

AD M05 LPA 01



AD M05 LPA 01	1
Environment Breakdown Outline	2
1. Environment Overview	2
2. Concept & References	2
3. Visual Direction	4
4. Technical Specifications (Global)	6
5. Camera & Composition	6
6. Asset Breakdown	23
7. 3D Production Process	28
8. Texture Production Process	29
9. Lighting	30
10. Rendering.....	36
<hr/>	
11. Final Presentation	37

Environment Breakdown Outline

1. Environment Overview

- **Environment Name/Module/Location:** ad_m05_lpe_1
- **Tagline :** Where Heritage Meets Executive Power.
- **Brief Description:**
A refined executive office blending Islamic geometric artistry with contemporary luxury. Rich textures, sculpted gold detailing, deep marble finishes, and emerald seating create a space that communicates authority, cultural sophistication, and timeless prestige.

As in previous modules, the LPE will take place in the FAOs office.

Requested objects:

- Newspaper
 - Reading 1160
- Notebook
 - Aux #1 –eMn 1220
- Tablet
 - Listening 1 - 1180
 - Listening 2 -1200
 - Aux #4 – Video 1250
- Mobile Phone
 - Aux #3 – Video 1240
 - Dialogue #1 (TEXT) 1260
 - Dialogue #2 (CALL) 1270
- Computer/Monitor
 - Aux #2 - Image 1230
 - Dialogue #3 (TEXT) 1280
 - Dialogue #4 (CALL) 1290

2. Concept & References

- **Reference Images**
 - *Real-world references*



- Artistic/style references



- Mood inspiration



- **Design Goals**
 - Visual style: realistic

3. Visual Direction

- **Visual Design**
 - The space balances **modern executive minimalism** with **ornamental Islamic geometric patterns**. Key design features include:
 - Intricate gold lattice wall panels as focal points
 - Dark marble wall cladding for depth and contrast
 - Custom executive desk with patterned gold inlay
 - Emerald velvet accent chairs with gold metal legs
 - Soft neutral flooring to ground the richness of the space
 - Minimal décor elements to maintain executive clarity
 - The result is a high-end, culturally inspired corporate environment that feels both powerful and welcoming.

◆ **Color Palette**



Taupe
#3F382F

Cotton Seed
#C1BEB7

Lemon Grass
#9EA19C

Juniper
#798E94

Primary Colors

Color	HEX	RGB	Usage
Deep Emerald Green	#1F4D3A	31, 77, 58	Chairs / Soft furnishings
Royal Gold	#C89B2D	200, 155, 45	Geometric patterns & accents
Midnight Marble	#0F1A1F	15, 26, 31	Wall panels & background depth
Warm Walnut Wood	#6B3F2A	107, 63, 42	Desk & cabinetry

Secondary / Accent Colors Deep Brown (Chair Frames)

Color	HEX	RGB	Usage
Soft Marble White	#F2F2F0	242, 242, 240	Flooring & ceiling contrast
Executive Charcoal	#4A4A4A	74, 74, 74	Carpet & grounding elements
Muted Brass Glow	#D6B25E	214, 178, 94	Lighting accents
Sage Accent	#5F7D69	95, 125, 105	Plant tones / subtle contrast

Emotional Impact of the Palette

- **Gold + Deep Green** → Conveys prestige, prosperity, and confidence.
- **Dark Marble Tones** → Suggest authority, stability, and executive control.
- **Warm Wood** → Adds approachability and grounded warmth.
- **Soft Neutrals** → Prevent visual heaviness and maintain balance.

Overall, the palette evokes **luxury, heritage, power, and refined sophistication** — ideal for leadership spaces, cultural institutions, or premium brand headquarters.

◆ **Lighting Mood**

- Time of day: Day, Season/time of year is irrelevant.
- Weather or atmosphere influences: Neutral.

4. Technical Specifications (Global)

- **Programs Used**
 - Modeling: Autodesk Maya 2025
 - Texturing: Adobe Substance Painter
 - Engine: Arnold
 - Supporting tools: Adobe Photoshop & Adobe Illustrator
- Environment Size / Scale
 - Real-world scale references:
 X-axis: Width (side-to-side): 650
 Y-axis: Height (top-to-bottom or, in some 3D printers, forward-to-back): 300
 Z-axis: Depth (front-to-back) or Thickness: 650
 - Units used: centimeters
- Performance Targets (if applicable)
 - Polycount budget: High Poly (N/A)
 - Texture resolution limits: (2048x2048) UVs in Substance 3D Painter ensures high-resolution texturing, balancing detail and performance.

5. Camera & Composition

- Camera Settings
 - Isotopic_center:

Camera Attribute: <ul style="list-style-type: none"> • Angle of View: 57.12 • Focal Length: 35.000 • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	Frustum Display Controls: <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) • Display Frustrum (unchecked) 	Film Back: <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.500 x 1.000 • Camera Aperture (mm): 38.100 x 25.400 • Film Aspect Ratio: 1.50 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 • Film Offset: 0.000 x 0.000 	Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked) Depth Type: Furthest Visible Depth	Environment: Background Color: Black Special Effects: Shutter Angle: 145.000
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		<ul style="list-style-type: none"> • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 • Film Roll Pivot: 0.000x0.000 • Film Roll Value: 0.000 • Film Roll Order: Rotate-Translate • Post Scale: 1.000 		
<p>Display Options:</p> <ul style="list-style-type: none"> • Display Film Gate: (unchecked) • Display Resolution: (unchecked) • Display Gate Mask: (checked) • Gate Mask Opacity: 0.700 • Gate Mask Color: Mid Grey • Display Field Chart: (unchecked) • Display Safe Action: (unchecked) • Display Safe Title: (unchecked) • Display Film Pivot: (unchecked) 	<p>2D Pan/Zoom</p> <p>Pan Zoom Enabled: (unchecked)</p> <p>Movement Options: Undoable</p> <p>Movements: (unchecked)</p> <p>Center of Interest: 3546.621</p> <p>Tumble Pivot: -610.000x150.000x0.000</p> <p>Use Pivot As Local Space: (unchecked)</p> <p>Orthographic Views: Orthographic: (unchecked)</p>	<p>Object Display:</p> <ul style="list-style-type: none"> • Visibility: (checked) • Template: (unchecked) • LOD Visibility: (checked) • Locator Scale: 1.000 • Hide on Playback: (unchecked) • Hidden in Outliner: (unchecked) • Use Outliner Color: (unchecked) 	<p>Ghosting Information:</p> <ul style="list-style-type: none"> • Ghosting: (unchecked) • Ghosting Mode: Pre And Post Frames • Pre Frames: 3 • Post Frames: 3 Step: 1 • Near Opacity: 0.500 • Far Opacity: 0.150 	<p>Bounding Box Information:</p> <p>Bounding Box Min: -1.089x-0.726x-2.000</p> <p>Bounding Box Max: 1.089x1.106x1.886</p> <p>Drawing Overrides: Enable Overrides: (unchecked)</p> <p>Selection: Selection Child Highlighting (unchecked)</p>

<ul style="list-style-type: none"> • Display Film Origin: (unchecked) • Overscan: 1.000 				
Arnold: <ul style="list-style-type: none"> • Camera Type: perspective • Exposure: 2.500 • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 5.000 • Aperture Size: 0.000 • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve: Value: 1.0000 	Node Behavior: <ul style="list-style-type: none"> • Catching: (unchecked) • Node State: Normal • Ai Handedness: right • Ai Near Clip: 0.000 • Ai Far Clip: 10000000150474 • Ai Motion Start: 66219876688855 • Ai Motion End: 040.000 • Ai Offset: 0.100 • Ai Grid Size: 16 • Ai UOffset: 0.000 • Ai VOffset: 0.000 • Ai UScale: 1.000 • Ai VScale: 1.000 • Ai Extend Edges: (checked) • Ai Ray Origin: 0.000x0.000x0.000 • Ai Ray Direction: 0.000x0.000x0.000 • Ai Post Bake: Auto Set Pivot: (unchecked) 	Composition Choices <ul style="list-style-type: none"> • Transform Attribute: • Translate: 800.000x1182.000 • Rotate: -0x 800.000 • Scale: 45.000x45.000x0.000 • Shear: 1.000x1.000x1.000 • Rotate Order: xyz • Rotate Axis: 0.000x0.000x0.000 • Inherits Transform: (checked) 	Pivots: <ul style="list-style-type: none"> • Display Rotate Pivot: (unchecked) • Display Scale Pivot: (unchecked) • Local Space: Local Rotate Pivot: 0.000x0.000x0.000 • Local Scale Pivot: 0.000x0.000x0.000 	World Space: <ul style="list-style-type: none"> • World Rotate Pivot: 800.000x1182.000 • World Scale Pivot: 800.000x1182.000 • Display: Visibility: (checked) • LOD Visibility: (checked) • Selection: Selection Child Highlighted: (checked) • Node: Behavior: Catching: (unchecked) • Node State: Normal

