

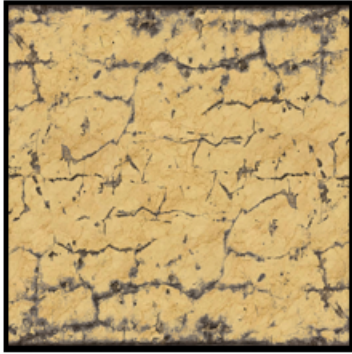
COMMON SHADER SETUP

ITGM 352 ENVIRONMENT AND LEVEL DESIGN

PROJECT TITLE: AFTERMATH

STUDENT NAME: DUSTIN BARGER QTR: SPRING SEC: _____

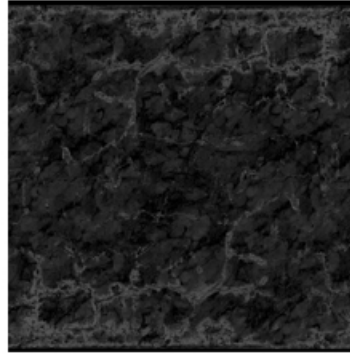
COLOR



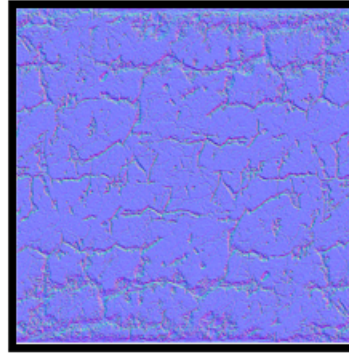
**SPECULAR
COLOR**



**SPECULAR
INTENSITY**



BUMP/NORMAL



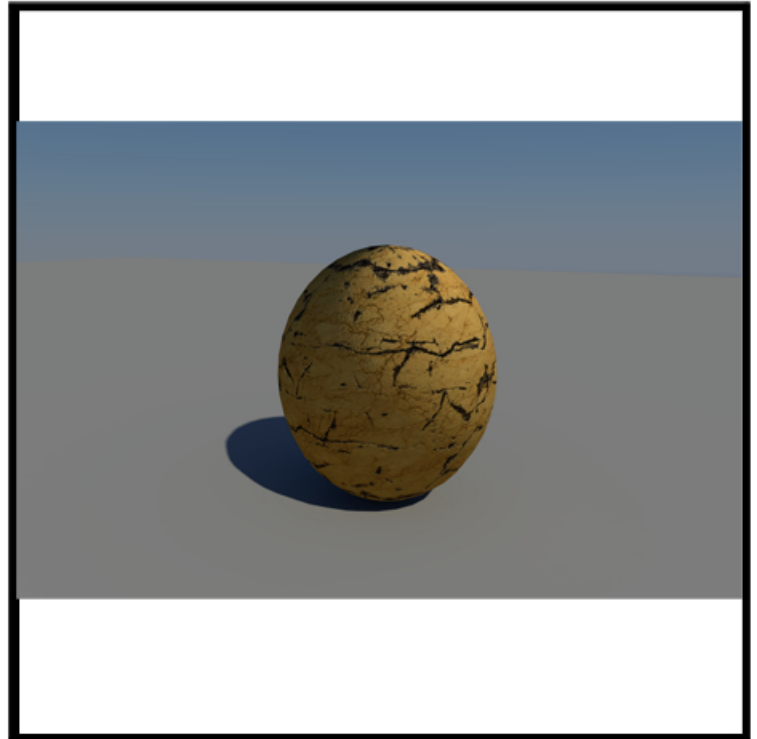
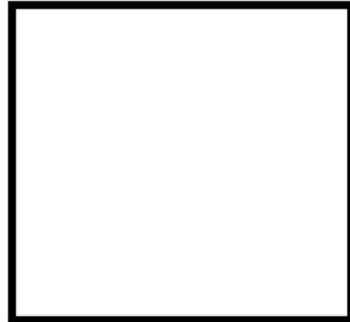
**REFLECTION
(AS NEEDED)**



**REFRACTION
(AS NEEDED)**



**OPACITY
(AS NEEDED)**



MATERIAL #: 1

SHADER NAME: CRACKED STUCCO

SHADER TYPE: BLINN

RENDERING ENGINE: MENTAL RAY

COMMON SHADER SETUP

ITGM 352 ENVIRONMENT AND LEVEL DESIGN

PROJECT TITLE: AFTERMATH

STUDENT NAME: DUSTIN BARGER QTR: SPRING SEC: _____

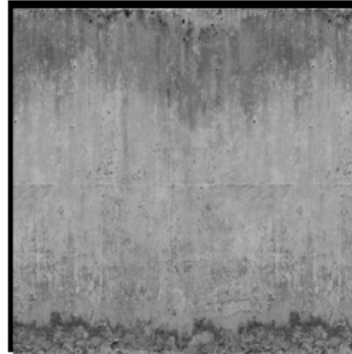
COLOR



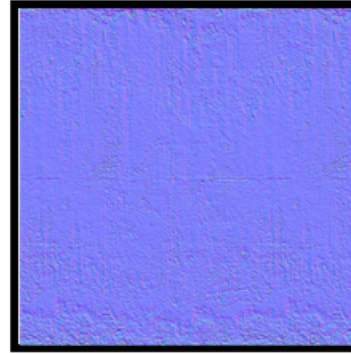
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COLOR**



**SPECULAR
INTENSITY**



BUMP/NORMAL



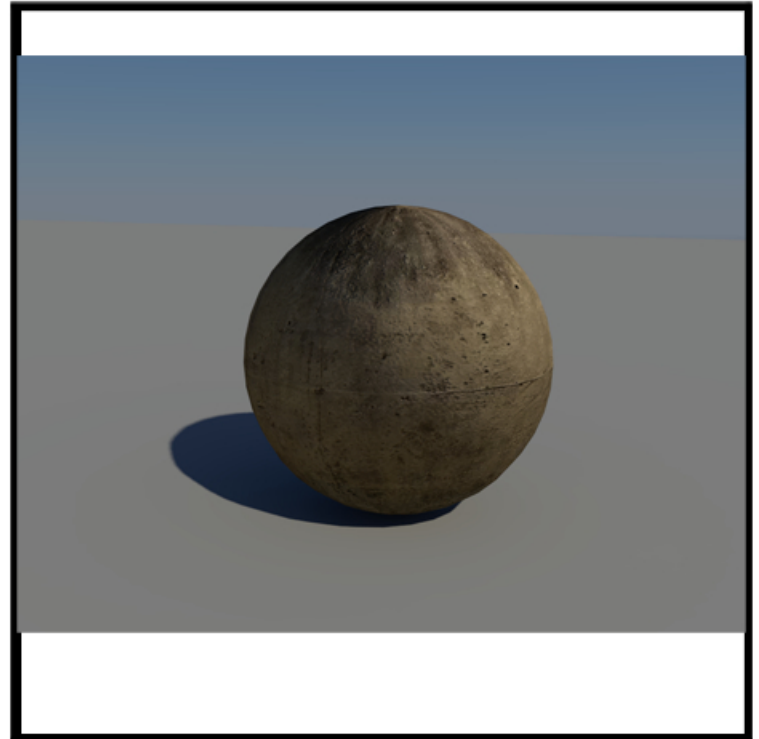
**REFLECTION
(AS NEEDED)**



**REFRACTION
(AS NEEDED)**



**OPACITY
(AS NEEDED)**



MATERIAL #: 2

SHADER NAME: OLD CEMENT

SHADER TYPE: BLINN

RENDERING ENGINE: MENTAL RAY

COMMON SHADER SETUP

ITGM 352 ENVIRONMENT AND LEVEL DESIGN

PROJECT TITLE: AFTERMATH

STUDENT NAME: DUSTIN BARGER QTR: SPRING SEC: _____

COLOR



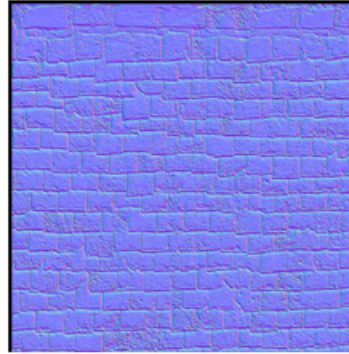
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COLOR**



