BbEENZ DESIGN

Blu Dot Coffee Table- Second Iteration

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Setting the Scene

Light

Sofa

Table

Camera

Light
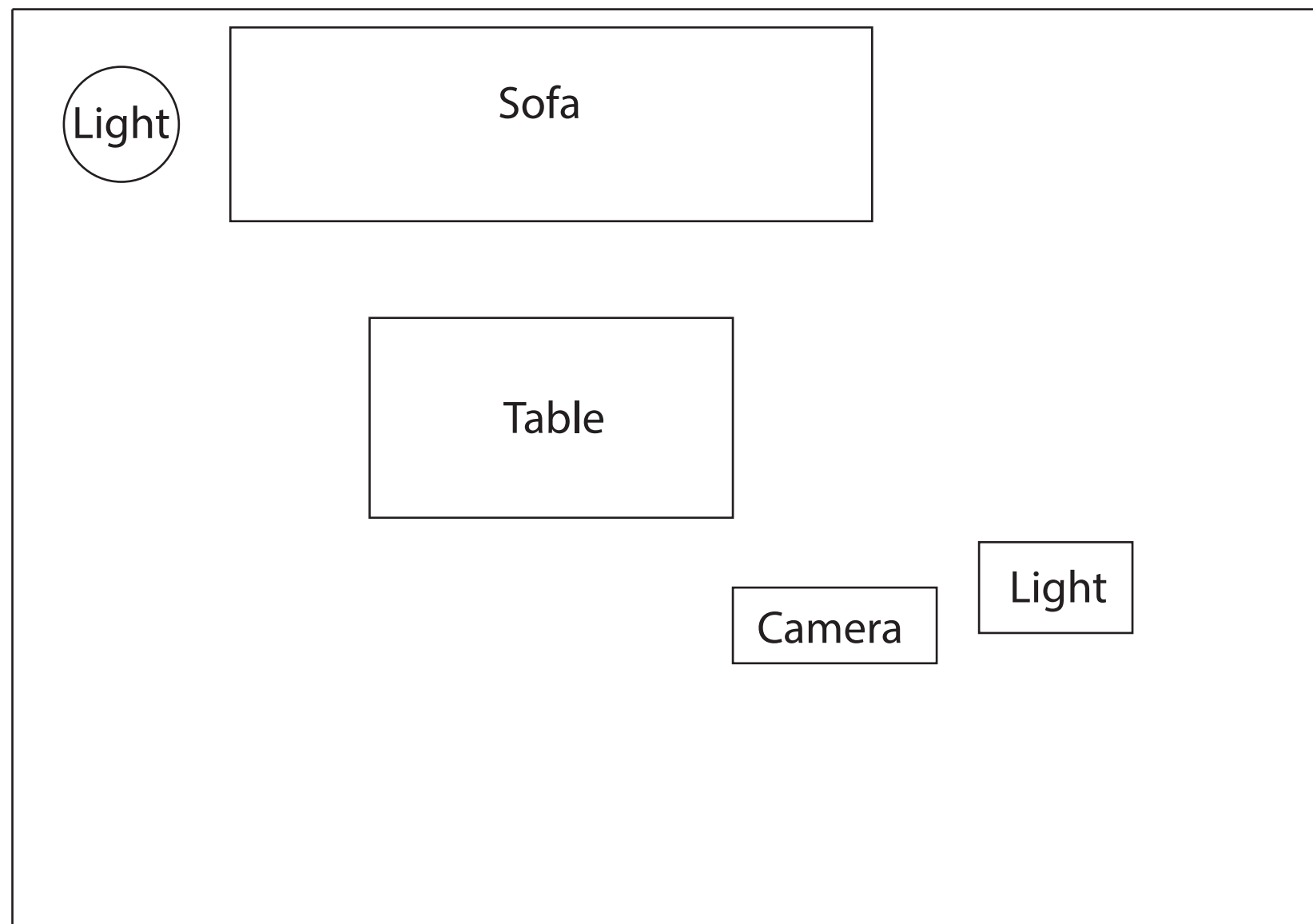
For my scene setup I modeled a brown sofa and a lamp in solidworks, as well as remodeled my original coffee table. Once the modeling was complete I imported the files into 3DS Max and used three planes to construct a floor and two walls which formed a corner. I then added a point light inside the lamp and created a target light to illuminate the other face. The general layout of my scene was as seen above. For my composition I chose an angle shot that included part of the sofa and lamp. By including these objects I gave scale so the viewer can get a sense of size, but left a simple enough background to avoid unnecessary distractions that may take away from the product.

Materials

For my material selection, first I used a noise bitmap with a dark brown color to create the fabric for my sofa. I then found two different wood tones, rotated their grains, changed the scale and made additional adjustments to get the exact appearance I liked. I then altered the transparent acrylic material in the center panel to a darker tint to fit with the design aesthetic and so that it was not completely invisible. I then used a steel material for the legs and altered the shininess to get the correct reflection. Lastly I added a tan wall paint which was the only material I used that I did not need to customize.