Position: 0.0000 <ul style="list-style-type: none"> • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 • Lens Shift: 0.000x0.000 				
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○ Isotopic_right:

Camera Attribute: <ul style="list-style-type: none"> • Angle of View: 57.12 • Focal Length: 35.000 • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	Frustum Display Controls: <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) • Display Frustrum (unchecked) 	Film Back: <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.500 x 1.000 • Camera Aperture (mm): 38.100 x 25.400 • Film Aspect Ratio: 1.50 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 • Film Offset: 0.000 x 0.000 • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 	Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked) Depth Type: Furthest Visible Depth	Environment: Background Color: Black Special Effects: Shutter Angle: 145.000
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		<ul style="list-style-type: none"> Film Roll Pivot: 0.000x0.000 Film Roll Value: 0.000 Film Roll Order: Rotate-Translate Post Scale: 1.000 		
Display Options: <ul style="list-style-type: none"> Display Film Gate: (unchecked) Display Resolution: (unchecked) Display Gate Mask: (checked) Gate Mask Opacity: 0.700 Gate Mask Color: Mid Grey Display Field Chart: (unchecked) Display Safe Action: (unchecked) Display Safe Title: (unchecked) Display Film Pivot: (unchecked) Display Film Origin: (unchecked) Overscan: 1.000 	2D Pan/Zoom Pan Zoom Enabled: (unchecked) Movement Options: Undoable Movements: (unchecked) Center of Interest: 3546.621 Tumble Pivot: -610.000x150.000 Use Pivot As Local Space: (unchecked) Orthographic Views: Orthographic: (unchecked)	Object Display: <ul style="list-style-type: none"> Visibility: (checked) Template: (unchecked) LOD Visibility: (checked) Locator Scale: 1.000 Hide on Playback: (unchecked) Hidden in Outliner: (unchecked) Use Outliner Color: (unchecked) 	Ghosting Information: <ul style="list-style-type: none"> Ghosting: (unchecked) Ghosting Mode: Pre And Post Frames Pre Frames: 3 Post Frames: 3 Step: 1 Near Opacity: 0.500 Far Opacity: 0.150 	Bounding Box Information: Bounding Box Min: -1.089x-0.726x-2.000 Bounding Box Max: 1.089x1.106x1.886 Drawing Overrides: Enable Overrides: (unchecked) Selection: Selection Child Highlighting (unchecked)
Arnold: <ul style="list-style-type: none"> Camera Type: perspective Exposure: 2.500 	Node Behavior: Catching: (unchecked) Node State: Normal Ai Handedness: right	Composition Choices <ul style="list-style-type: none"> Transform Attribute: Translate: 900.000x990.000 x 0.000 	Pivots: Display Rotate Pivot: (unchecked) Display Scale Pivot: (unchecked) Local Space:	World Space: World Rotate Pivot: 900.000x990.000 x 900.000 World Scale Pivot:

<ul style="list-style-type: none"> • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 5.000 • Aperture Size: 0.000 • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve: Value: 1.0000 Position: 0.0000 • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 	<p>Ai Near Clip: 0.000 Ai Far Clip: 10000000150474 66219876688855 040.000 Ai Motion Start: 0.000 Ai Motion End: 1.000 Ai Offset: 0.100 Ai Grid Size: 16 Ai UOffset: 0.000 Ai VOffset: 0.000 Ai UScale: 1.000 Ai VScale: 1.000 Ai Extend Edges: (checked) Ai Ray Origin: 0.000x0.000x0.000 00 Ai Ray Direction: 0.000x0.000x0.000 00 Ai Post Bake: Auto Set Pivot: (unchecked)</p>	<p>Rotate: - 45.000x90.000x0.000 Scale: 1.000x1.000x1.000 00 Shear: 0.000x0.000x0.000 00 Rotate Order: xyz Rotate Axis: 0.000x0.000x0.000 00 Inherits Transform: (checked)</p>	<p>Local Rotate Pivot: 0.000x0.000x0.000 00 Local Scale Pivot: 0.000x0.000x0.000 00</p>	<p>900.000x990.000x900.000 Display: Visibility: (checked) LOD Visibility: (checked) Selection: Selection Child Highlighted: (checked) Node: Behavior: Catching: (unchecked) Node State: Normal</p>
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<ul style="list-style-type: none"> • Lens Shift: 0.000x0.000 				
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o Isotopic_left:

Camera Attribute: <ul style="list-style-type: none"> • Angle of View: 57.12 • Focal Length: 35.000 • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	Frustum Display Controls: <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) • Display Frustrum (unchecked) 	Film Back: <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.500 x 1.000 • Camera Aperture (mm): 38.100 x 25.400 • Film Aspect Ratio: 1.50 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 • Film Offset: 0.000 x 0.000 • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 • Film Roll Pivot: 0.000x0.000 • Film Roll Value: 0.000 • Film Roll Order: Rotate-Translate • Post Scale: 1.000 	Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked) Depth Type: Furthest Visible Depth	Environment: Background Color: Black Special Effects: Shutter Angle: 145.000
Display Options:	2D Pan/Zoom	Object Display:	Ghosting Information:	Bounding Box Information:

<ul style="list-style-type: none"> • Display Film Gate: (unchecked) • Display Resolution: (unchecked) • Display Gate Mask: (checked) • Gate Mask Opacity: 0.700 • Gate Mask Color: Mid Grey • Display Field Chart: (unchecked) • Display Safe Action: (unchecked) • Display Safe Title: (unchecked) • Display Film Pivot: (unchecked) • Display Film Origin: (unchecked) • Overscan: 1.000 	<p>Pan Zoom Enabled: (unchecked)</p> <p>Movement Options: Undoable</p> <p>Movements: (unchecked)</p> <p>Center of Interest: 3546.621</p> <p>Tumble Pivot: - 610.000x150.000x0.000</p> <p>Use Pivot As Local Space: (unchecked)</p> <p>Orthographic Views: Orthographic: (unchecked)</p>	<ul style="list-style-type: none"> • Visibility: (checked) • Template: (unchecked) • LOD Visibility: (checked) • Locator Scale: 1.000 • Hide on Playback: (unchecked) • Hidden in Outliner: (unchecked) • Use Outliner Color: (unchecked) 	<ul style="list-style-type: none"> • Ghosting: (unchecked) • Ghosting Mode: Pre And Post Frames • Pre Frames: 3 • Post Frames: 3 • Step: 1 • Near Opacity: 0.500 • Far Opacity: 0.150 	<p>Bounding Box Min: -1.089x-0.726x-2.000</p> <p>Bounding Box Max: 1.089x1.106x1.886</p> <p>Drawing Overrides: Enable Overrides: (unchecked)</p> <p>Selection: Selection Child Highlighting (unchecked)</p>
<p>Arnold:</p> <ul style="list-style-type: none"> • Camera Type: perspective • Exposure: 2.500 • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 2.500 • Aperture Size: 0.000 	<p>Node Behavior: Catching: (unchecked)</p> <p>Node State: Normal</p> <p>Ai Handedness: right</p> <p>Ai Near Clip: 0.000</p> <p>Ai Far Clip: 1000000150474</p> <p>66219876688855</p> <p>040.000</p> <p>Ai Motion Start: 0.000</p> <p>Ai Motion End: 1.000</p> <p>Ai Offset: 0.100</p> <p>Ai Grid Size: 16</p> <p>Ai UOffset: 0.000</p> <p>Ai VOffset: 0.000</p>	<p>Composition Choices</p> <ul style="list-style-type: none"> • Transform Attribute: <p>Translate: 0.000x990.000x990.000</p> <p>Rotate: - 45.000x0.000x0.000</p> <p>Scale: 1.000x1.000x1.000</p> <p>Shear: 0.000x0.000x0.000</p> <p>Rotate Order: xyz</p>	<p>Pivots:</p> <p>Display Rotate Pivot: (unchecked)</p> <p>Display Scale Pivot: (unchecked)</p> <p>Local Space: Local Rotate Pivot: 0.000x0.000x0.000</p> <p>Local Scale Pivot: 0.000x0.000x0.000</p>	<p>World Space: World Rotate Pivot: 0.000x990.000x900.000</p> <p>World Scale Pivot: 0.000x990.000x900.000</p> <p>Display: Visibility: (checked)</p> <p>LOD Visibility: (checked)</p> <p>Selection: Selection Child Highlighted: (checked)</p> <p>Node: Behavior:</p>