**SPECULAR
INTENSITY**



BUMP/NORMAL



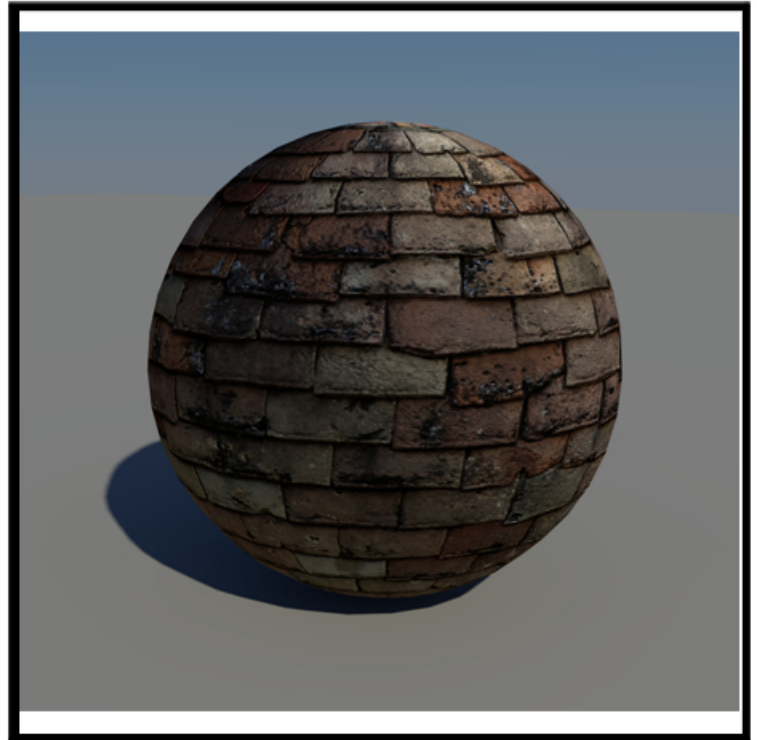
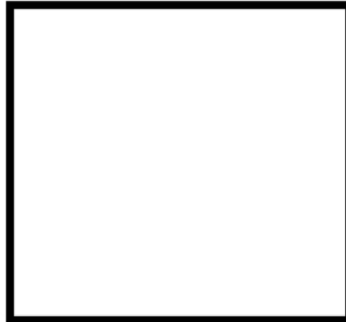
**REFLECTION
(AS NEEDED)**



**REFRACTION
(AS NEEDED)**



**OPACITY
(AS NEEDED)**



MATERIAL #: 3

SHADER NAME: CHURCH ROOF

SHADER TYPE: BLINN

RENDERING ENGINE: MENTAL RAY

COMMON SHADER SETUP

ITGM 352 ENVIRONMENT AND LEVEL DESIGN

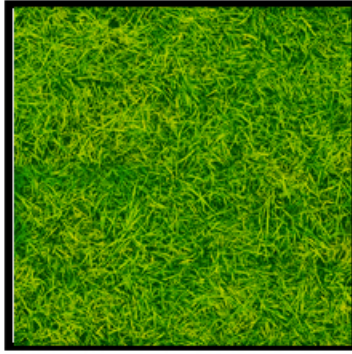
PROJECT TITLE: AFTERMATH

STUDENT NAME: DUSTIN BARGER QTR: SPRING SEC: _____

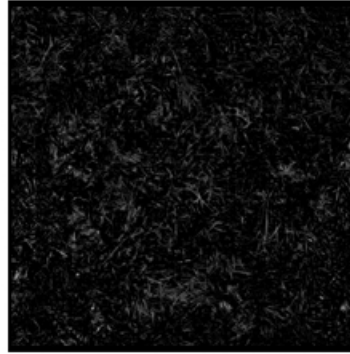
COLOR



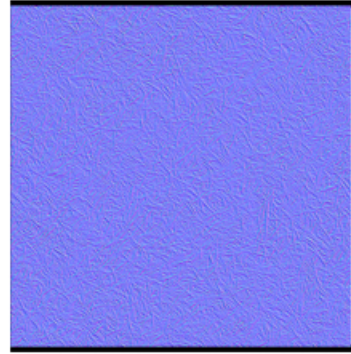
**SPECULAR
COLOR**



**SPECULAR
INTENSITY**



BUMP/NORMAL



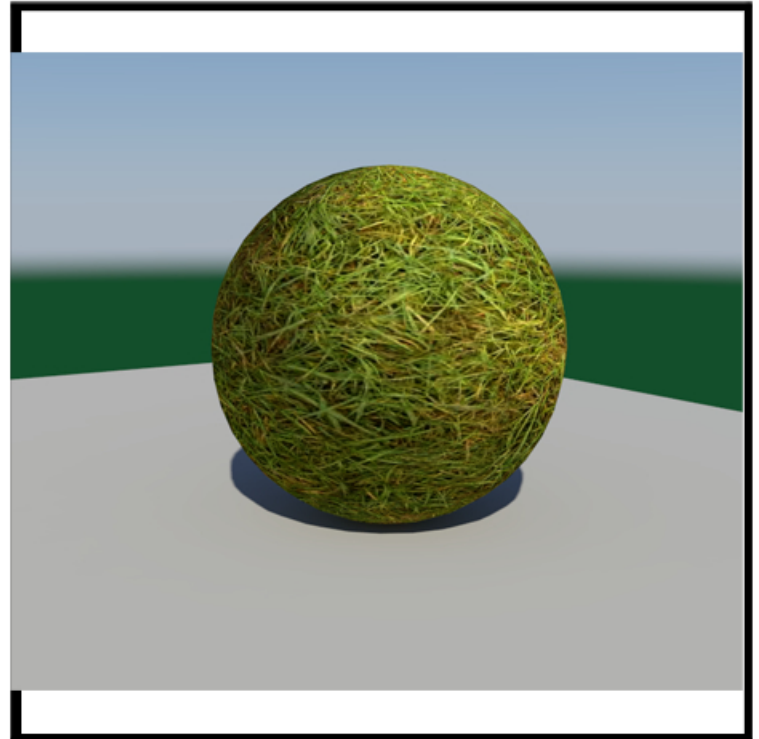
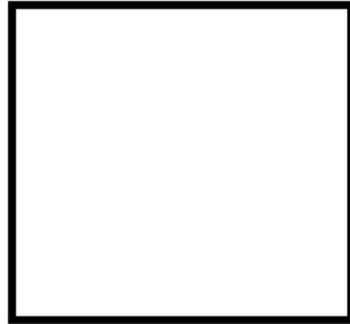
**REFLECTION
(AS NEEDED)**



