

Original Work Completed

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This past week I have been working on completing my Original Work. My Original Work is focusing on understanding which of the following has a greater impact on the realism in renderings: Reflections, Shadows, or Lighting. I had completed the survey last week and had moved onto completing the research and the analysis portion of my Original Work. Focusing on the analysis part I looked at the varying results and found the difference in realism and then ordered them from greatest to least. I also finished the research portion where I learned about the human field of view, depth of field, and texture mapping. Some interesting things I learned include the difference and impact of binocular and monocular vision and how binocular vision affects our depth perception. Something that I also found interesting was the Circle of Confusion that defines the area of blurriness in an image which aids the viewer to distinguish depth. I also learned about how all those factors can be used to increase the realism of renderings. After completing all the research and analysis I was able to compile it into a cohesive document. Overall this week I learned more about how humans perceive their surroundings and was able to complete my original work.