<ul style="list-style-type: none"> • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve: Value: 1.0000 Position: 0.0000 • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 • Lens Shift: 0.000x0.000 	<p>Ai UScale: 1.000 Ai VScale: 1.000 Ai Extend Edges: (checked) Ai Ray Origin: 0.000x0.000x0.0 00 Ai Ray Direction: 0.000x0.000x0.0 00 Ai Post Bake: Auto Set Pivot: (unchecked)</p>	<p>Rotate Axis: 0.000x0.000x0.0 00 Inherits Transform: (checked)</p>		<p>Catching: (unchecked) Node State: Normal</p>
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○ Immersive_center:

<p>Camera Attribute:</p> <ul style="list-style-type: none"> • Angle of View: 79.08 • Focal Length: 20.000 	<p>Frustum Display Controls:</p> <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) 	<p>Film Back:</p> <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.300 x 1.000 • Camera Aperture 	<p>Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked)</p>	<p>Environment: Background Color: Black Special Effects: Shutter Angle: 145.000</p>
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<ul style="list-style-type: none"> • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	<ul style="list-style-type: none"> • Display Frustrum (unchecked) 	<p>(mm): 33.020 x 25.400</p> <ul style="list-style-type: none"> • Film Aspect Ratio: 1.30 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 • Film Offset: 0.000 x 0.000 • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 • Film Roll Pivot: 0.000x0.000 • Film Roll Value: 0.000 • Film Roll Order: Rotate-Translate • Post Scale: 1.000 	<p>Depth Type: Furthest Visible Depth</p>	
<p>Display Options:</p> <ul style="list-style-type: none"> • Display Film Gate: (unchecked) • Display Resolution: (unchecked) • Display Gate Mask: (checked) • Gate Mask Opacity: 0.700 	<p>2D Pan/Zoom Pan Zoom Enabled: (unchecked)</p> <p>Movement Options: Undoable Movements: (unchecked)</p> <p>Center of Interest: 3546.621</p> <p>Tumble Pivot: -610.000x150.000x0.000</p>	<p>Object Display:</p> <ul style="list-style-type: none"> • Visibility: (checked) • Template: (unchecked) • LOD Visibility: (checked) • Locator Scale: 1.000 • Hide on Playback: (unchecked) 	<p>Ghosting Information:</p> <ul style="list-style-type: none"> • Ghosting: (unchecked) • Ghosting Mode: Pre And Post Frames • Pre Frames: 3 • Post Frames: 3 • Step: 1 	<p>Bounding Box Information:</p> <p>Bounding Box Min: -1.089x-0.726x-2.000</p> <p>Bounding Box Max: 1.089x1.106x1.886</p> <p>Drawing Overrides: Enable Overrides: (unchecked) Selection:</p>

<ul style="list-style-type: none"> • Gate Mask Color: Mid Grey • Display Field Chart: (unchecked) • Display Safe Action: (unchecked) • Display Safe Title: (unchecked) • Display Film Pivot: (unchecked) • Display Film Origin: (unchecked) • Overscan: 1.000 	<p>Use Pivot As Local Space: (unchecked)</p> <p>Orthographic Views: Orthographic: (unchecked)</p>	<ul style="list-style-type: none"> • Hidden in Outliner: (unchecked) • Use Outliner Color: (unchecked) 	<ul style="list-style-type: none"> • Near Opacity: 0.500 • Far Opacity: 0.150 	<p>Selection Child Highlighting (unchecked)</p>
<p>Arnold:</p> <ul style="list-style-type: none"> • Camera Type: perspective • Exposure: 2.500 • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 5.000 • Aperture Size: 0.000 • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 	<p>Node Behavior: Catching: (unchecked)</p> <p>Node State: Normal</p> <p>Ai Handedness: right</p> <p>Ai Near Clip: 0.000</p> <p>Ai Far Clip: 10000000150474</p> <p>66219876688855</p> <p>040.000</p> <p>Ai Motion Start: 0.000</p> <p>Ai Motion End: 1.000</p> <p>Ai Offset: 0.100</p> <p>Ai Grid Size: 16</p> <p>Ai UOffset: 0.000</p> <p>Ai VOffset: 0.000</p> <p>Ai UScale: 1.000</p> <p>Ai VScale: 1.000</p> <p>Ai Extend Edges: (checked)</p> <p>Ai Ray Origin: 0.000x0.000x0.000</p> <p>Ai Ray Direction: 0.000x0.000x0.000</p> <p>Ai Post Bake: Auto Set Pivot: (unchecked)</p>	<p>Composition Choices</p> <ul style="list-style-type: none"> • Transform Attribute: <p>Translate: 323x180x323</p> <p>Rotate: -11x45x000</p> <p>Scale: 1.000x1.000x1.000</p> <p>Shear: 0.000x0.000x0.000</p> <p>Rotate Order: xyz</p> <p>Rotate Axis: 0.000x0.000x0.000</p> <p>Inherits Transform: (checked)</p>	<p>Pivots:</p> <p>Display Rotate Pivot: (unchecked)</p> <p>Display Scale Pivot: (unchecked)</p> <p>Local Space: Local Rotate Pivot: 0.000x0.000x0.000</p> <p>Local Scale Pivot: 0.000x0.000x0.000</p>	<p>World Space: World Rotate Pivot: 323x180x323</p> <p>World Scale Pivot: 323x180x323</p> <p>Display: Visibility: (checked)</p> <p>LOD Visibility: (checked)</p> <p>Selection: Selection Child Highlighted: (checked)</p> <p>Node: Behavior: Catching: (unchecked)</p> <p>Node State: Normal</p>

<ul style="list-style-type: none"> • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve: Value: 1.0000 Position: 0.0000 • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 • Lens Shift: 0.000x0.000 				
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○ Immersive_right:

Camera Attribute: <ul style="list-style-type: none"> • Angle of View: 79.08 • Focal Length: 20.000 • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	Frustum Display Controls: <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) • Display Frustrum (unchecked) 	Film Back: <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.300 x 1.000 • Camera Aperture (mm): 33.020 x 25.400 • Film Aspect Ratio: 1.30 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 	Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked) Depth Type: Furthest Visible Depth	Environment: Background Color: Black Special Effects: Shutter Angle: 145.000
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		<ul style="list-style-type: none"> • Film Offset: 0.000 x 0.000 • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 • Film Roll Pivot: 0.000x0.000 • Film Roll Value: 0.000 • Film Roll Order: Rotate-Translate • Post Scale: 1.000 		
<p>Display Options:</p> <ul style="list-style-type: none"> • Display Film Gate: (unchecked) • Display Resolution: (unchecked) • Display Gate Mask: (checked) • Gate Mask Opacity: 0.700 • Gate Mask Color: Mid Grey • Display Field Chart: (unchecked) • Display Safe Action: (unchecked) • Display Safe Title: (unchecked) • Display Film Pivot: (unchecked) 	<p>2D Pan/Zoom</p> <p>Pan Zoom Enabled: (unchecked)</p> <p>Movement Options: Undoable Movements: (unchecked)</p> <p>Center of Interest: 3546.621</p> <p>Tumble Pivot: -610.000x150.000</p> <p>Use Pivot As Local Space: (unchecked)</p> <p>Orthographic Views: Orthographic: (unchecked)</p>	<p>Object Display:</p> <ul style="list-style-type: none"> • Visibility: (checked) • Template: (unchecked) • LOD Visibility: (checked) • Locator Scale: 1.000 • Hide on Playback: (unchecked) • Hidden in Outliner: (unchecked) • Use Outliner Color: (unchecked) 	<p>Ghosting Information:</p> <ul style="list-style-type: none"> • Ghosting: (unchecked) • Ghosting Mode: Pre And Post Frames • Pre Frames: 3 • Post Frames: 3 • Step: 1 • Near Opacity: 0.500 • Far Opacity: 0.150 	<p>Bounding Box Information:</p> <p>Bounding Box Min: -1.089x-0.726x-2.000</p> <p>Bounding Box Max: 1.089x1.106x1.886</p> <p>Drawing Overrides: Enable Overrides: (unchecked)</p> <p>Selection: Selection Child Highlighting (unchecked)</p>

<ul style="list-style-type: none"> • Display Film Origin: (unchecked) • Overscan: 1.000 				
<p>Arnold:</p> <ul style="list-style-type: none"> • Camera Type: perspective • Exposure: 2.500 • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 5.000 • Aperture Size: 0.000 • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve Value: 1.0000 	<p>Node Behavior:</p> <ul style="list-style-type: none"> • Catching: (unchecked) • Node State: Normal • Ai Handedness: right • Ai Near Clip: 0.000 • Ai Far Clip: 10000000150474 • Ai Motion Start: 66219876688855 • Ai Motion End: 040.000 • Ai Motion Start: 0.000 • Ai Motion End: 1.000 • Ai Offset: 0.100 • Ai Grid Size: 16 • Ai UOffset: 0.000 • Ai VOffset: 0.000 • Ai UScale: 1.000 • Ai VScale: 1.000 • Ai Extend Edges: (checked) • Ai Ray Origin: 0.000x0.000x0.000 • Ai Ray Direction: 0.000x0.000x0.000 • Ai Post Bake: Auto Set Pivot: (unchecked) 	<p>Composition Choices</p> <ul style="list-style-type: none"> • Transform Attribute: Translate: 300x180x323 • Rotate: -11x35x00 • Scale: 1.000x1.000x1.000 • Shear: 0.000x0.000x0.000 • Rotate Order: xyz • Rotate Axis: 0.000x0.000x0.000 • Inherits Transform: (checked) 	<p>Pivots:</p> <ul style="list-style-type: none"> • Display Rotate Pivot: (unchecked) • Display Scale Pivot: (unchecked) • Local Space: Local Rotate Pivot: 0.000x0.000x0.000 • Local Scale Pivot: 0.000x0.000x0.000 	<p>World Space:</p> <ul style="list-style-type: none"> • World Rotate Pivot: 300x180x323 • World Scale Pivot: 300x180x323 • Display: Visibility: (checked) • LOD Visibility: (checked) • Selection: Selection Child • Highlighted: (checked) • Node: Behavior: Catching: (unchecked) • Node State: Normal

Position: 0.0000 <ul style="list-style-type: none"> • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 • Lens Shift: 0.000x0.000 				
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○ Immersive_left:

Camera Attribute: <ul style="list-style-type: none"> • Angle of View: 79.08 • Focal Length: 20.000 • Camera Scale: 1.000 • Auto Render Clip Plane (checked) • Near Clip Plane: 0.100 • Far Clip Plane: 10000.000 	Frustum Display Controls: <ul style="list-style-type: none"> • Display Near Clip (unchecked) • Display Far Clip (unchecked) • Display Frustrum (unchecked) 	Film Back: <ul style="list-style-type: none"> • Film Gate: User • Camera Aperture (inch): 1.300 x 1.000 • Camera Aperture (mm): 33.020 x 25.400 • Film Aspect Ratio: 1.30 • Lens Squeeze Ratio: 1.000 • Fit Resolution Gate: Horizontal Film Fit Offset: 0.000 • Film Offset: 0.000 x 0.000 • Shake Enabled: (Unchecked) • Shake Overscan Enabled: (unchecked) • Pre Scale: 1.000 Film Translate: 0.000x0.000 	Depth of Field: (unchecked) Output Settings: Renderable: (unchecked) Image: (checked) Mask: (checked) Depth: (unchecked) Depth Type: Furthest Visible Depth	Environment: Background Color: Black Special Effects: Shutter Angle: 145.000
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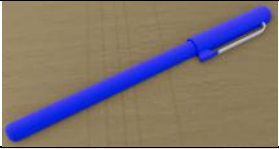



		<ul style="list-style-type: none"> Film Roll Pivot: 0.000x0.000 Film Roll Value: 0.000 Film Roll Order: Rotate-Translate Post Scale: 1.000 		
Display Options: <ul style="list-style-type: none"> Display Film Gate: (unchecked) Display Resolution: (unchecked) Display Gate Mask: (checked) Gate Mask Opacity: 0.700 Gate Mask Color: Mid Grey Display Field Chart: (unchecked) Display Safe Action: (unchecked) Display Safe Title: (unchecked) Display Film Pivot: (unchecked) Display Film Origin: (unchecked) Overscan: 1.000 	2D Pan/Zoom Pan Zoom Enabled: (unchecked) Movement Options: Undoable Movements: (unchecked) Center of Interest: 3546.621 Tumble Pivot: -610.000x150.000 Use Pivot As Local Space: (unchecked) Orthographic Views: Orthographic: (unchecked)	Object Display: <ul style="list-style-type: none"> Visibility: (checked) Template: (unchecked) LOD Visibility: (checked) Locator Scale: 1.000 Hide on Playback: (unchecked) Hidden in Outliner: (unchecked) Use Outliner Color: (unchecked) 	Ghosting Information: <ul style="list-style-type: none"> Ghosting: (unchecked) Ghosting Mode: Pre And Post Frames Pre Frames: 3 Post Frames: 3 Step: 1 Near Opacity: 0.500 Far Opacity: 0.150 	Bounding Box Information: Bounding Box Min: -1.089x-0.726x-2.000 Bounding Box Max: 1.089x1.106x1.886 Drawing Overrides: Enable Overrides: (unchecked) Selection: Selection Child Highlighting (unchecked)
Arnold: <ul style="list-style-type: none"> Camera Type: perspective Exposure: 2.500 	Node Behavior: Catching: (unchecked) Node State: Normal Ai Handedness: right	Composition Choices <ul style="list-style-type: none"> Transform Attribute: Translate: 323.000x180000x300.000 Rotate: -11x55x0 	Pivots: Display Rotate Pivot: (unchecked) Display Scale Pivot: (unchecked) Local Space:	World Space: World Rotate Pivot: 323.000x180000x300.000 World Scale Pivot:

<ul style="list-style-type: none"> • Rolling Shutter: off • Rolling Shutter Duration: 0.000 • Enable DOF: (unchecked) • Focus Distance: 5.000 • Aperture Size: 0.000 • Aperture Blades: 0 • Aperture Blade Curvature: 0.000 • Aperture Rotation: 0.000 • Aperture Aspect Ratio: 1.000 • UV Remap: black • Camera Motion Blur: Use Global Settings • Use Global Shutter: (checked) • Shutter Type: box • Shutter Curve: Value: 1.0000 Position: 0.0000 • Radial Distortion: 0.000 • Radial Distortion Type: cubic • Lens Tilt Angle: 0.000x0.000 0 	<p>Ai Near Clip: 0.000 Ai Far Clip: 10000000150474 66219876688855 040.000 Ai Motion Start: 0.000 Ai Motion End: 1.000 Ai Offset: 0.100 Ai Grid Size: 16 Ai UOffset: 0.000 Ai VOffset: 0.000 Ai UScale: 1.000 Ai VScale: 1.000 Ai Extend Edges: (checked) Ai Ray Origin: 0.000x0.000x0.000 00 Ai Ray Direction: 0.000x0.000x0.000 00 Ai Post Bake: Auto Set Pivot: (unchecked)</p>	<p>Scale: 1.000x1.000x1.000 00 Shear: 0.000x0.000x0.000 00 Rotate Order: xyz Rotate Axis: 0.000x0.000x0.000 00 Inherits Transform: (checked)</p>	<p>Local Rotate Pivot: 0.000x0.000x0.000 00 Local Scale Pivot: 0.000x0.000x0.000 00</p>	<p>323.000x180.000x300.000 Display: Visibility: (checked) LOD Visibility: (checked) Selection: Selection Child Highlighted: (checked) Node: Behavior: Catching: (unchecked) Node State: Normal</p>
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<ul style="list-style-type: none"> Lens Shift: 0.000x0.000 				
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6. Asset Breakdown


- Asset List




Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
TV_21inches_high1		15.327x161.718x307 .238	0x90x0	1.189x 1.189x 1.189
paper_stack		8.078x104.708x- 88.434	0x-0.382x0	1x1x1
pen		73.593x76.045x183.65	2.584x- 180.744x90.034	1x1x1
organizer		7.919x82.334x-87.51	0x90x0	1x1x1
laptop_keyboard_high		43.383x79.646x206.94 9	0x16.585x0	1x1x1
Door_fancy		492.615x0x101.186	0x90x0	1x1x1

Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
computer_monitor_high		-90.571x81.449x-105.847	0x42.068x0	1x1x1
keyboard_high		19.976x81.496x-141.377	0x180x0	1x1x1
manilla_folder_open		39.29x79.523x114.701	0x2.56x0	1x1x1
phone_high		80.905x79.457x162.759	0x-300.415x0	1x1x1
mug_high		56.808x81.961x-136.137	0x112.626x0	0.6x0.6x0.6

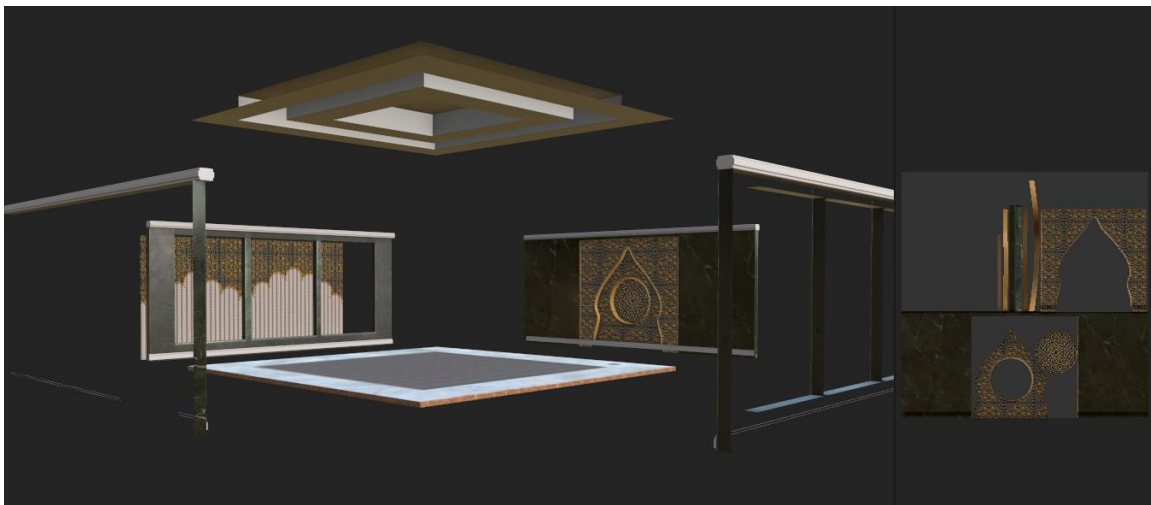
Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
newspaper		62.447x16.799x-94.436	0x-172.865x-2.906	1x1x1
notebook_high_black		74.318x80.083x176.978	0x-61.768x0	1x1x1
paper_tray_high2		7.919x82.334x-87.51	0x90x0	1x1x1
phone		93.986x82.641x-119.002	0x90x0	1x1x1
Chosun_Joseon		-278.376x184.818x-229.955	0x0x0	0.329x0.329x0.329
maksabal		-271.108x185.303x-104.151	0x0x0	0.51x0.51x0.51
decanter_tray		-268.941x124.834x-155.091	0x57.942x0	1x1x1
binder_closed_high6		-268.013x65.88x-238.11	0x180x0	1x1x1

Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
glass_shelf		-92.101x0-143.136	0x0x0	1x1x1
clock_shelf		22.024x17.272x45.6	0x-30.901x0	1x1x1
pitcher_high		-267.899x122.948x-227.854	0x-17.734x0	0.863x 0.863x 0.863
camera2		-276.591x100.091x-150.445	0x31.524x0	3.241x 3.241x 3.241
plant_small_high_01		-269.372x153.834x-151.784	0x0x0	0.675x 0.675x 0.675

Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
Cabinet01				
Cabinet02		7.114x65.96x-84.747	0x0x0	167.801x82.605x41.62
plant_pack		325.45x0x0	0x0x0	0.458x 0.458x 0.458
chair_long		19.916x4.808x-273.413	0x70.548x0	1x1x1
Chair_accent				

Name of Mesh	Screenshot	Translate x,y,z	Rotate x,y,z	Scale x,y,z
chair_green				
table_round_marble				
tablet_high				

- Textures
 - White Room consists of four groups



7. 3D Production Process

- Blockout Phase
 - The blockout phase establishes the overall layout, proportions, and spatial relationships of the environment using simplified geometry. All major architectural elements and large props are represented with primitive shapes to validate flow, visibility, and functional use before detailed production begins. This phase ensures the environment supports training objectives without unnecessary detail.

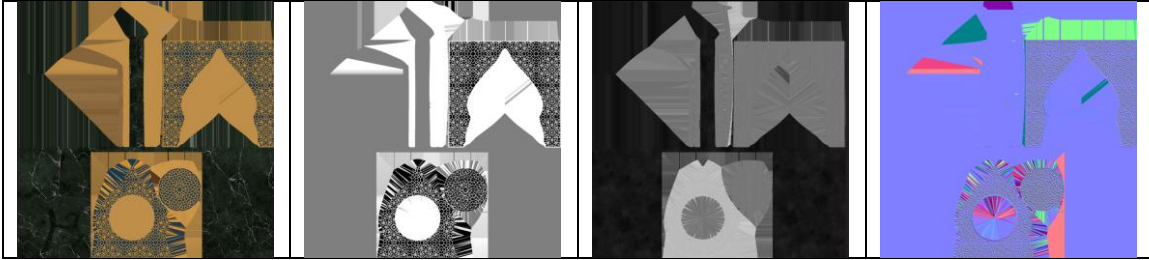
- Modeling Phase
 - During layout and scale validation, all assets are checked against real-world measurements and human reference scale. Furniture, walkways, and interaction spaces are adjusted to ensure believable proportions and proper clearance. This step is critical in training simulations to maintain spatial accuracy, user comfort, and realistic movement within the environment.
 - The modeling phase focuses on creating finalized geometry for all environment assets based on the approved blockout. Assets are refined with accurate proportions, clean topology, and appropriate detail levels. Priority is given to functional assets within the primary field of view, while background elements are optimized to support performance requirements. Modular construction is used to build the environment from reusable components such as walls, floors, furniture, and architectural elements. This approach improves production efficiency, ensures visual consistency, and allows for rapid iteration or reconfiguration of the space. Modular assets also support scalability and reuse across multiple training scenarios.
- High-Poly vs Low-Poly Workflow
 - High Poly

8. Texture Production Process

Textures were created to support realistic material response and visual clarity under controlled lighting conditions. The focus was on accurate surface definition, neutral saturation, and predictable light interaction rather than stylized exaggeration. All textures were tested in-engine to ensure consistent readability across multiple camera angles and exposure settings.

