

## CS148 Final Project: “Shaun the Sheep” Bathroom Scene

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### How you met the project requirements?

- *Main geometries from scratch*: the four sheep, all the curtain, the rug on the floor, and the towel in the laundry baskets are completely modeled from scratch.
- *UV mapping and texturing from scratch*: UV unwrapped the sheep characters; created the texture of the rug, towel, and basket with procedural generation.
- *Blender/Cycles feature*: used depth of field.

### What each member of the group did?

Enci Liu did all the work.

### What assets you downloaded online?

- Porous vase: <https://www.cgtrader.com/free-3d-print-models/art/other/beautiful-vase-decor-9196849c-9c8a-4a16-9b4f-00fc8022dcbc>
- Bathtub: <https://www.cgtrader.com/free-3d-models/interior/bathroom/free-bathtub>
- Basket: <https://www.cgtrader.com/3d-models/furniture/other/laundry-jute-basket-natural>
- Binocular: <https://www.cgtrader.com/free-3d-models/exterior/other/classic-binocular-43b0ed3c-1545-4b9f-bbbf-39996212420a>
- Toilet: <https://www.cgtrader.com/free-3d-models/interior/bathroom/low-poly-qualitas-bathrooms-toilet-for-game-use>
- Painting: <https://www.cgtrader.com/free-3d-models/interior/other/bird-decoration-painting>

### What assets you made yourself?

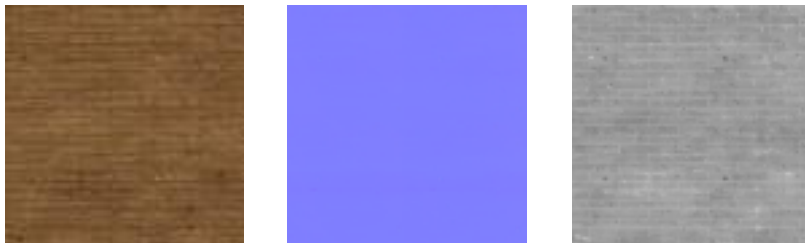
- All sheep (Snake Hook, Clay Thumb in the sculpting mode)



- Curtain (cloth physical property)
- Towel (cloth physical property)
- Rug (Blender nodes + hair particle property)



- Toilet paper (cylinder mesh)
- Floor (Blender nodes)



### What tutorials you referenced?

- Curtain: [https://www.youtube.com/watch?v=r\\_QnnjPQ2rU](https://www.youtube.com/watch?v=r_QnnjPQ2rU)
- Rug: <https://www.youtube.com/watch?v=zKvm1bJk8s4>
- Shaun the Sheep: <https://www.youtube.com/watch?v=ASOFOJY73-w>

### Final Image



**Variant A: different camera angle**



**Variant B: remove textures**

