

Introduction

The second assignment requires you to recreate the lighting from a black & white precedent image.

You will analyze the light conditions in the image, speculate on the type and location of different light sources, figure out how to translate those light sources into lights in the rendering engine, and finally adjust any camera settings to arrive at a result that is similar to your precedent.

Assignment II

Find, study, and use as precedent, a black & white (or nearly black & white) photo, painting, or tone drawing that depicts an interesting shadow or lighting effect on an interior or architectural subject. (To maximize the time spent on lighting, it is recommended that you avoid any subjects that would be tricky or time-consuming to model.)

Model the subject of your precedent. The model may be a simplified or abstracted version of what you see in the precedent image. Feel free to use primitive shapes to approximate architecture features, as long as they don't significantly change the overall lighting of the scene.

Consider the quality of light in the image. Is it high contrast? Low contrast? What are the different types of light sources? How many of them are there? Are there any light sources outside the frame of the image? What is the relationship between the light source and the camera? How do the light sources in the image affect the rendition of tones in shadows? Is the lighting realistic? Is it artificial? How is the spatial reading of the subject affected by the lighting?

Using an untextured model, add lights and frame a view of your model to recreate the lighting of your precedent to the best of your ability. You should experiment with different light objects in Blender: Point Lights, Spot Lights, Area Lights, Sun Lights, and Environment maps. You should consider their power and relative intensities as well as the exposure of your overall scene. Using Camera parameters you should attempt to recreate the view framed by your precedent as closely as possible. You may also adjust Color Management settings in the Render properties tab, including the Exposure and the Look contrast (for best results, retain the AgX view transform).

Render your scene and save it as a black & white image with a resolution of at least 1080px × 1080px (the aspect ratio will vary, depending on your source material).

Upload your rendering and your precedent image to CourseWorks by October 13 at 11:59pm.

Example Precedent Images



MOS Architects, *Mixed Use No. 2*



Naho Kubota, *Logan Offices*
by SO-IL



Silvia Celorrio, *Notre-Dame du Haut* by Le Corbusier



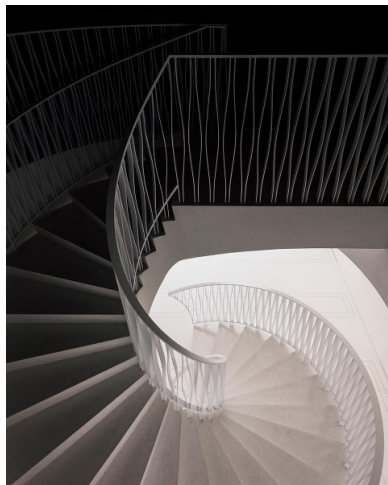
Hélène Binet, *Jewish Museum, Berlin* by Daniel Libeskind



Balthazar Korab, *Milwaukee War Memorial* by Eero Saarinen and Associates



Ezra Stoller, *M.I.T. Chapel* by Eero Saarinen



Stijn Bollaert, *Royal Museum of Fine Arts* by KAAO Architecten