- Texturing Workflow
 - The texturing workflow followed a material-first approach, where base materials were defined early and reused across multiple assets to maintain consistency. Assets were textured using a combination of tileable materials and unique textures, depending on their visual priority and proximity to the camera.
 - A **Physically Based Rendering (PBR) metallic/roughness workflow** was used. Material values were kept within realistic ranges to ensure accurate light interaction. Reflectivity and roughness were carefully controlled to avoid visual noise, particularly on large surface areas such as walls, furniture, and flooring.
 - The following texture maps were authored and applied where appropriate:
 - Base Color (Albedo)
 - Normal Map
 - Roughness
 - Metallic
 - Ambient Occlusion (select assets)
 - Maps were optimized to balance visual fidelity with real-time performance requirements.

Base Color (Albedo)	Height	Roughness	Normal Map
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9. Lighting

- Lighting Settings: *Soft Box Style*
 - internal_light_front

<p>Arnold Area Light</p> <p>Attributes:</p> <ul style="list-style-type: none"> - Color: 240.000x0.000x1.000 HSV - Intensity: 100.000 - Exposure: 10.000 - Use Color Temperature: (unchecked) - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 0.000 - Soft Edge: 0.000 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black 	<p>Visibility:</p> <ul style="list-style-type: none"> - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default 	<p>Extra Attributes:</p> <ul style="list-style-type: none"> - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Range: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000 	<p>Translate (x,y,z)</p> <ul style="list-style-type: none"> - 28.59x120.253x319.078 <p>Rotate (x,y,z)</p> <ul style="list-style-type: none"> - 0x0x0 <p>Scale (x,y,z)</p> <ul style="list-style-type: none"> - 363.662.179.341x179.341
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- Cast Volumetric Shadows: (checked)			
- Volume Samples: 2			

o internal_light_back

Arnold Area Light Attributes: - Color: 240.000x0.000x1.000 HSV - Intensity: 100.000 - Exposure: 10.000 - Use Color Temperature: (unchecked) - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 0.000 - Soft Edge: 0.000 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2	Visibility: - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default	Extra Attributes: - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Rance: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000	Translate (x,y,z) -13.03X120.178X-323.57 Rotate (x,y,z) 0x180x0 Scale (x,y,z) 350.86x173.027x173.027
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o internal_light_right

Arnold Area Light Attributes: - Color: 240.000x0.000x1.000 HSV	Visibility: - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000	Extra Attributes: - Hidden In Outliner: (unchecked)	Translate (x,y,z) 323.76x142.82x-0.995 Rotate (x,y,z) 0x90x0
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<ul style="list-style-type: none"> - Intensity: 100.000 - Exposure: 10.000 - Use Color Temperature: (unchecked) - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 0.000 - Soft Edge: 0.000 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2 	<ul style="list-style-type: none"> - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default 	<ul style="list-style-type: none"> - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Range: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000 	<p>Scale (x,y,z) 350.86x173.027x17 3.027</p>
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o internal_light_left

<p>Arnold Area Light Attributes:</p> <ul style="list-style-type: none"> - Color: 240.000x0.000x1.000 HSV - Intensity: 100.000 - Exposure: 10.000 - Use Color Temperature: (unchecked) - Illuminates by Default: (checked) 	<p>Visibility:</p> <ul style="list-style-type: none"> - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default 	<p>Extra Attributes:</p> <ul style="list-style-type: none"> - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black 	<p>Translate (x,y,z) -325.038x142.82x-0.995</p> <p>Rotate (x,y,z) 0x270x0</p> <p>Scale (x,y,z) 350.86x173.027x17 3.027</p>
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<ul style="list-style-type: none"> - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 0.000 - Soft Edge: 0.000 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2 		<ul style="list-style-type: none"> - Ghosting Mode: Pre And Post Frames - Ghost Opacity Rance: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000 	
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o internal_light_top

<p>Arnold Area Light Attributes:</p> <ul style="list-style-type: none"> - Color: 240.000x0.000x1.000 HSV - Intensity: 100.000 - Exposure: 10.000 - Use Color Temperature: (unchecked) - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 0.000 - Soft Edge: 0.000 - Samples: 1 - Normalize: (checked) 	<p>Visibility:</p> <ul style="list-style-type: none"> - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default 	<p>Extra Attributes:</p> <ul style="list-style-type: none"> - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Rance: 0.150x0.500 - Ghost Use Driver: (unchecked) 	<p>Translate (x,y,z) 0x292.146x0.505</p> <p>Rotate (x,y,z) -90x0x0</p> <p>Scale (x,y,z) 350.86x328.751x173.027</p>
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<ul style="list-style-type: none"> - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2 		<ul style="list-style-type: none"> - Hardware Fog Multiplier: 1.000 	
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o window_light7

<p>Arnold Area Light Attributes:</p> <ul style="list-style-type: none"> - Color: 240.000x0.000x1.000 HSV - Intensity: 15.000 - Exposure: 3.000 - Use Color Temperature: (checked) - Temperature: 13626 - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 1.000 - Soft Edge: 0.250 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2 	<p>Visibility:</p> <ul style="list-style-type: none"> - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default 	<p>Extra Attributes:</p> <ul style="list-style-type: none"> - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Rance: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000 	<p>Translate (x,y,z) 0.934x92.65x135.22</p> <p>Rotate (x,y,z) - 89.982x170.777x0.114</p> <p>Scale (x,y,z) 5.301x9.073x161.991</p>
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o window_light8

Arnold Area Light Attributes: - Color: 166.67x0.442x1.000 HSV - Intensity: 500.000 - Exposure: 5.000 - Use Color Temperature: (checked) - Temperature: 8816 - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 1.000 - Soft Edge: 0.250 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2	Visibility: - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000 - Max Bounces: 999 - AOV Light Group: default	Extra Attributes: - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Rance: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000	Translate (x,y,z) - 52.722x89.147x70.038 Rotate (x,y,z) -90.163x-124.63x0.198 Scale (x,y,z) 8.92x12.02x161.991
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o window_light9

Arnold Area Light Attributes: - Color: 166.67x0.442x1.000 HSV - Intensity: 500.000 - Exposure: 5.000	Visibility: - Camera 0.000 - Transmission: 0.000 - Diffuse: 1.000 - Specular: 1.000 - SSS: 1.000 - Indirect: 1.000 - Volume: 1.000	Extra Attributes: - Hidden In Outliner: (unchecked) - Use Outliner Color: (unchecked) - Outliner Color: black	Translate (x,y,z) -291x.327x205.053 Rotate (x,y,z) 90x090 Scale (x,y,z) 50.117x82.985x161.991
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<ul style="list-style-type: none"> - Use Color Temperature: (checked) - Temperature: 8816 - Illuminates by Default: (checked) - Light Shape: quad - Spread: 1.000 - Resolution: 512 - Roundness: 1.000 - Soft Edge: 0.250 - Samples: 1 - Normalize: (checked) - Cast Shadows: (checked) - Shadow Density: 1.000 - Shadow Color: black - Cast Volumetric Shadows: (checked) - Volume Samples: 2 	<ul style="list-style-type: none"> - Max Bounces: 999 - AOV Light Group: default 	<ul style="list-style-type: none"> - Ai Spread: 1.000 - Ai Roundness: 0.000 - Ai Soft Edge: 0.000 - Wire Color RGB: black - Ghosting Mode: Pre And Post Frames - Ghost Opacity Range: 0.150x0.500 - Ghost Use Driver: (unchecked) - Hardware Fog Multiplier: 1.000 	
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Post-Processing

