HOMEWORK 06 · TOPIC 6

Camera, *lights* & settings

Revise how lighting, camera and render settings affect a 3D CAD rendered illustration.

⏱ 30-40 MIN | PENCIL + RUBBER | 12 MARKS

Name

Class | Due

1 Describe the job of the **key**, **fill** and **rim** lights in three-point lighting. 3 marks

RENDERCLASS SKILL — NOT EXAM CONTENT

2 A render is dark, grainy and pixelated. Describe **two** ways to improve it. 2 marks

3 State one 3D CAD illustration technique, **other than lighting**, that makes a rendered model look realistic. 1 mark

4 State the picture shape you would choose for (a) a social media post and (b) a poster. 2 marks

RENDERCLASS SKILL — NOT EXAM CONTENT

KEY WORDS TO USE IN YOUR ANSWERS

LIGHT SOURCE | MATERIAL | TEXTURE | RENDER SETTINGS | RESOLUTION | PASSES | KEY / FILL / RIM LIGHT | PICTURE SHAPE

5 Explain why a rendered illustration is easier for a customer to understand than an orthographic drawing. 1 mark

6 Sketch a **plan view** (from above) of a three-point lighting set-up. 3 marks

RENDERCLASS SKILL — NOT EXAM CONTENT Show and label the **camera**, the **model**, the **key**, **fill** and **rim** lights, with arrows showing where each points.

PLAN VIEW

Type-in version: print this box, or render digitally and hand it in with this sheet.

Total ______ / 12