

What each person in your group did:

- Luna: modelled gingerbread man, hot cocoa, ornaments and table
- Xuelin: modelled snowman, finetuned the image

What assets you got online, what assets you made yourself:

- We downloaded the tree and the background online. We made the rest of the objects.

How you met the project requirements:

- Main Geometry from scratch: All main objects other than the tree are modelled from scratch.
- UV mapping and Texturing from scratch: We UV unwrapped the snowman's hat and the cup by ourselves. We created the texture for the yellow ornament, the cocoa and gingerbread man's icing using procedural generation (noise texture).
- Create a custom/procedural material: We used bump nodes and other nodes for the yellow and teal ornaments, the gingerbread man, and the arms of the snowman. We use an RGB curve node to make the snowman's hat and scarf a brighter red color.
- Blender/Cycles feature: We used depth of field, motion blur (on the falling gingerbread man), and denoising.

Technical contributions:

- The snowman uses Node Wrangler add-on when modelling the texture of the hat and scarf. It uses the cloth simulation to let the hat collide into the head of the snowman.
- The icy, shiny texture of the snowman is made by adding band wood noise with a small size and saw second basis after displacement.
- We used fluid simulation to generate the steam coming from the hot cocoa.

Document/video you referenced:

Steam:

- Tutorial: <https://www.youtube.com/watch?v= K0XsHht6pg>

Gingerbread man:

- Tutorial: <https://www.youtube.com/watch?v=2fq1MrvJYZg>
- Gingerbread texture: <https://www.flickr.com/photos/3volutionphotography/3324617882>

Ornaments:

- Tutorial: <https://www.youtube.com/watch?v=j49ivqF3QDw>
- Deer texture: <https://pixabay.com/vectors/vintage-leaping-jumping-deer-1781619/>

Hot cocoa:

- Tutorial: <https://www.youtube.com/watch?v=gfjmpkfDXKA>
- Gingerbread house texture: <http://clipart-library.com/clipart/1481274.htm>

Table:

- Texture: https://polyhaven.com/a/wood_table_001

Snowman:

- Tutorial: <https://www.youtube.com/watch?v=q26zPkh4WX0>
- Tutorial 2: <https://www.youtube.com/watch?v=Kqxi9wlszb8>
- Hat and scarf texture: <https://ambientcg.com/view?id=Fabric026>
- Wooden arm texture: <https://ambientcg.com/view?id=Wood036>

Tree:

- Model: <https://resources.blogscopia.com/2015/04/15/christmas-tree/>