INCOMING JOB · PIXEL POD GAMES LTD, DUNDEE

PIXEL POD

Hand-held games console

DECAL



FROM THE CLIENT

> Hi Studio team! We are a small games company in Dundee and our first hand-held console, the **Pixel Pod**, goes on sale next spring. The factory has not made a single one yet, but we need pictures for our website and for a games show **now**. Can you make our CAD model look like the real thing? We also need to choose the final colour, so please show us a few options.

TARGET MARKET

Gamers aged 8 to 14 who want a small, tough console that fits in a school bag. It will cost about £59.

YOUR JOB

Use **RenderClass** to turn the grey STEP model into **three photo-real renders** (the shot list is over the page). Apply the materials and the decal exactly as the client asks.



THE MODEL AS SUPPLIED · 9 parts · 156 × 78 × 23 mm

Download from the project page	
3D model	`PixelPod_Console.step`
Decal	`PixelPod_Decal_Screen.png`
Renderer	`detscotland.co.uk/RenderClass`

1 Load the STEP file

2 Paint the materials

3 Add the decal

4 Camera & lights

5 Save 3 PNGs

Render specification

MATERIALS · USE THESE IN RENDERCLASS

Part(s)	Material to choose	Colour	Real-life material
Casing	Plastic › Shiny plastic	Pixel Blue #2448FF	ABS, injection moulded
Screen	Plastic › Shiny plastic	Black #05060A	Toughened glass over the display
D-pad, Start, Select, shoulder buttons	Plastic › Rubber	Charcoal #1B1D24	Silicone rubber
Button A and Button B	Plastic › Shiny plastic	Blaze Orange #FF5A1F	ABS

DECAL · PixelPod_Decal_Screen.png



On the **Screen** part. Make it fill the screen, the right way up, with **PIXEL POD** at the top.

Finish: Shiny

TECHNICAL REQUIREMENTS

File type	PNG
Quality	Quick while testing, **Good** or **Best** for your final pictures
Picture size	Largest available (1400 px)
File names	Surname_Product_Shot.png, e.g. **Smith_PixelPod_Hero.png**

SHOT LIST · THREE RENDERS

1 Hero shot
Three-quarter view from the front right and a little above, so the screen, D-pad and buttons can all be seen. Soft studio photo, Fade-out floor (it gives a soft contact shadow).

2 Colour line-up
Keep the same camera and render the casing in three colours: Pixel Blue, Arctic White #F2F2F0 and Lava Red #E8322B. Pixel Pod will show these to gamers to choose the final colour.

3 Detail shot
Zoom in on the A and B buttons. Use depth of field so the buttons are sharp and the screen is softly blurred.

CLIENT CHECKLIST

- [ ] Every part matches the material and colour in the table
- [ ] The decal is in the right place, the right size and the right way up
- [ ] Highlights, shadows and reflections show the shape clearly
- [ ] No floating: the product sits on the floor with a contact shadow
- [ ] No noise, nothing cut off, saved as named PNGs

EXTENSION

Design a fourth colourway of your own for a special edition. Explain who it is for.