

Project 1 – Complex Scene – Candles & Lantern

Houdini Version: 15.0.244.16

Average Render Time	Resolution	Samples	Number of lights	Min/Max Rays
45 min	HD 1280 x 720px	4 - 4	46	1 - 9



RESUBMIT MODIFICATIONS

- Included high-res wireframe and still.
- Added some light contribution from candles.
- Blurred the main shadow from the lantern light (Modified from point to sphere light with area size of 0.008).

PROJECT DESCRIPTION

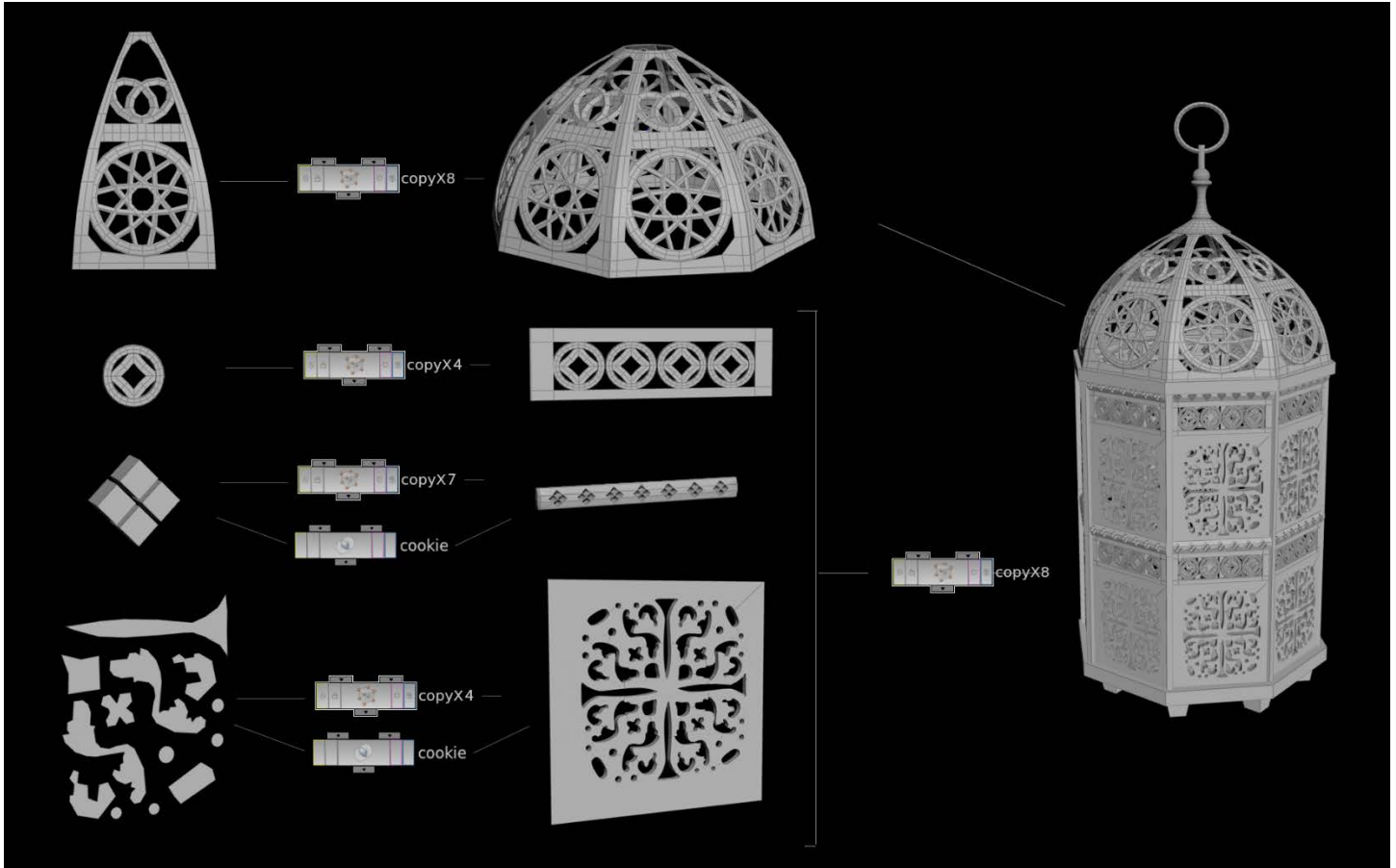
For this project I decided to do candles and a lantern. My objective was to do most of the objects using copy nodes and instances. I used this process to create everything in the scene.