**REFRACTION
(AS NEEDED)**



**OPACITY
(AS NEEDED)**



MATERIAL #: 4

SHADER NAME: GRASS

SHADER TYPE: BLINN

RENDERING ENGINE: MENTAL RAY

COMMON SHADER SETUP

ITGM 352 ENVIRONMENT AND LEVEL DESIGN

PROJECT TITLE: AFTERMATH

STUDENT NAME: DUSTIN BARGER QTR: SPRING SEC: _____

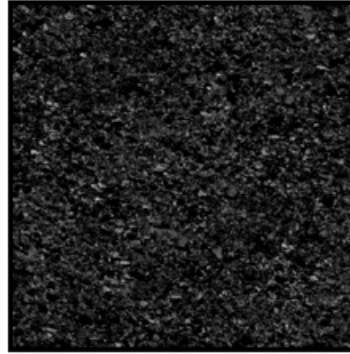
COLOR



**SPECULAR
COLOR**



**SPECULAR
INTENSITY**



BUMP/NORMAL



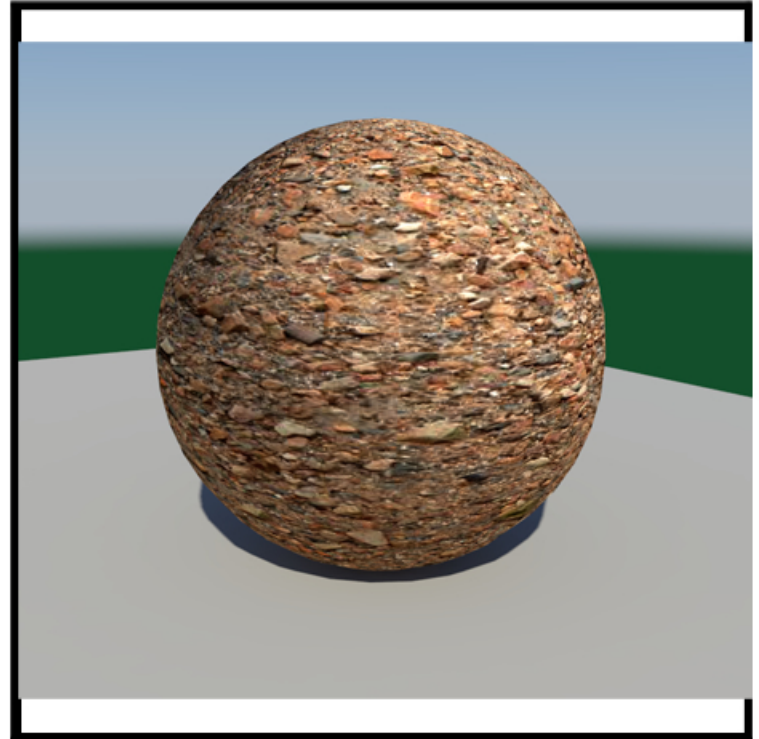
**REFLECTION
(AS NEEDED)**



**REFRACTION
(AS NEEDED)**



**OPACITY
(AS NEEDED)**



MATERIAL #: 5

SHADER NAME: DIRT

SHADER TYPE: BLINN

RENDERING ENGINE: MENTAL RAY

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

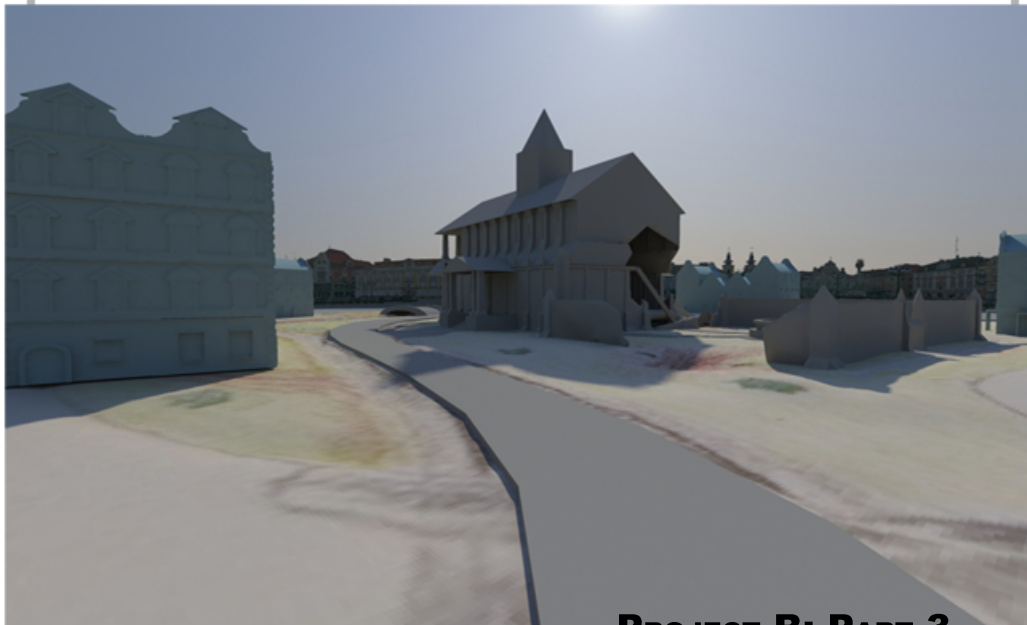
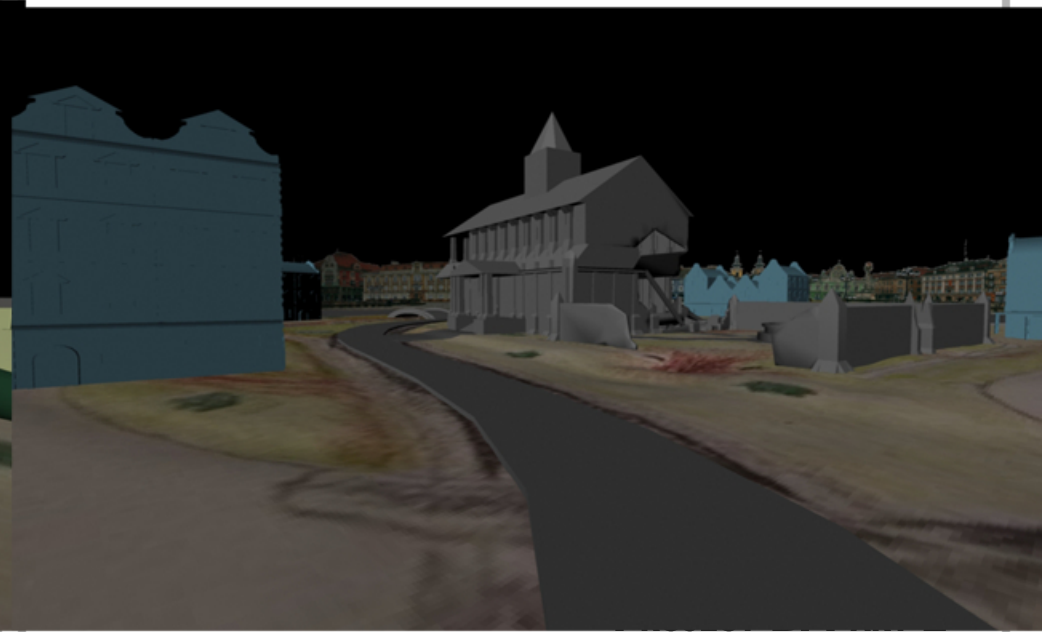
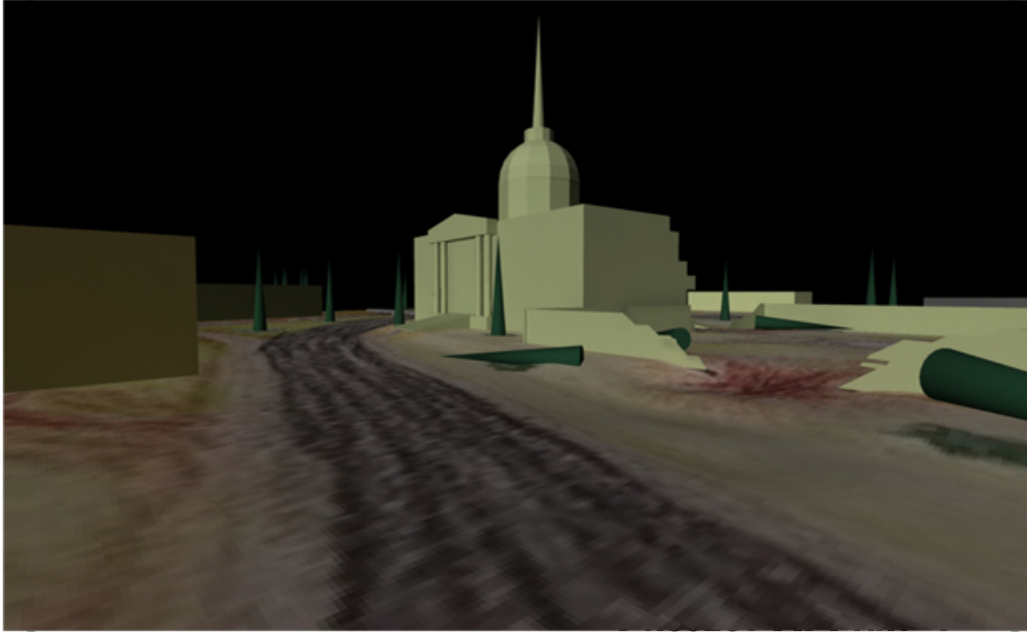
PROJECT TITLE: AFTERMATH_____

