CS148 Final Project Report

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Inspiration

I aimed to recreate the following image, courtesy of IKEA's bedroom gallery. As the bedroom seemed to extend into another room, I had modified it to fit into a single room, cropping the image at the right curtains.



https://www.ikea.com/us/en/rooms/bedroom/gallery/a-modern-space-full-of-calming-bedroom-ideaspubfe5de960

Final Image



Variant A



Variant B



Project Requirement Fulfillment

Geometry

All geometry was created from scratch.

UV Mapping and Texturing

I UV unwrapped the following objects and applied the following textures:

- Bed headboard and baseboards: <u>https://ambientcg.com/view?id=Fabric066</u>
- Flower pot: <u>https://ambientcg.com/view?id=Clay001</u>
- Base of lamp on the far left: https://www.poliigon.com/texture/plain-flat-drapery-fabric-grey/6215
- Plant: <u>https://ambientcg.com/view?id=Bark001</u>
- Cone on the far right on the dresser: <u>https://ambientcg.com/view?id=Fabric034</u>
- Pieces on the wall art: <u>https://ambientcg.com/view?id=Fabric073</u>
- Pages on edges of books: texture download from tutorial

I create a procedural smooth concrete texture for the floor.

Blender/Cycles feature

I used depth of field to make the plant and pot blurry while keeping the main focus on the bed. I had also used the particle system to create the rug and denoising.

Tutorials Referenced

- Curtain: <u>https://www.youtube.com/watch?v=kVvOk_7PoUE&ab_channel=BlenderBox</u>
- Pillow: <u>https://www.youtube.com/watch?v=GnjPD6zeAqA</u>
- Blanket: https://www.youtube.com/watch?v=ZBqBkM7w3ik&t=699s&ab_channel=Bro3D
- Rug: <u>https://www.youtube.com/watch?v=bFV0y2-g1Kk&ab_channel=ThilakanathanStudios</u>
- Books: <u>https://www.youtube.com/watch?v=lZalkmRK5Gc&ab_channel=BlenderStuffs</u>
- Folded book: <u>https://www.youtube.com/watch?v=aDOxTniM0Wg&ab_channel=RigiT</u>
- Tree: <u>https://www.youtube.com/watch?v=MDXB3SDQHYw</u>
- Procedural concrete: https://www.youtube.com/watch?v=uCyUt1Jaufk&t=634s&ab_channel=RyanKingArt