PROBLEMS AND SOLUTIONS

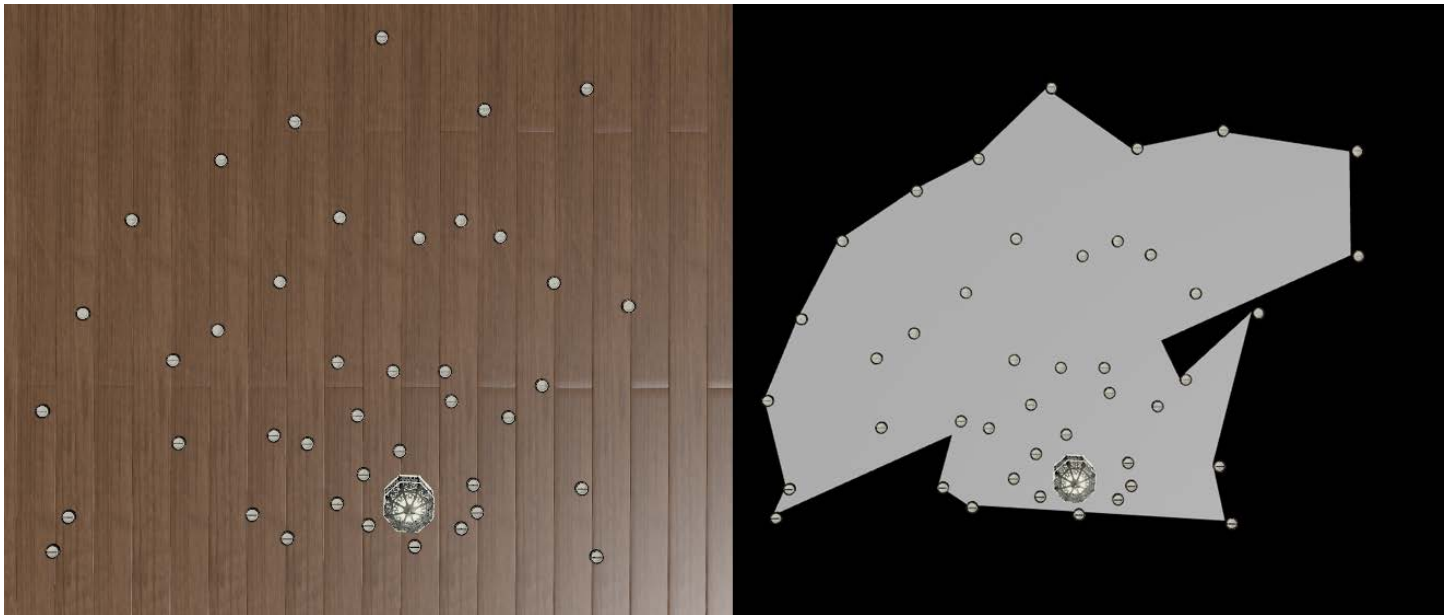
FLAMES - I started doing the flames using pyro and I realized that because the candles were not a hero asset, a similar result could be achieved using a simple grid and a constant shader with an animation of the flame.

WEIRD LANTERN SHADOW – When rendering my scene, the lantern's shadow on the floor was not being generated correctly. After troubleshooting with my professor, we realized that the problem was caused by the subdivide node on the floor planks. I solved this issue by removing this node.