STUDENT NAME: _DUSTIN BARGER_____

QTR: _SPRING_____

SEC: _CAMERA: 1_____

AREA: _____



PROJECT B: PART 3



PROJECT B: PART 4

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

PROJECT TITLE: AFTERMATH _____

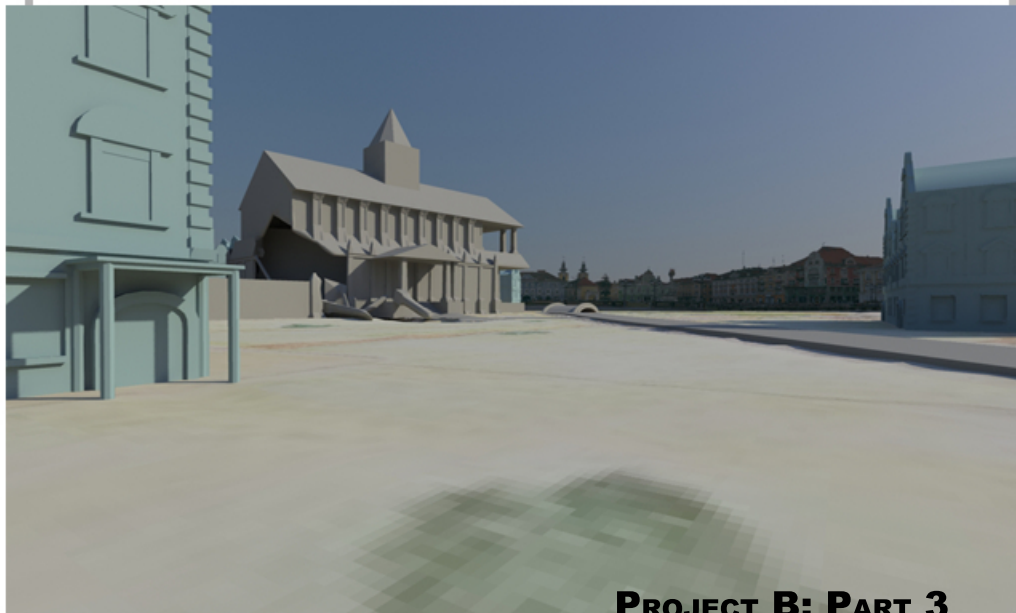
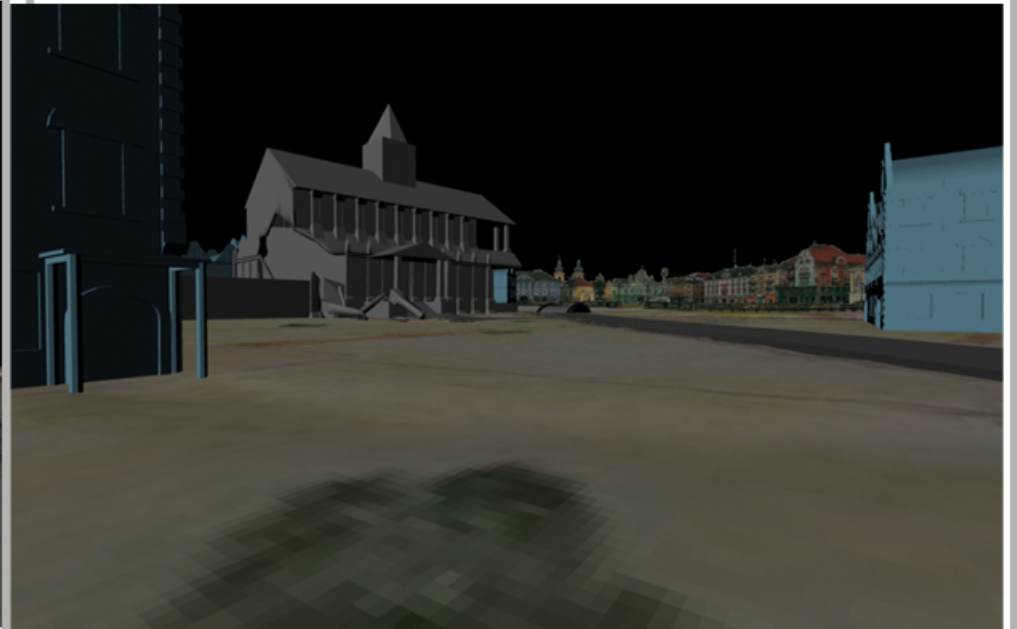
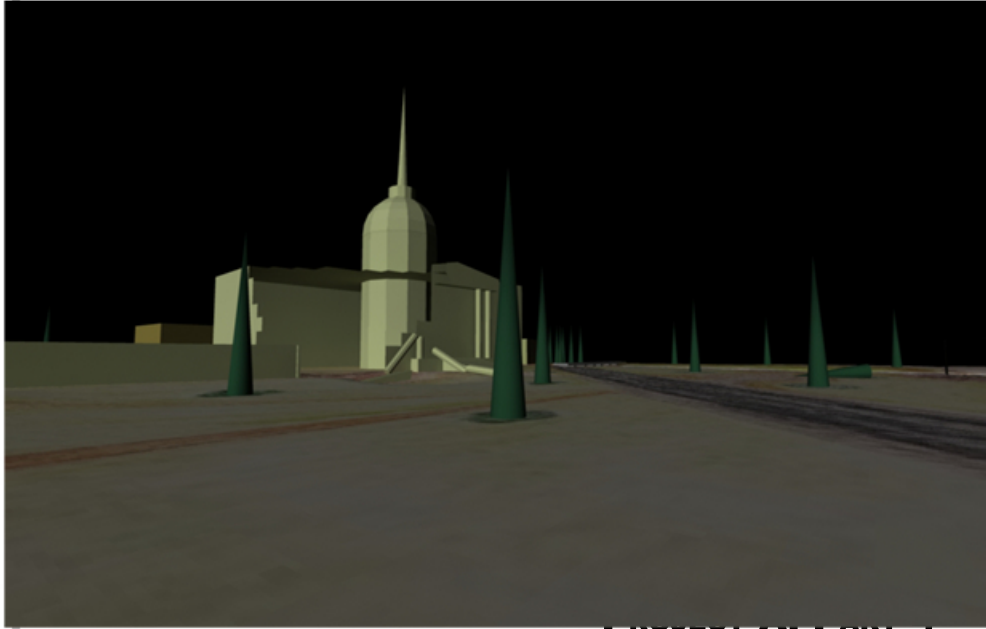
STUDENT NAME: DUSTIN BARGER _____

