

CS 159: Computer Animation and Lighting
Assignment 11: final lighting assignment

Fall 2000

The goal of this assignment is for you to creatively light a still life and support your work in writing. Your efforts will be informed by both the Calahan reading and by reference imagery.

You are to render and hand in a single, high resolution image. It should be:

- 640 x 480 pixels in spatial resolution
- antialiased at **high** or better
- saved as a **targa** file (.tga)
- placed in the **final lighting goes here** folder on e-work (named **yourNameStillLife.tga**)

Your lighting choices need to be guided by more than whimsy. In addition to the recent Calahan reading, you need to pick one or more **reference images** to use as guides. I highly recommend finding paintings in art books and/or online galleries. The idea is that you use a reference image you like as a starting point. Why do you like it (emotion, symbolism, etc.)? What's the tonal range? The palette? The light quality? Are the sources logical or pictorial? What is the length, color, and quality of the shadows? And so on. The reference is **not** intended to answer every creative question you have, however. It is there to give you a good foundation.

The process I would like you to go through is:

- Find a reference image you like. Study it. Why does it work for you? Why doesn't it?
- Determine how you want to **emphasize** regions of your image using light and shadow.
- Determine how you would like to create **depth** in your image.
- Light your scene accordingly.
- Critique your own work.

This supporting work is just as important as the image you hand in. As such, you are to capture your creative process in words and hand them in along with your image. This paper **must**:

- Be typed (please spell check and proofread).
- Contain a paragraph describing your reference image (or images). This must include the name, the artist, where I can find it online or in a book (or, include the image in the paper itself), and most importantly, what aspects about it you are trying to emulate.
- Contain a paragraph describing the one or more specific types of **emphasis** you use to guide the viewer's eye through your image. These need to have been created by you with lights and shadows. In other words, you're free to reference the emphasizing elements I created in the composition, but you must also add at least one of your own with light!
- Contain a paragraph describing how you create **depth** in the image. Do you use value, color, atmosphere, overlap, volume, planes of light, and/or depth of field?
- Contain a reflective, self-critique paragraph. Were you successful at accomplishing what you set out to do? Why or why not?

The easiest way to accomplish all of this is to begin typing the paper before you ever touch Lightwave. Find your reference, study it, and type your thoughts and discoveries into the paper before you go further. Then study the composition I created and determine where and how you want to add emphasis, depth, etc. Type these thoughts in to the paper. Then light away, and when you're done, type in the self-critique paragraph.

Due Wednesday, December 6th at the beginning of class (papers due no later than Friday)