Description: Your second project is to practice 3D modeling using polygons, NURBS, lighting, rendering, and texture mapping. For this project, you will be creating an environment that consists of at least 5 textured/material objects, at least one must use NURBS (loft, extrude, or revolve). For example, you could create a desk, chairs, monitor, cup, and book, having the screen illuminate (mesh lighting) the scene. You will submit the final model as well as any reference images that you used.

Please focus on the use of lighting, rendering, and texture mapping versus polygonal modeling.

Deliverables: Submit on Blackboard.

Grading Rubric
20pts: 3D model of your environment
5pts: Render of your environment using Arnold
5pts: Reference images of your environment