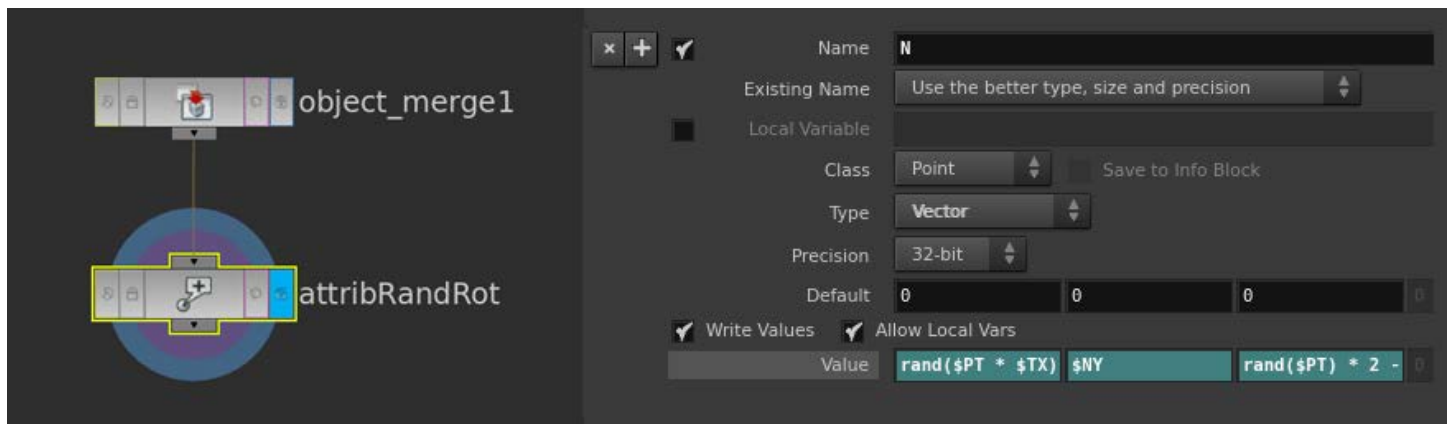
MODELING THE LANTERN



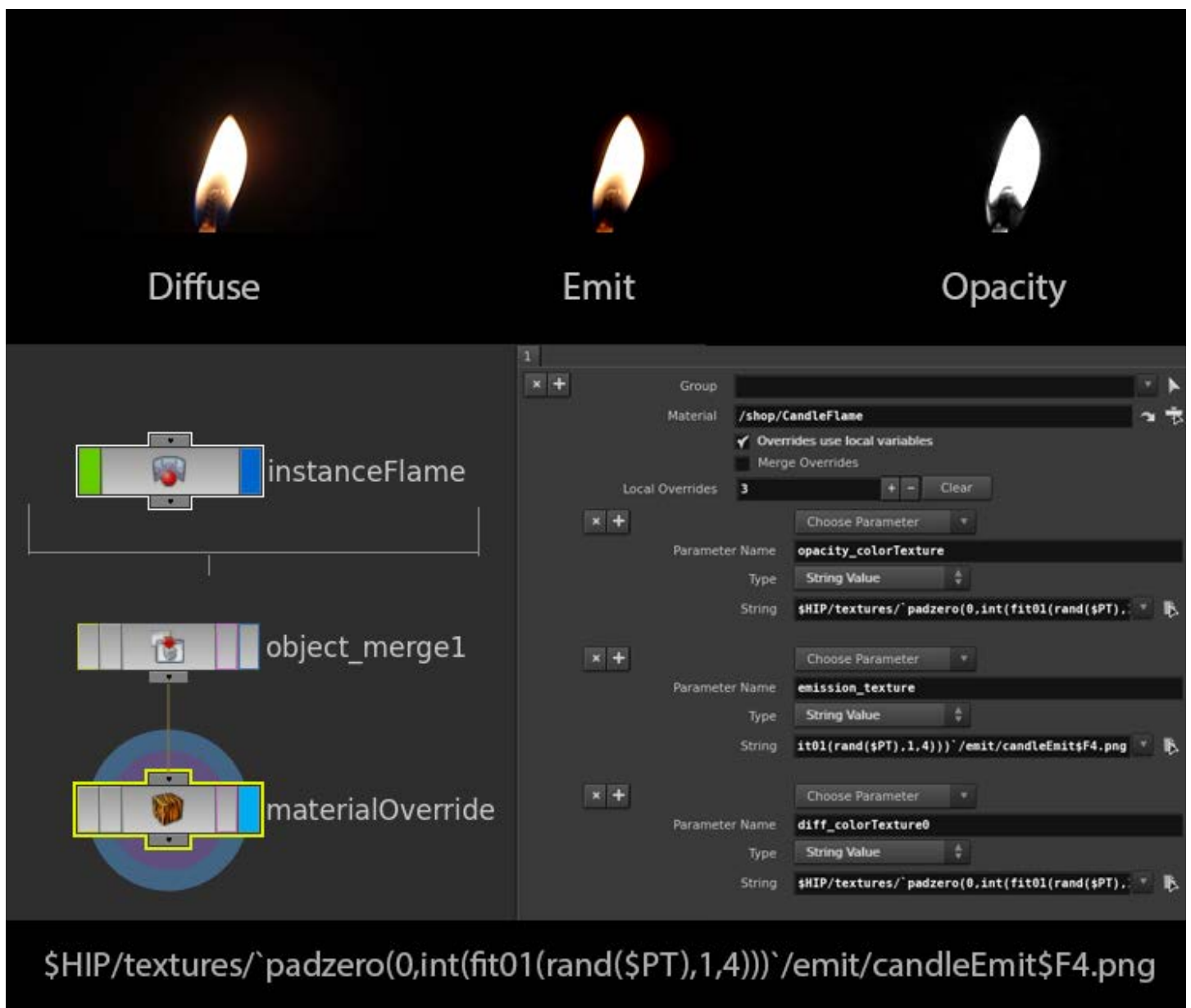
CANDLES



