SCENE

★ The studio shoot

Practical assessment · 40 marks · about three lessons. This is your chance to show everything you have learned in Render Studio.

Your task

A new client has sent a job: **Assessment Brief 05**, the **SIMMER DIM** table lamp. It mixes **wood, metal and plastic**, so it tests every material skill you have learned. Download the STEP file and decal from the project page. Working on your own, use **RenderClass** to produce:

1. **A hero shot**: a three-quarter view, exactly as the client's shot list asks.
2. **One more render** from the shot list: the **detail shot** or the **catalogue cut-out** (you choose).
3. **A presentation page** (one slide or one A4 page) showing both renders, with notes that explain your choices.

What to hand in

- Your two PNGs, named like **Smith_SimmerDim_Hero.png** and **Smith_SimmerDim_Detail.png** (or **Smith_SimmerDim_Cutout.png**)
- Your presentation page (PowerPoint, Publisher or PDF)

RULES

Work on your own. You can use your course notes and the client brief. Your teacher can help if the software stops working, but not with your design choices.



WHAT GOOD LOOKS LIKE (Brief 04) · realistic materials, neat decal, soft shadows, nothing cut off

Your presentation page must include

- the client's name and the product
- your two renders, large and clear
- notes naming the **real-life material** of a wood, a metal and a plastic part
- notes about your **lighting**, **camera** and **render settings**, using key words
- a short **evaluation**: what went well, and one thing you would improve

Plan your three lessons

LESSON 1 · SET UP

- [ ] Download the lamp STEP file and decal
- [ ] Load the model the right way up
- [ ] Paint every part as the brief asks
- [ ] Add and fit the decal

LESSON 2 · SHOOT

- [ ] Studio lights, turn them, add the floor
- [ ] Find your hero view, choose a lens
- [ ] Test on Quick, save on Good or Best (PNG)
- [ ] Set up and save your second shot

LESSON 3 · PRESENT

- [ ] Build your presentation page
- [ ] Write notes with key words
- [ ] Check against the client checklist
- [ ] Hand in PNGs and your page

How you will be marked

Tick the last three columns to check your own work before you hand it in.

	Criteria	Marks	Not yet	Nearly	Got it!
A	**Materials** • Every part has the material and colour given in the brief • The materials look realistic: wood shows its grain, metals reflect, matt parts look soft • Your notes name the real-life material of a wood part, a metal part and a plastic part	8			
B	**Decal** • The decal is centred on the front of the oak base, as shown in the brief • It is the right size, the right way up, with a suitable finish	4			
C	**Lighting** • Highlights and shadows show the 3D shape clearly • The lamp stands on a floor with a contact shadow: no floating (except a cut-out) • Nothing is too dark or burnt-out white • The background suits the client and the target market	8			
D	**Camera and composition** • Your hero shot is a three-quarter view that shows the decal, the brass joints and the shade • The product fills the frame and nothing is cut off • Your second render matches a shot on the client's shot list	8			
E	**Render quality and export** • No noise: saved on Good or Best • Saved as a PNG at the largest picture size • Files named Surname_SimmerDim_Shot.png and saved in your project folder	6			
F	**Presenting and evaluating** • Your presentation page uses key words correctly to explain your choices • You check your renders against the client checklist and suggest one improvement	6			
	TOTAL	**40**			

KEY WORDS TO USE IN YOUR NOTES

render · STEP file · import · material · colour scheme · shiny / matt · reflection · highlight · transparent · texture · decal · key light · fill light · rim light · contact shadow · HDRI · three-quarter view · lens · depth of field · composition · pass · noise · light bounces · resolution · PNG · transparent background · target market

SENTENCE STARTERS

I chose **matt plastic** for the shade because the real lamp would be made from **polypropylene**, which…
I placed the **key light** on the left so that…
I used a **three-quarter view** because…
I saved the render as a **PNG** because…
To improve my render I would…