ASSESSMENT JOB · SIMMER DIM LIGHTING, LERWICK, SHETLAND

SIMMER DIM

Designer table lamp

DECAL



FROM THE CLIENT

> Hello from Shetland! In midsummer the sun hardly sets here, and the long, glowing twilight is called the **simmer dim**. Our new table lamp is named after it. It mixes a solid **oak** base, **aluminium** and **brass** metalwork and a bright **orange plastic** shade. We are launching it at a design fair in Edinburgh and need pictures for our catalogue before the first batch is made. Please make all three materials look real: warm wood, gleaming metal and a soft, matt shade.

TARGET MARKET

Adults aged 18 to 40 who want a stylish, well-made lamp for a desk, a bedside table or a reading corner. It will cost about £85.

YOUR JOB

This is your **Studio Shoot** assessment, so work on your own. Use **RenderClass** to turn the grey STEP model into a photo-real **hero shot** plus **one more render** from the shot list (over the page). Apply the materials and the decal exactly as the client asks.



THE MODEL AS SUPPLIED · 14 parts · 348 × 164 × 344 mm

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

1 Load the STEP file

2 Paint the materials

3 Add the decal

4 Camera & lights

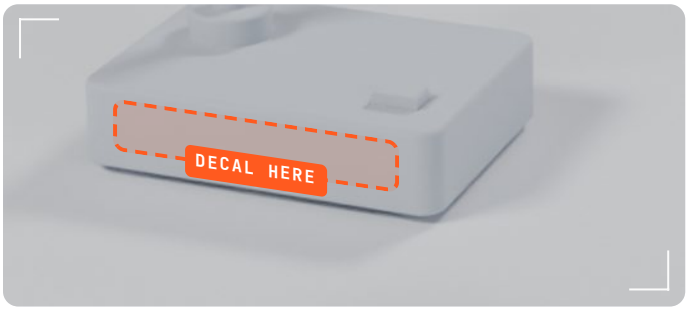
5 Save your PNGs

Render specification

MATERIALS · USE THESE IN RENDERCLASS

Part(s)	Material to choose	Colour	Real-life material
Base	`Wood › Oak`	(material colour)	Oak (a hardwood), oiled
Stem and Arm	`Metal › Aluminium`	(material colour)	Aluminium (a non-ferrous metal)
Collar, Knuckle, Shade knuckle	`Metal › Brass`	(material colour)	Brass (a non-ferrous alloy)
Shade	`Plastic › Matt plastic`	Simmer Orange #E8743B	Polypropylene (a thermoplastic)
Bulb holder	`Plastic › Matt plastic`	Ivory #F2EEE3	Urea formaldehyde (a heat-resistant thermosetting plastic)
Globe	`Acrylic & glass › Frosted acrylic`	(material colour)	Frosted glass LED bulb
Switch	`Plastic › Shiny plastic`	Black #16181F	ABS
Foot 1 to Foot 4	`Plastic › Rubber`	Charcoal #1B1D24	Silicone rubber

DECAL · SimmerDim_Decal_Logo.png



On the **flat front face of the oak base** (the long side below the switch). Centre it, the right way up, and keep a margin of wood all round it.

Finish: Matt (like a printed mark). Try Foil for a premium metallic finish.

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_SimmerDim_Hero.png**

SHOT LIST · SHOT 1 + ONE MORE

1 Hero shot
Three-quarter view from the front right, a little above, so the decal, brass joints and shade can all be seen. Try the Loft window studio photo for a warm feel. Fade-out floor.

2 Detail shot
Use the Portrait or Zoom lens and depth of field. Make the SIMMER DIM decal and the brass collar sharp and let the shade blur.

3 Catalogue cut-out
Save a PNG with a see-through background (no floor) so the catalogue designer can place the lamp on any page.

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 lamp stands on the floor with a contact shadow (except the cut-out)
- [ ] No noise, nothing cut off, saved as named PNGs

EXTENSION

Design a **Simmer Dim Night** version for bedrooms: choose a different timber and shade colour, render it and explain your choices using key words.