QTR: SPRING _____

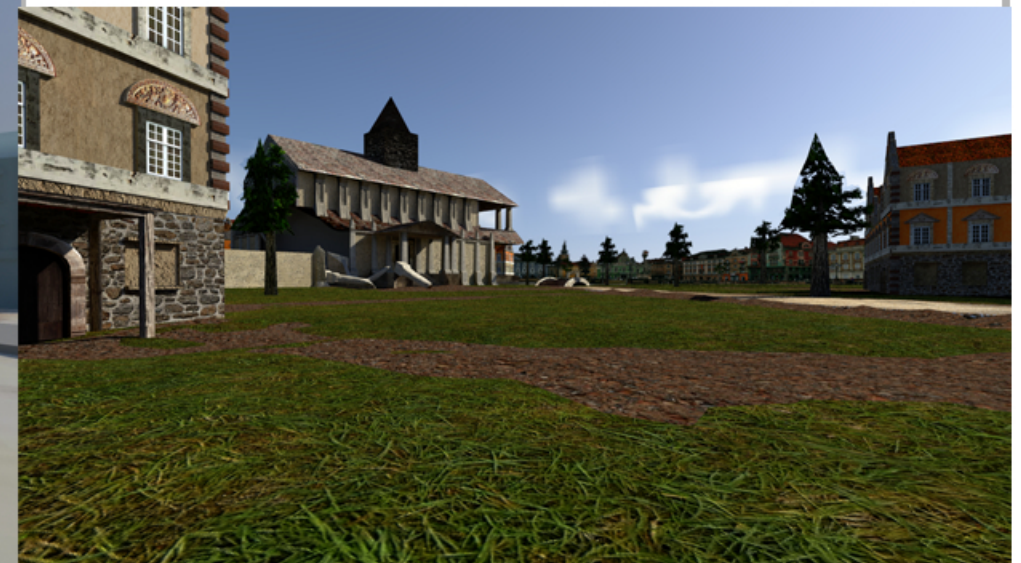
SEC: _____

CAMERA: 2 _____

AREA: _____



PROJECT B: PART 3



PROJECT B: PART 4

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

PROJECT TITLE: AFTERMATH

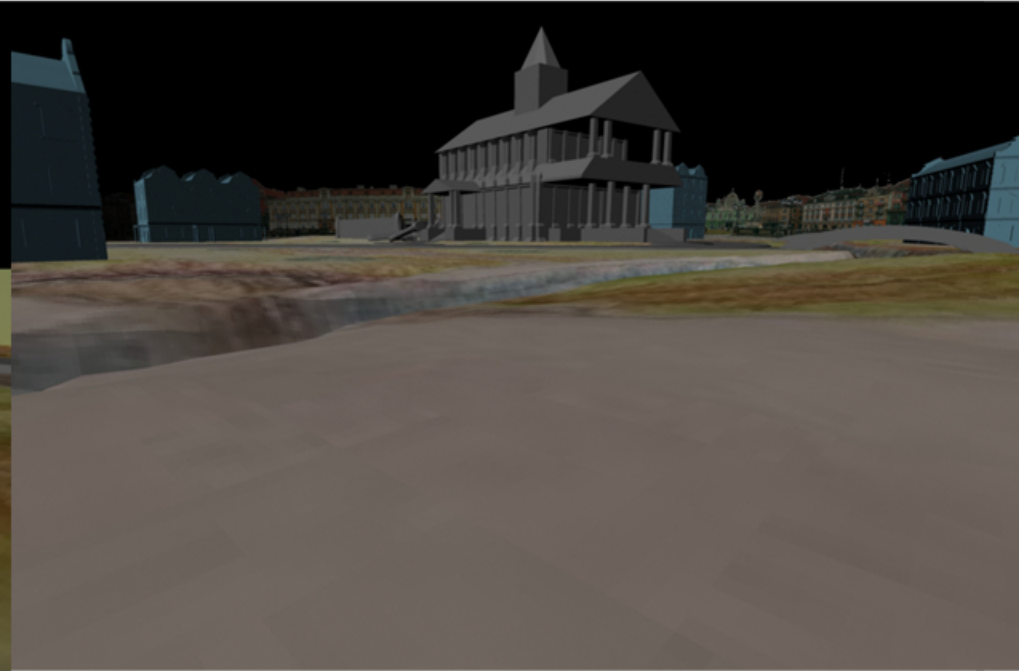
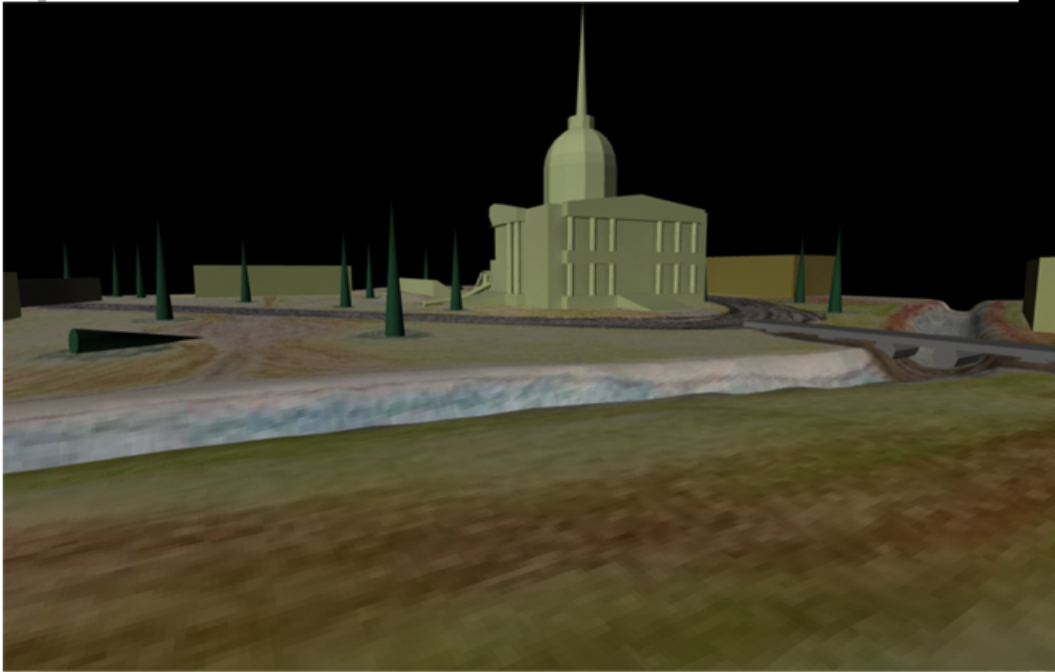
STUDENT NAME: DUSTIN BARGER

