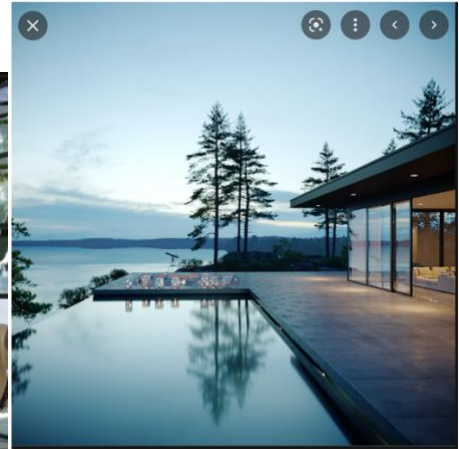


Project inspiration

- I got my inspiration from the two pictures below. The first picture gave me an inspiration on what perspective and angle I wanted to render the image from and how I wanted to create the inside of the house. The second image gave me ideas on the calm and peaceful water and all-window walls that look out to the water from the inside. I also wanted to create a scene that provides a story and more details as you take time looking at it.



Creating the project

- Using the inspirations above, I wanted to create a dream lake house that you would see in a real-estate magazine. I wanted it to be a house that I would love to live in and dream about. In order to achieve this, I tried making the house “dreamy”. By dreamy, I mean having the house organized and clean. I also made sure to add components that I personally love like books, plants, and sunset. I added some less-realistic components like clean windows or not super realistic sky to add to the dreaminess of the house. At the end of the day I wanted my scene to have some mystical and fantasy-like components!

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Objects made from scratch:

- I made the couch, blanket on the couch, coffee glass, coffee inside the glass, big coffee table, small coffee table, and the floor from scratch, which is more than half of the objects in the scene.
- I also created the ocean in the background using procedural generation and the sky using Nishita sky and Musgrave texture.
- I created some of the clouds from scratch through volumetric effects (mostly the clouds closer to the horizon). The rest of the cloud was created through texture nodes.

Objects downloaded from online:

- I downloaded the books and the plants from online.

Objects created with packages

- I created the windows using the Archimesh plug in.

- Adjusted the default texture through texture nodes to achieve the glass material that I wanted in the scene.
- Node-wrangler plug-in was used to create the cloud and the waves.

UV mapping and texturing from scratch

- UV unwrapped the couch cushions, couch frame, and the big coffee table.
- Created a texture via procedural generation with Blender's material nodes for the ocean, sky, coffee, and coffee glass.

Blender/cycles feature

- Used depth of field for camera to focus on the coffee cup and blur the ocean in the background

Contribution

- I did the project by myself so I did all the work

Cite your sources:

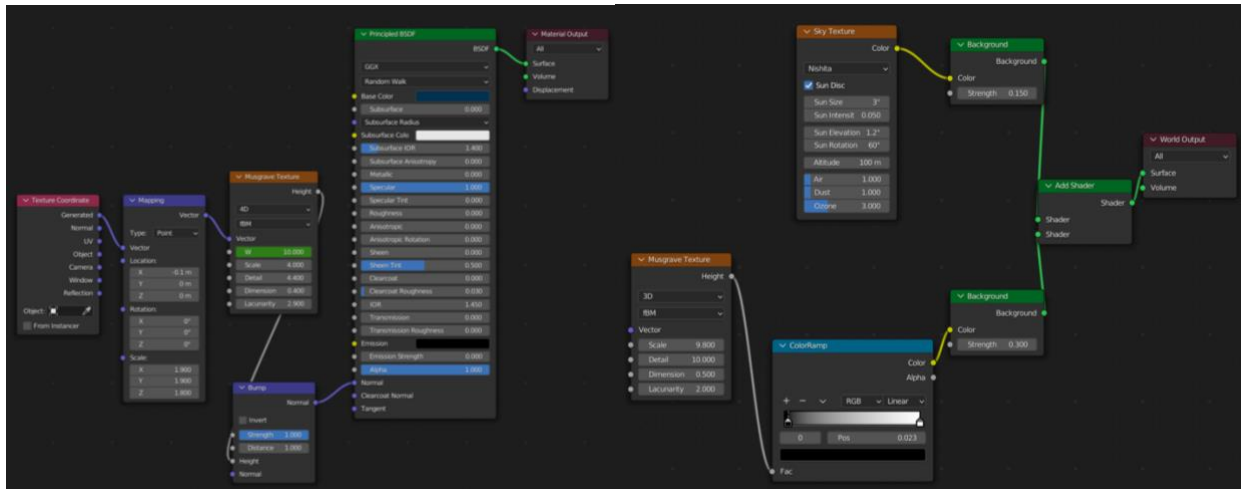
Couch: <https://www.youtube.com/watch?v=wb7yXRmA0w&list=PLjEaoINr3zgGgS-N9Ews90bDAYYL0P0NO>

Coffee glass and coffee (used the series):

<https://www.youtube.com/watch?v=7a0cHF57jkw&list=PLjEaoINr3zgEq0u2MzVgAaHEBt--xLB6U&index=14>

Sky: <https://www.youtube.com/watch?v=3flnepYSVsc&t=462s>

Water: https://www.youtube.com/watch?v=8m6oq_b9if0&list=PLhu-2cLSby8KIHFw960XumcGUzNZlwYrY&index=8



Camera

Camera

Lens

- Type: Perspective
- Focal Length: 50 mm
- Lens Unit: Millimeters
- Shift X: 0.000
- Y: 0.000
- Clip Start: 0.1 m
- End: 100 m

Depth of Field

- Focus Object: coffeeCup
- Distance: 10 m

Aperture

- F-Stop: 0.8
- Blades: 0
- Rotation: 0°
- Ratio: 1.000

Custom Properties