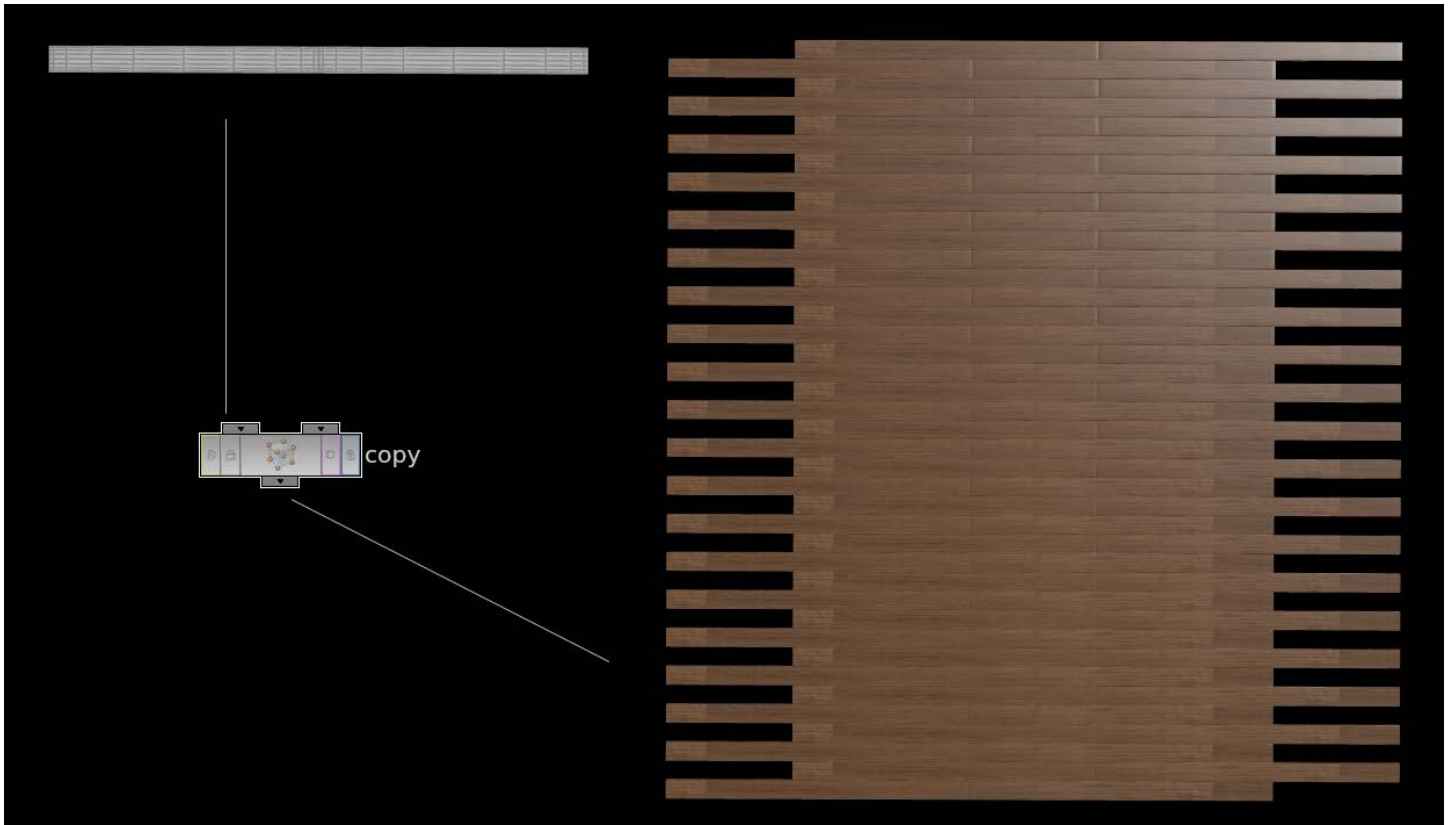
Instance Rotation variation



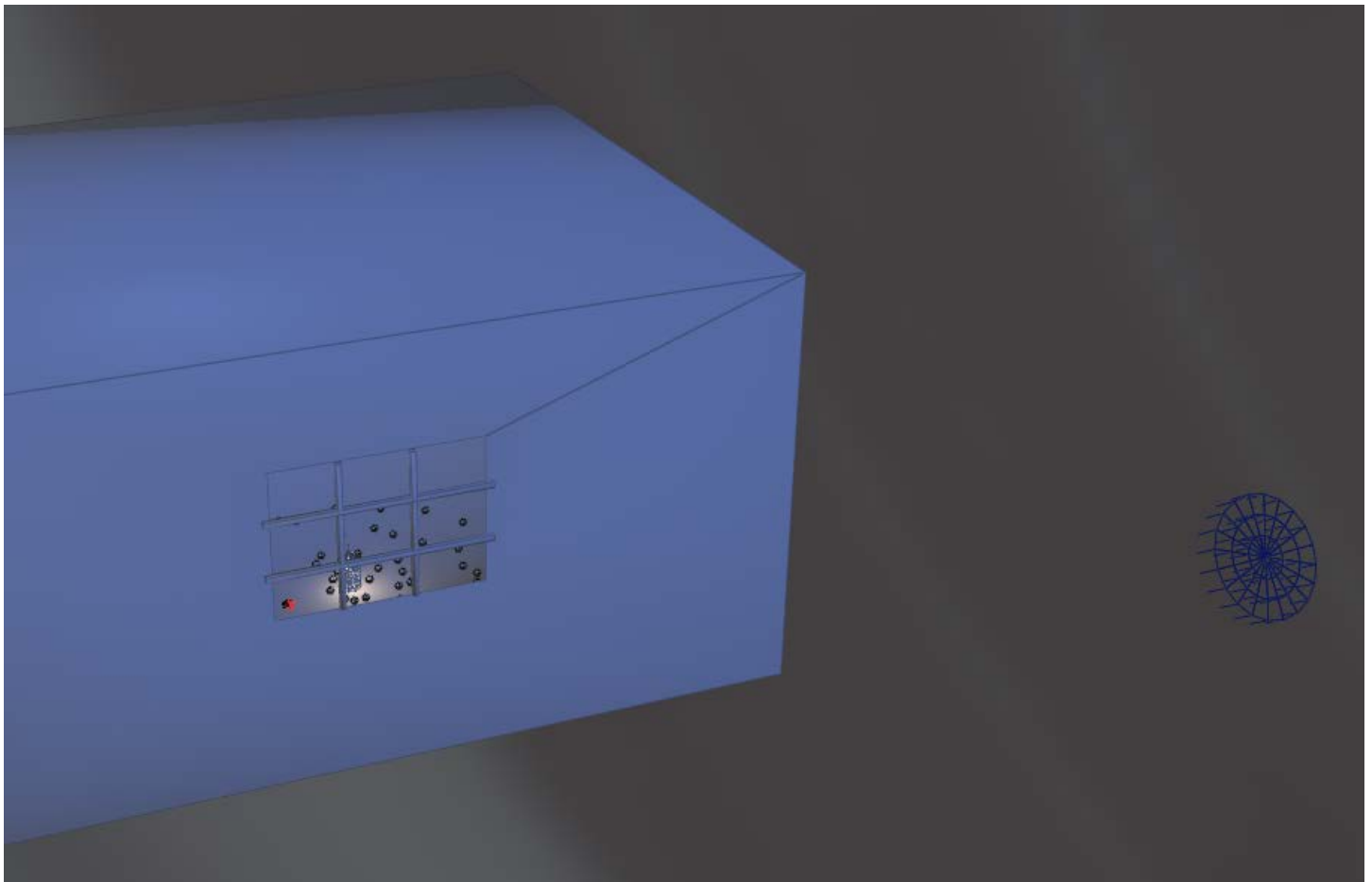