QTR: SPRING

SEC:

CAMERA: 3

AREA:



PROJECT B: PART 3

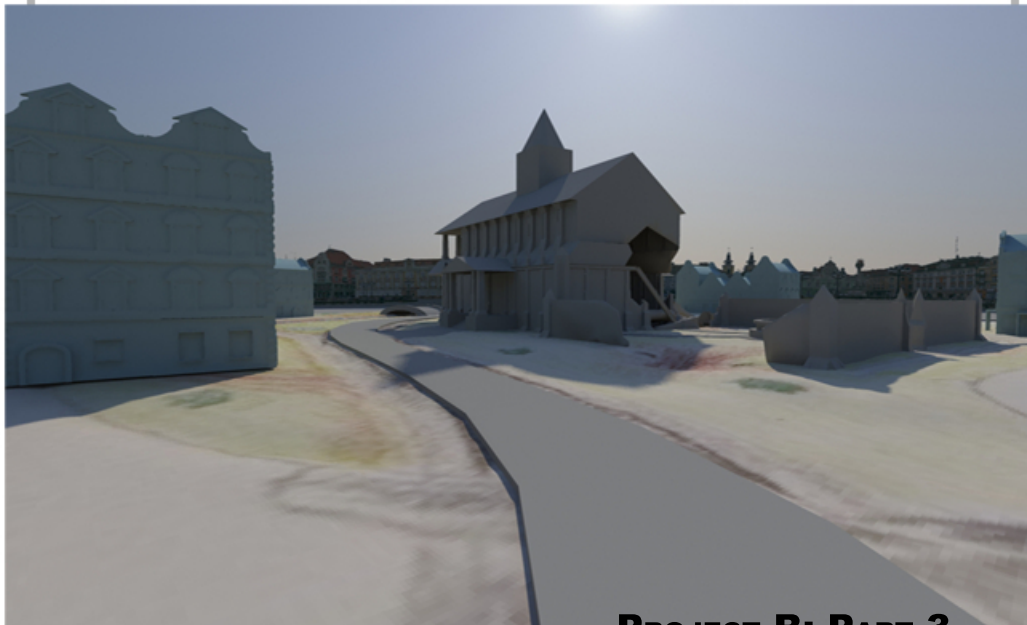
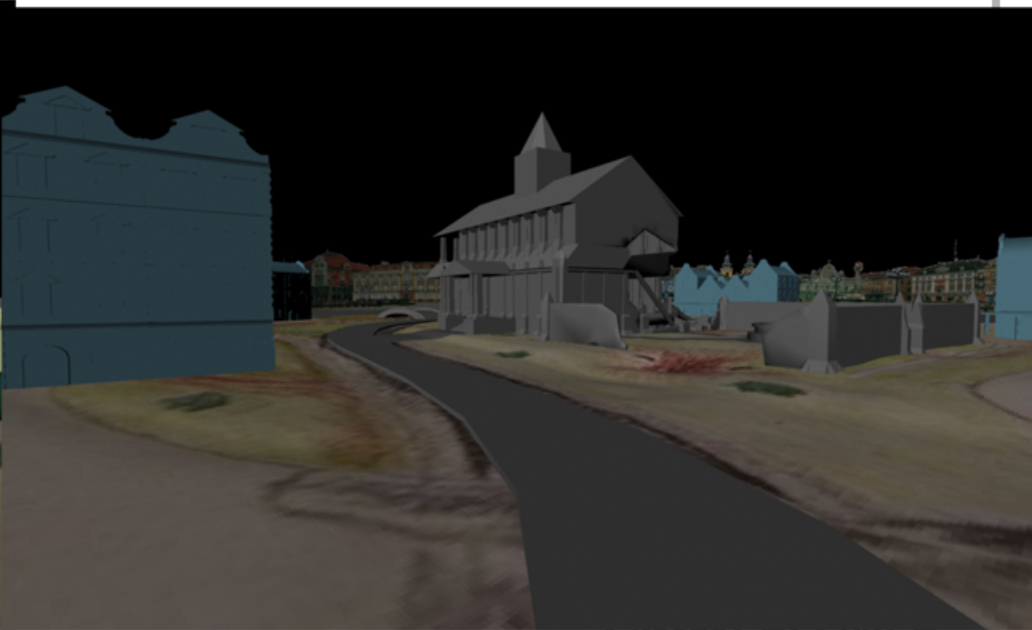
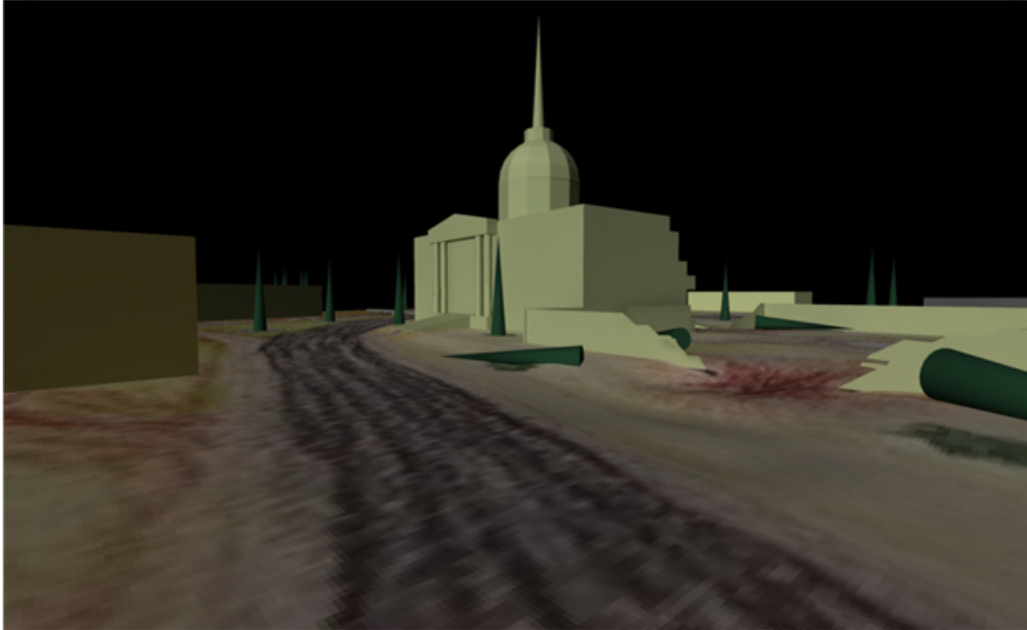


