

Assignment 3 - *Rendering in Maya*

Render Settings: 2400x 1800px



Adidas Shoe Ad



Credits

Model: <https://grabcad.com/library/adidas-xtremetrek-1>



1. Adidas Shoe by Mustafa Aşan
2. Branding / Product Description Elements
3. Bifrost Simulation Tool

Light: Area Dome Light
Simple White Backdrop
Arnold Standard Materials
Water Dynamics, Color Contrast, and Perspective

Render Settings:
2400px x 1800px
4:38 minutes