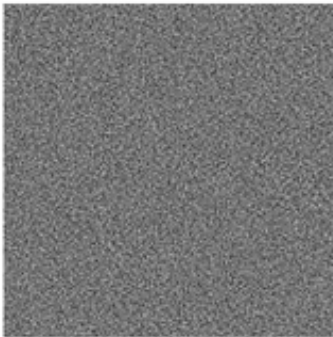
The brass door knob has a metallic sheen and also a ‘scratch’ and glittering surface. I created the silver brushed metal texture (see *Item 9*) and added it as a bump map. Adjusting the bump depth created the right level of scratch (i.e. very tight).

Increasing the specular highlight and the eccentricity created the appropriate ‘high shine’ of the brass.

The silver brushed metal texture was added to the bolt and the key lock of the door handle. This was true to the ‘study’ and also created depth and variance in the appearance of the model.

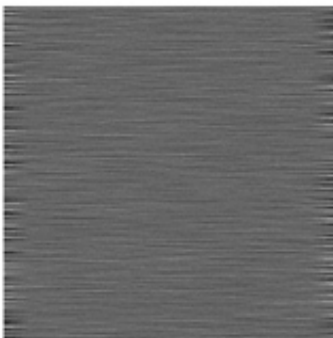
Beveled Metal in Photoshop

This is an advanced Photoshop tutorial, which assumes solid knowledge of the Photoshop interface and features, including the lighting effects filter. If you need more experience, check out the lighting effects tutorial. [GO!](#)



1 Create an image 500x500 pixels. Make a new layer, and fill it with a medium gray. **RGB(115,115,115)**

In the the Menu, select **Filter > Noise > Add Noise...** Set the amount to **35**, select Gaussian and check on Monochromatic.



2 **Filter > Blur > Motion Blur... 75 Pixels**

Then, **Image > Adjust > Brightness / Contrast...** Set Brightness to **-10**, and Contrast to **+35**

Double click on this channel in the layers window, and name it *Full Metal Texture*

The wood texture was created using the 'fibre' filter mode in Photoshop. The colour from the photograph was used and multiplied with the image. It was applied to the door. The door had varying grain direction and I applied the textures accordingly! The colour of the door was a bit unsatisfactory, so I chose to use a slightly 'red' light to reflect from the other room.

The door had a measure of 'specularity' and reflection, so those levels were increased to create a slight reflection of the door handle.

Lighting

The lighting in the photo was to reflect the actual room. The light source inside the room is a low watt bulb and therefore I used a point light and shone it directly down.

The other light source was to come from the other room and be the more dominate of the two. This is directional and had a wider span to simulate a strong global illumination.

Photo Library



Item 3



Item 4

Bibliography

Glanville, Steven (2004) *10 Materials* [online] Resource page on website entitled Anim8tor User's Manual. Accessed on the World Wide Web on November 5, 2005 at:
http://www.anim8or.com/manual/10_materials.html

Beveled Metal in Photoshop [online] Tutorial posted at the website Phong.com Accessed on the World Wide Web on November 7, 2005 at:
<http://phong.com/tutorials/metal/>

Archibald, Steve (ND) *Texturing Basics 2* [online] A selection of resource material 'Hints and Tips' posted on the *Digital Artshop* website.
http://www.thedigitalartshop.com/hints_tips/hints13.html