FLAMES



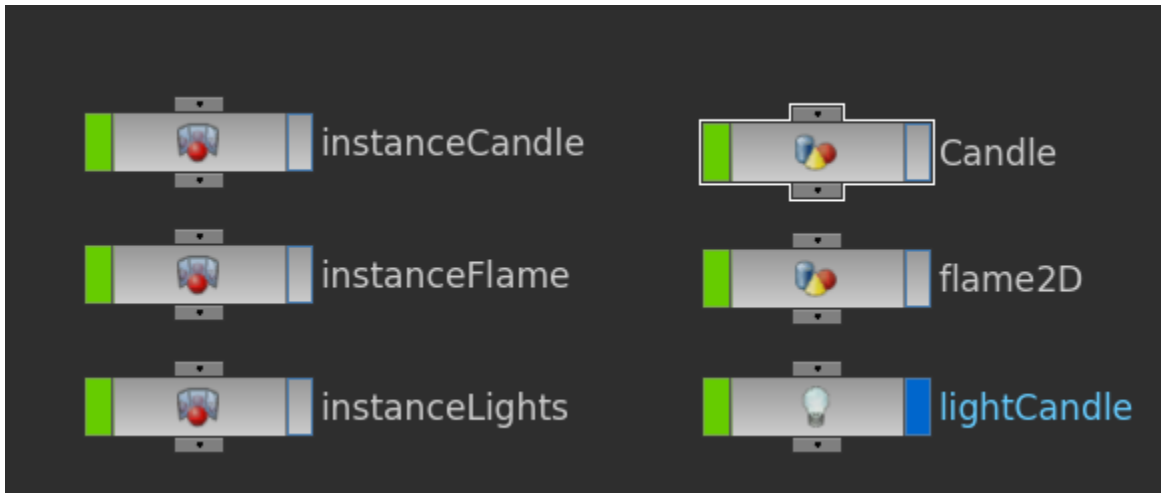
FLOOR



SCENE



INSTANCING



HOW CAN I MAKE IT BETTER?

- Render in a higher quality to remove the noise.
- More variation in flame animation.
- More variation in candle position.