PROJECT B: PART 4

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

PROJECT TITLE: _____

STUDENT NAME: _____ **QTR:** _____ **SEC:** _____ **CAMERA:** _____ **AREA:** _____



PROJECT B: PART 3

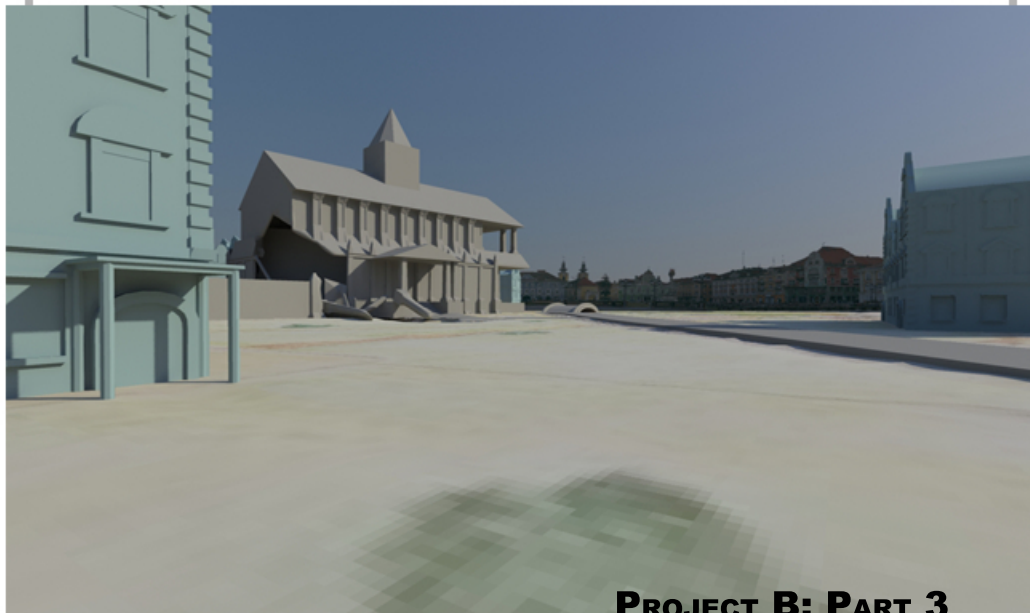
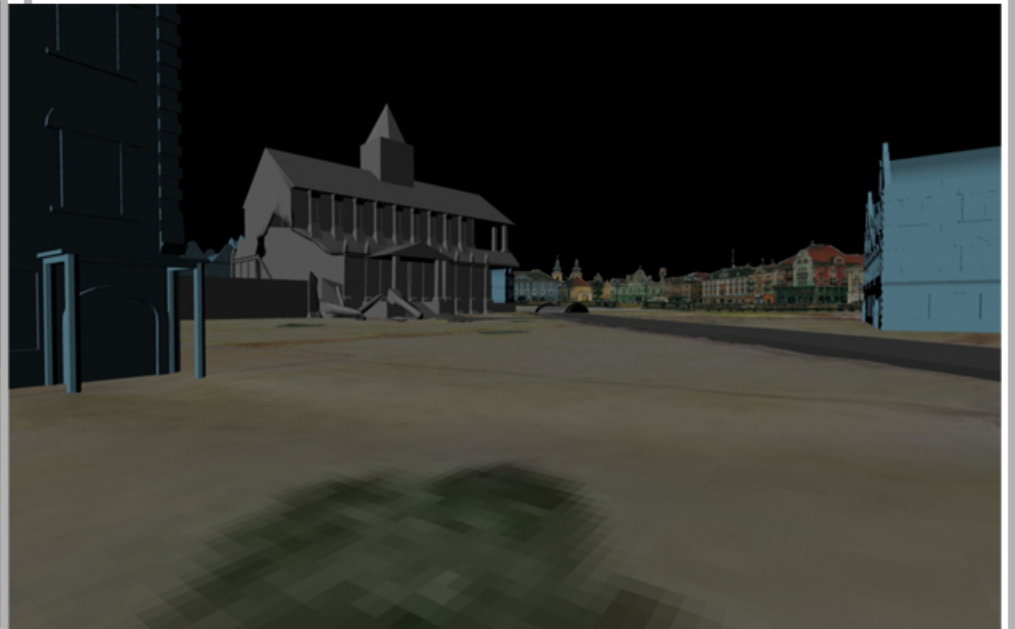
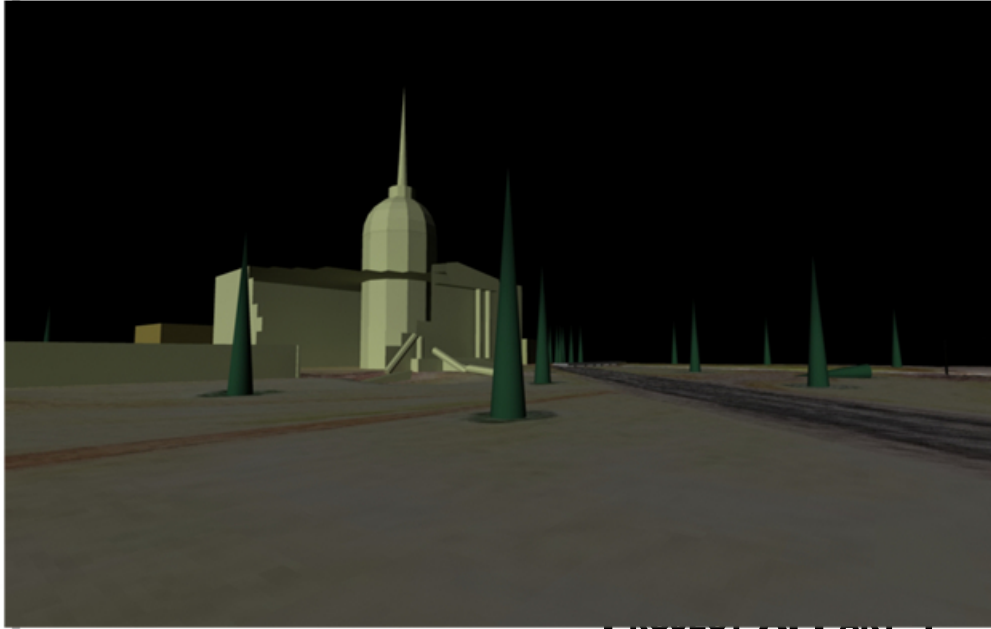
**PLACE RENDER OF ENVIRONMENT
WITH ASSET MODELS IN PLACE
WITH TEXTURES
AND FINAL LIGHTING HERE.**

