

GEELONG TECH SCHOOL

STUDENT WORKBOOK

3D DESIGN

MODULE 5 – RENDERING



STUDENT NAME:

SCHOOL:

MODULE 5 - RENDERING

INVESTIGATION: CREATING PHOTOREALISTIC IMAGES FROM 3D MODELS



Renderings are commonly used for marketing and sales purposes. In this module, you are required to create a photorealistic rendering of a mug that could be used for an ad campaign.

[Click here and attempt to place the supplied decals "GeelongTechSchool_Logo.png" and "LockIndustries.png" on the "Example Mug.f3d" Generate a photorealistic rendering of the mug.](#)

Click [here](#) to watch a video tutorial and follow along on your own device. Feel free to pause and rewind if you need to see a step again.



Paste a screenshot of your rendered mug.



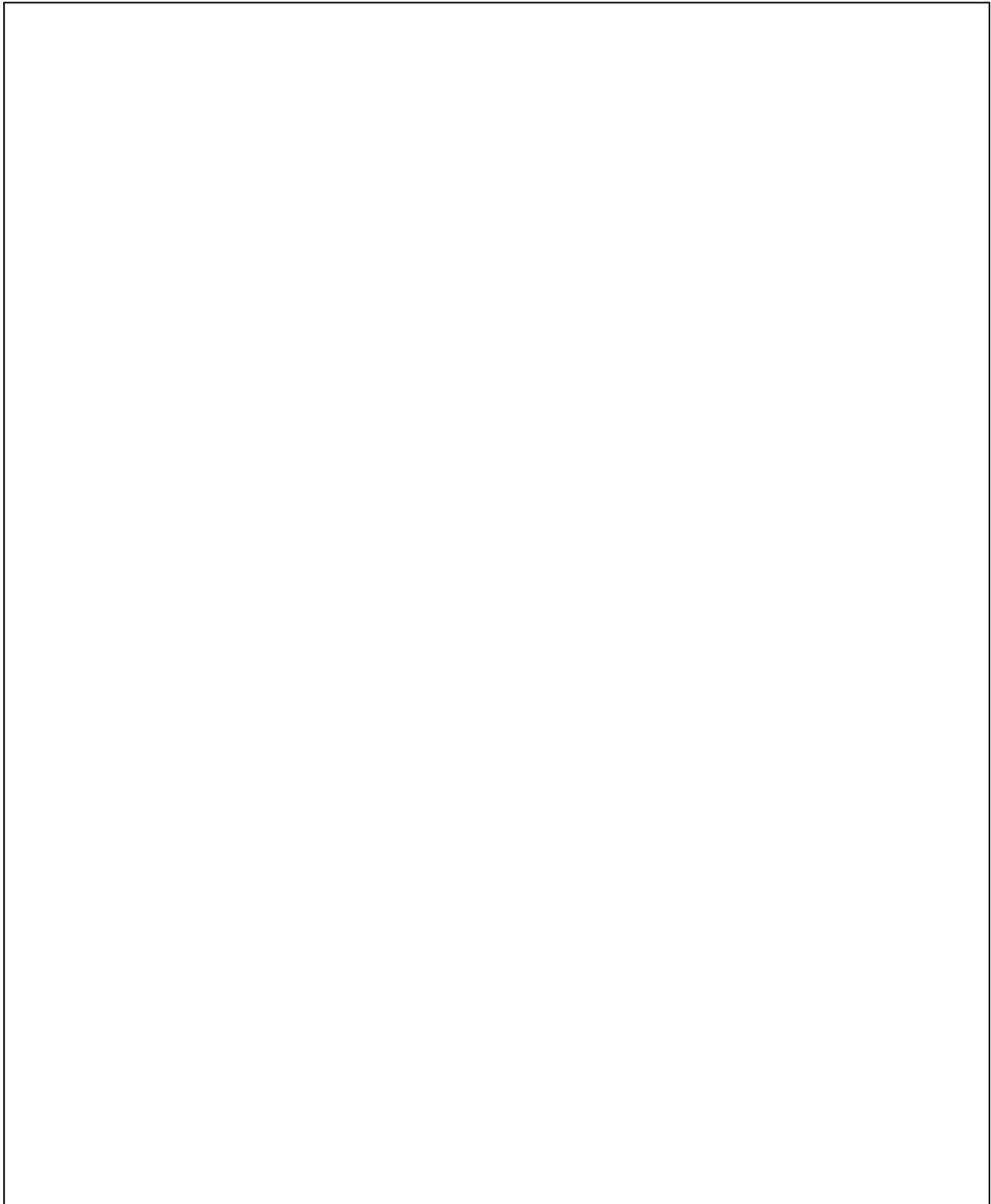
Q1. Where are renderings often used?



Go online and find an example of a rendering used for film or gaming. Paste a screenshot of your example below.



Go online and find an example of a rendering of a product used as an advertisement. Paste a screenshot of your example below.





Click [here](#) and complete the quiz (using Google Chrome, Firefox or Safari) to cement your knowledge. Paste a screenshot of your results in the section below, after you have completed the quiz.





EXTENSION ACTIVITY: Using other software such as Adobe Illustrator or Microsoft Publisher and your rendered mug image, create an advertisement for the world's greatest mug!