- Color grading: None
- Bloom: None
- Fog / atmospheric effects: None

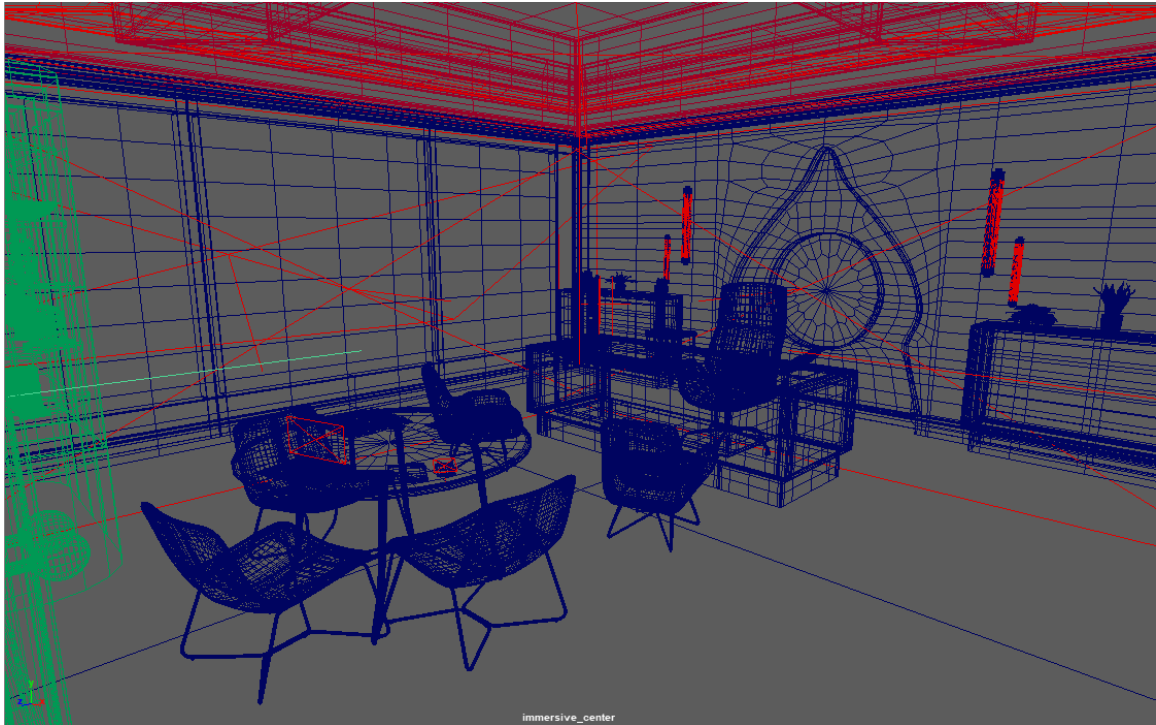
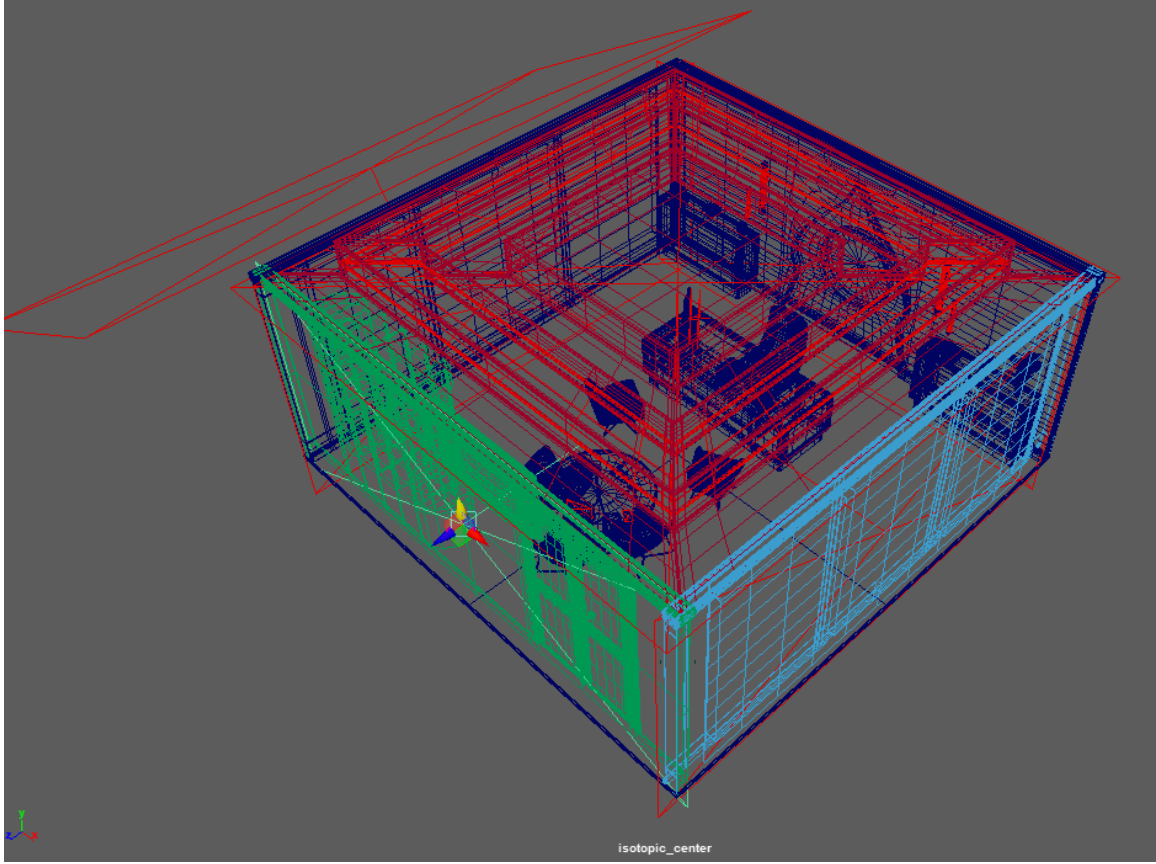
10. Rendering