PROJECT B: PART 4

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

PROJECT TITLE: _____

STUDENT NAME: _____ **QTR:** _____ **SEC:** _____ **CAMERA:** _____ **AREA:** _____



PROJECT B: PART 3

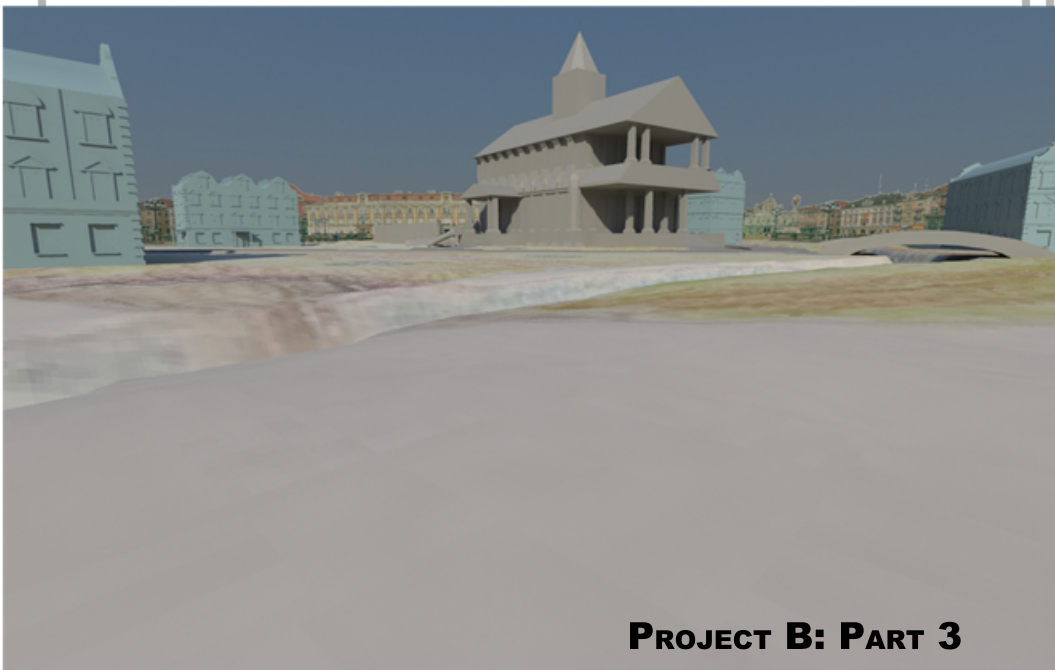
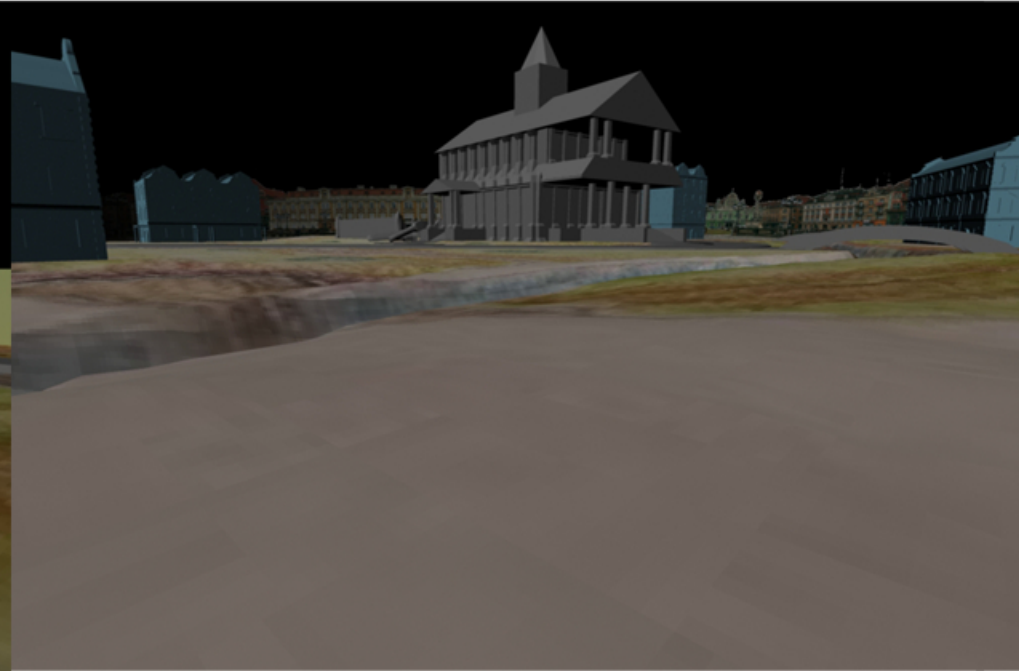
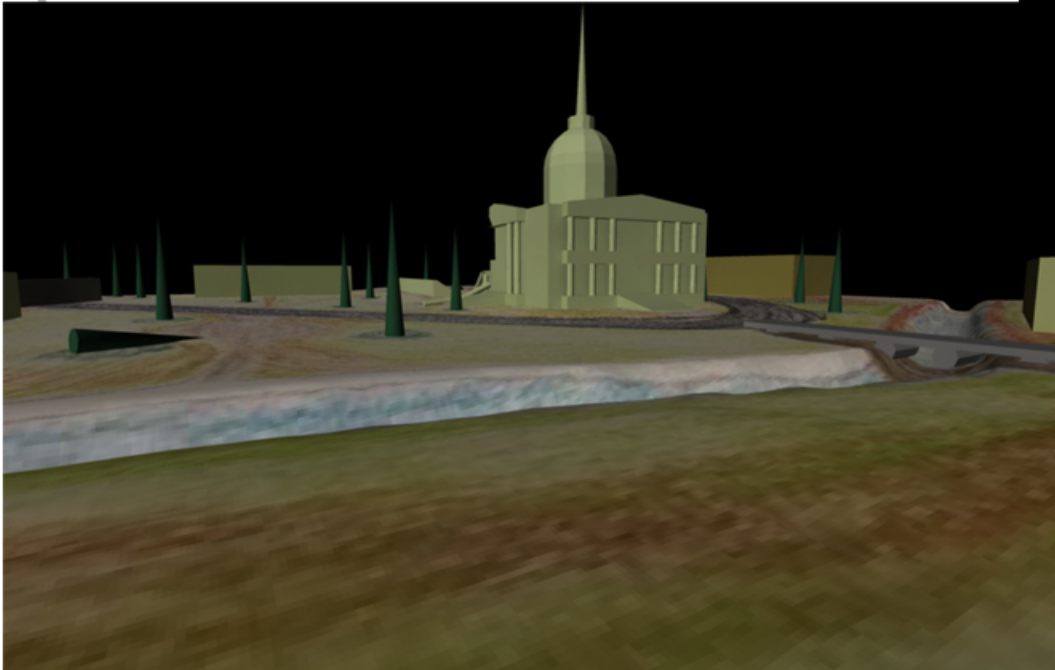
**PLACE RENDER OF ENVIRONMENT
WITH ASSET MODELS IN PLACE
WITH TEXTURES
AND FINAL LIGHTING HERE.**

PROJECT B: PART 4

**OBJECT REPLACEMENT AND LIGHTING SETUP
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

PROJECT TITLE: _____

STUDENT NAME: _____ **QTR:** _____ **SEC:** _____ **CAMERA:** _____ **AREA:** _____



PROJECT B: PART 3

**PLACE RENDER OF ENVIRONMENT
WITH ASSET MODELS IN PLACE
WITH TEXTURES
AND FINAL LIGHTING HERE.**

PROJECT B: PART 4

