



## Tableware Render - Assignment 1

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This tableware set and environment is inspired by the Memphis design movement of the 80's

**Final Rendering**



Terrazzo

Ceramic and  
gold paint

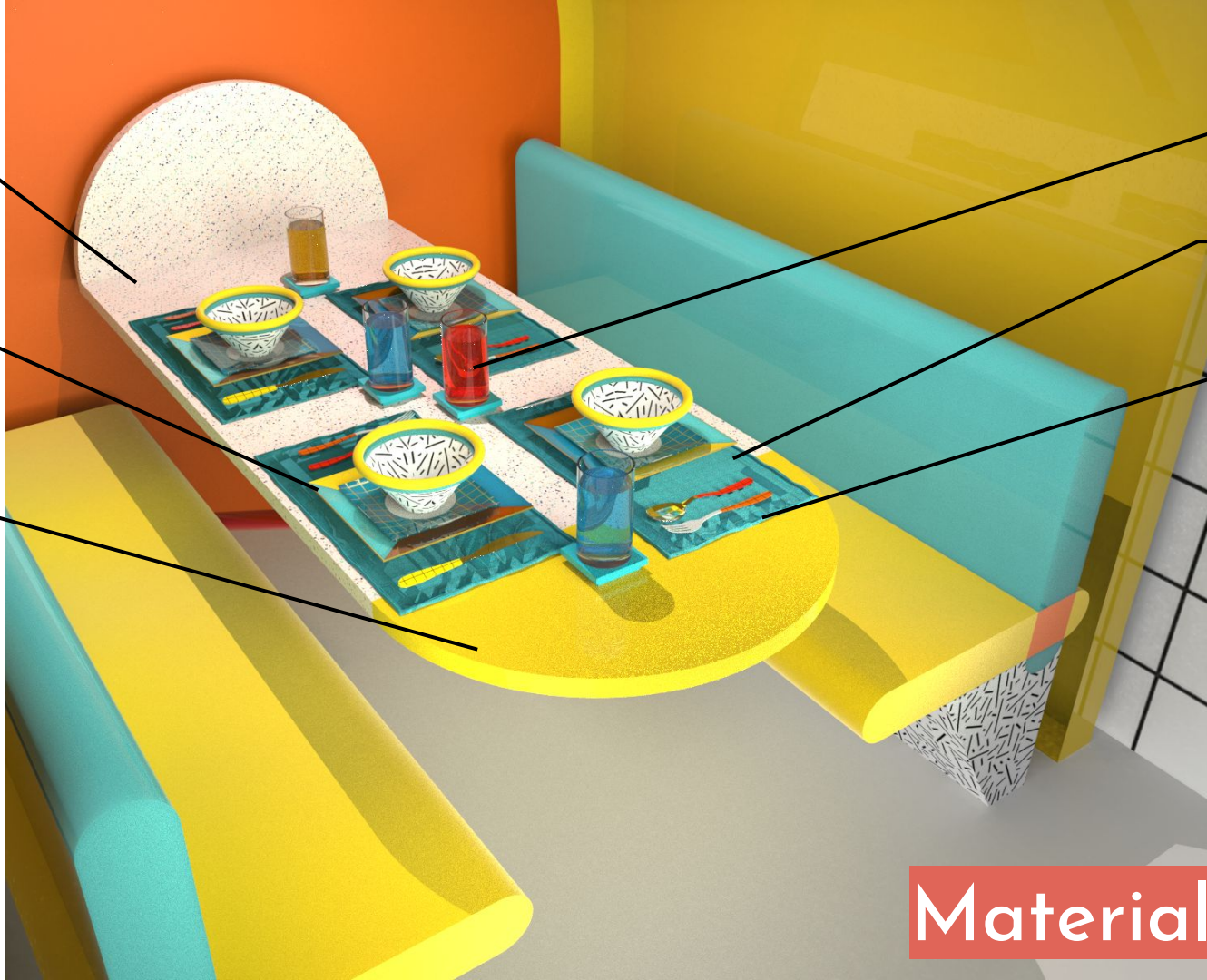
Plastic

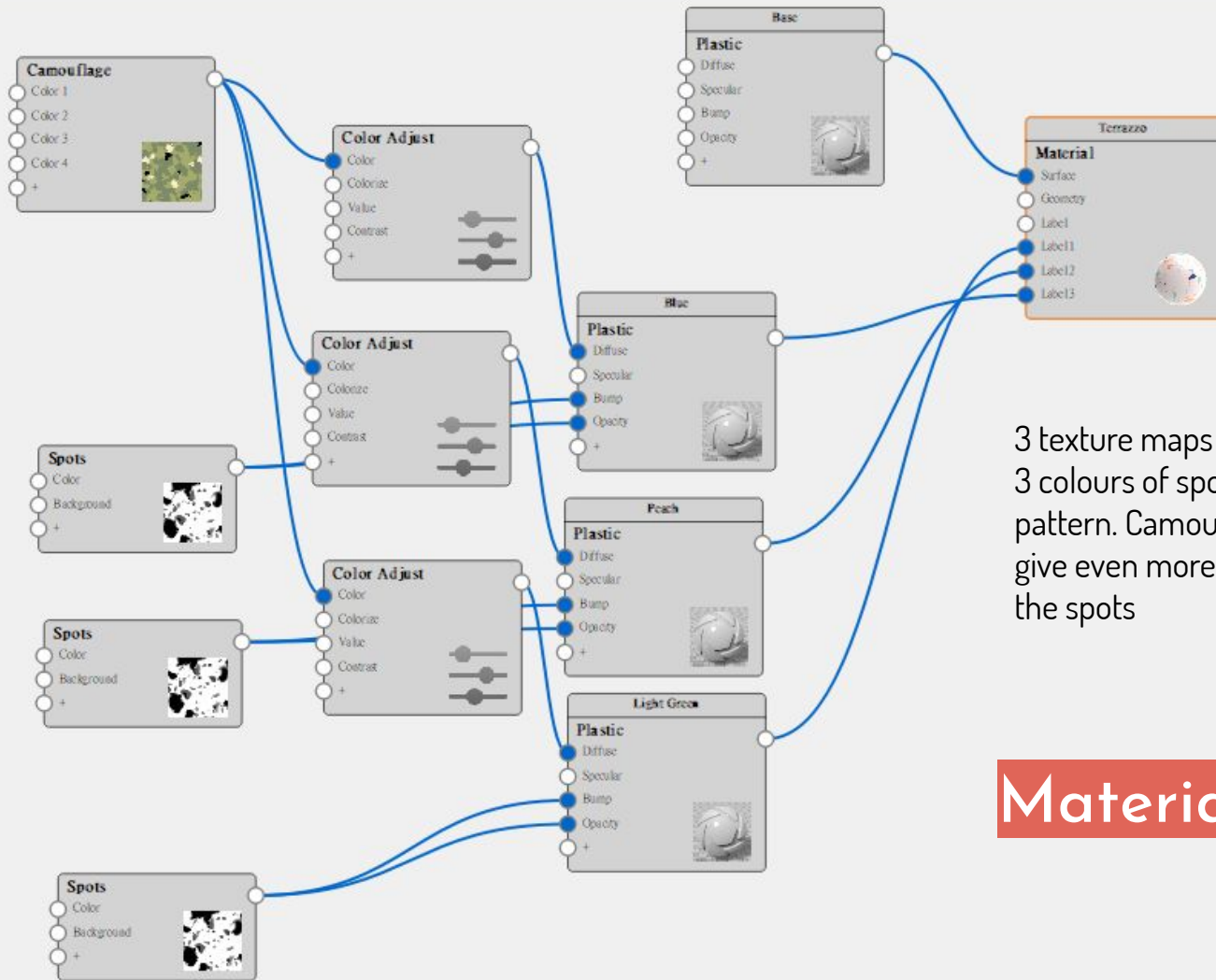
Glass

Weave

stainless steel  
and plastic

Material List

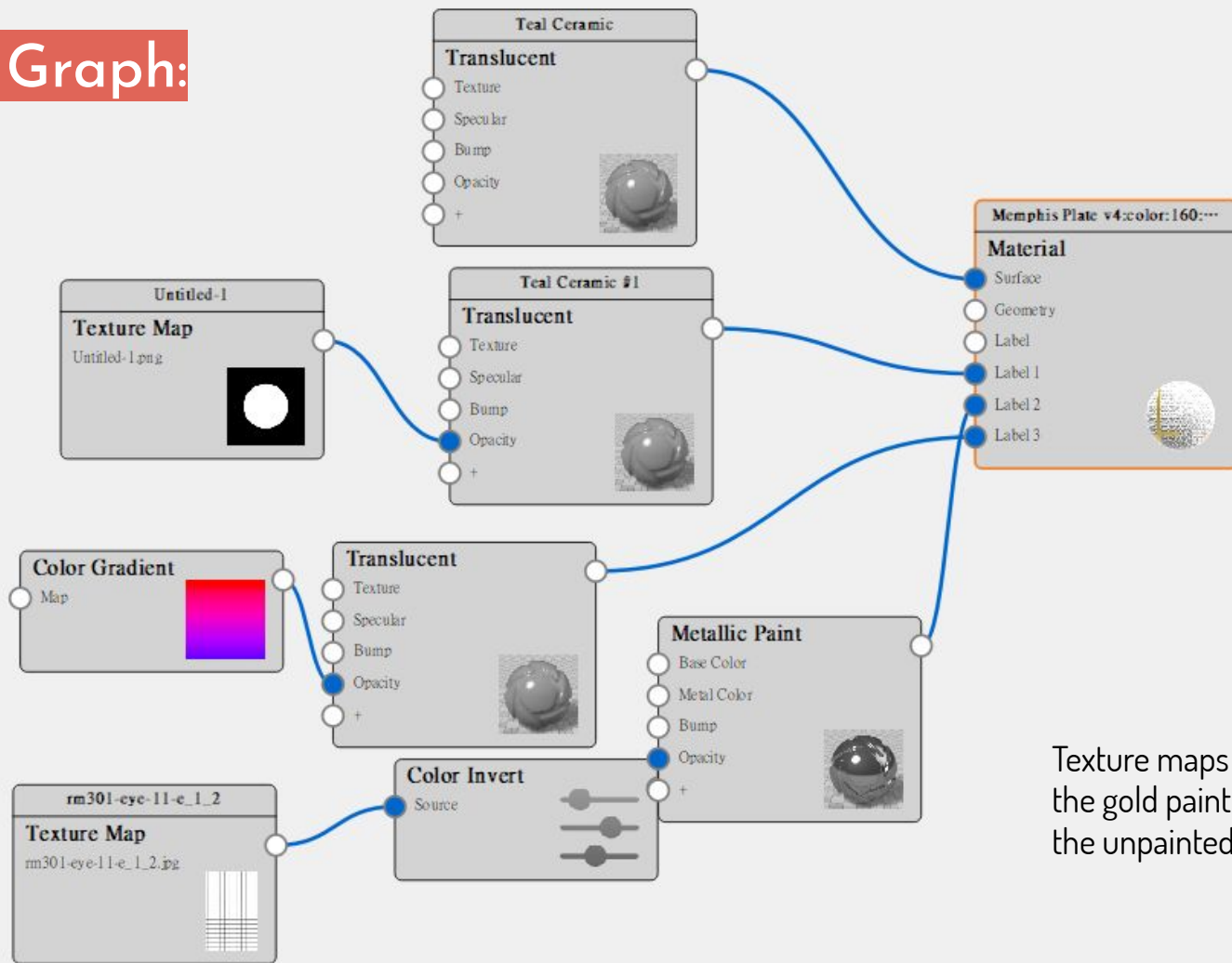




