

A 3D rendering of a room filled with numerous modern armchairs. The chairs are arranged in a somewhat circular pattern, facing towards the center. They have a sleek, curved design with light-colored upholstery and dark, thin legs. The floor is made of dark wood planks. The lighting is soft, creating subtle shadows on the floor.

# Assignment 3

Rendering with Arnold Maya

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Final without text





Final with text

A collection of modern armchairs with curved backs and thin legs, arranged on a wooden floor. The chairs are in various shades of brown and tan, creating a natural and organic feel. The lighting is warm, casting soft shadows on the floor.

# Natural doesn't have to be Same

introducing the new vegetable tanned leather chair collection.  
Perfect for any interior.





- Leather chair + chair textures- ibotpl  
on cgtrader.com

- MASH grid displacement + random displacement + random color

- Wooden floor texture from Visualact

- Lighting - custom HDR by Greg Zaal on  
hdrihaven.com

- Render settings: 16:9 ratio, 2845x1600  
samples 4/5/2/2/2/2

- time: about 5 minutes