3 texture maps were used for the 3 colours of spot on the Terrazzo pattern. Camouflage was added to give even more tone variation to the spots

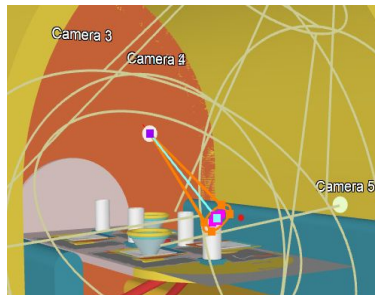
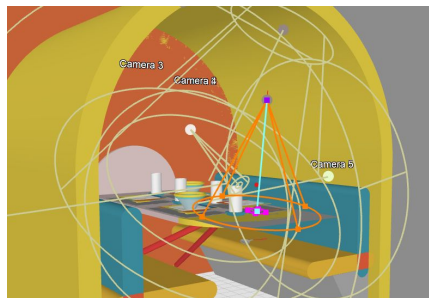
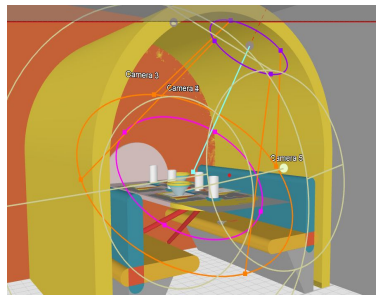
**Material Graph:**  
**Terrazzo**

# Material Graph: Plate



Texture maps were used to create the gold painted grid pattern and the unpainted circular center

# Lighting Location



# Caustic Effect and Render Settings

158 frames

## Lighting Presets

- ☐ Performance Mode
- ☐ Basic
- ☐ Product
- ☐ Interior
- ☐ Jewelry
- ☒ Custom

## Environment Lighting

Shadow Quality

- ☒ Ground Illumination
- ☒ Self Shadows

## General Lighting

Ray Bounces

- ☒ Global Illumination
- ☒ Caustics

## Rendering Technique

- ☐ Product Mode
- ☒ Interior Mode
- ☒ Smooth Global Illumination