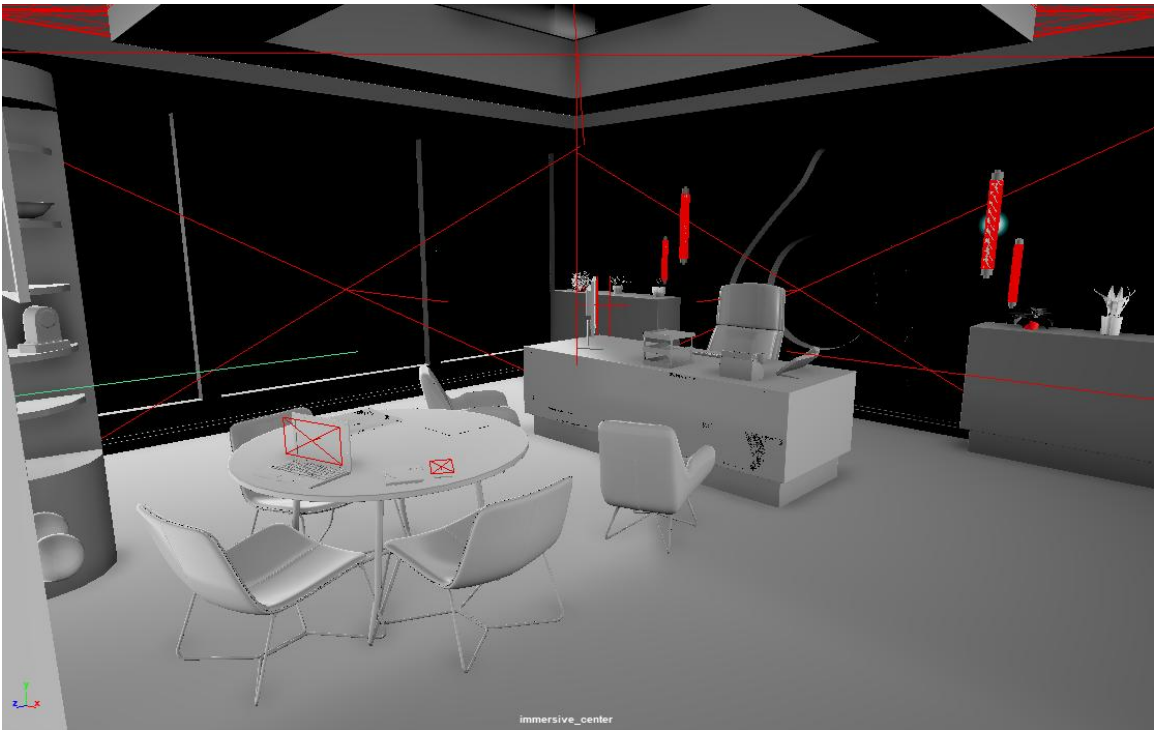
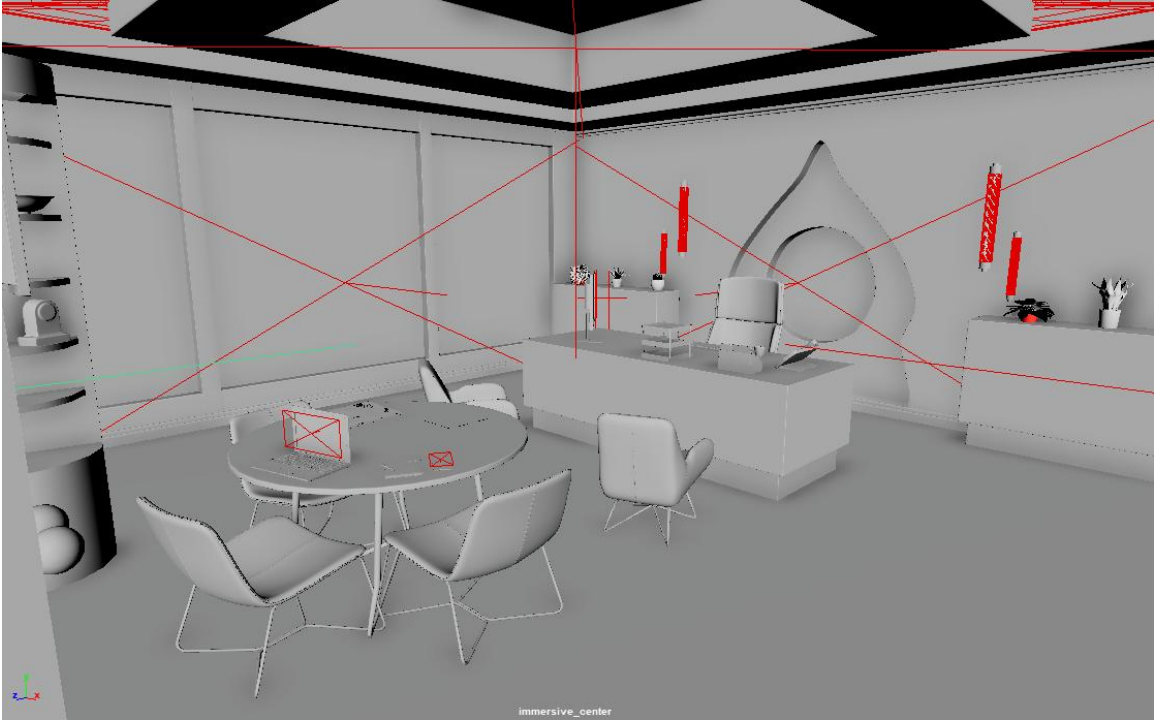
- Common:
 - Image Format: png
 - Format: int16
 - Output Padded (unchecked)
 - Dither: (checked)
 - Unpremult Alpha (unchecked)
 - Skip Alpha (checked)
 - Color Space: Use View Transform
 - Alpha Channel (Mask): (checked)
 - Presets: HD_1080
 - Maintain Width/height ratio: (unchecked)

- Maintain ratio: Pixel aspect
- Width: 1920 Height: 1080 Size units: pixels Resolution: 72.000 Resolution units: pixels/inches
- Device aspect ratio: 1.777 Pixel aspect ratio: 1.000
- Arnold Renderer:
 - Camera (AA) 5 Diffuse: 4 Specular: 4 Transmission: 4 SSS: 4 Volume Indirect: 4 Progressive Render: (unchecked)
 - Adaptive Sampling: unchecked
 - Clamping: unchecked. Indirect Clamp Value: 10.000
 - Filter: Type Gaussian. Width: 2.000
 - Advanced: Lock Sampling Pattern: (unchecked). Use Autobump in SSS: (unchecked) Nested Dielectrics: (checked) Stochastic Volume Interpolation: (checked) Indirect Specular Blur: 1.000
 - Ray Depth: Total 10 Diffuse: 1 Specular: 1 Transmission: 7 Volume: 0 Transparency Depth: 1
 - Lights: Global Light Sampling (checked) Light Samples: 5. Low Light Threshold: 0.001 light Linking: Maya Light Links. Shadow Linking: Follows Light Linking.
 - Textures: Auto-convert Textures to TX (checked) Accept Unmipped: (checked) Auto-tile: (checked) Tile Size: 0 Max Cashe Size (MB) 4096.000 Max Open Files: 0
 - Subdivision: Max Subdivision: 255

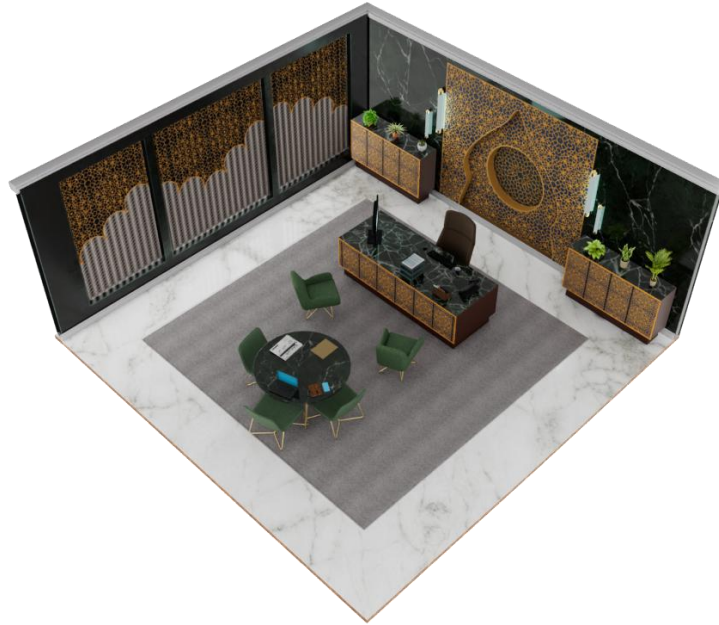
11. Final Presentation

- Wireframes / Debug Views

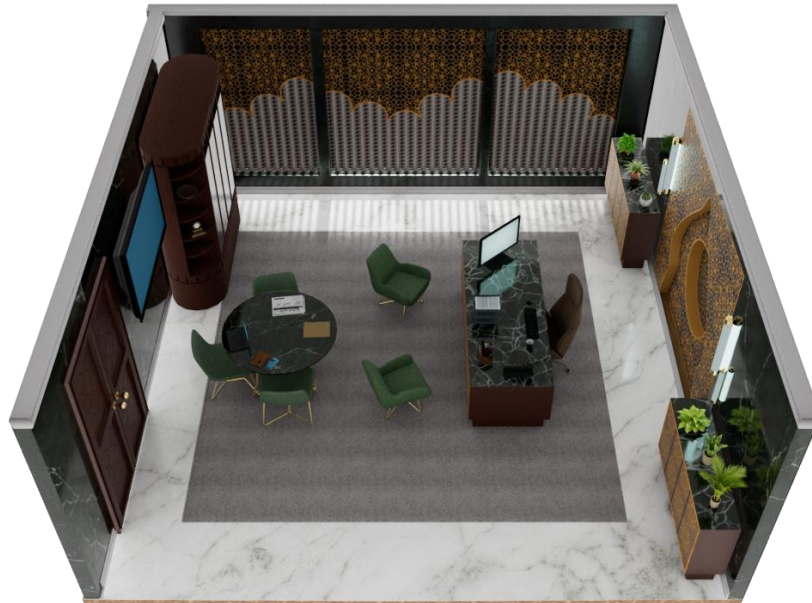




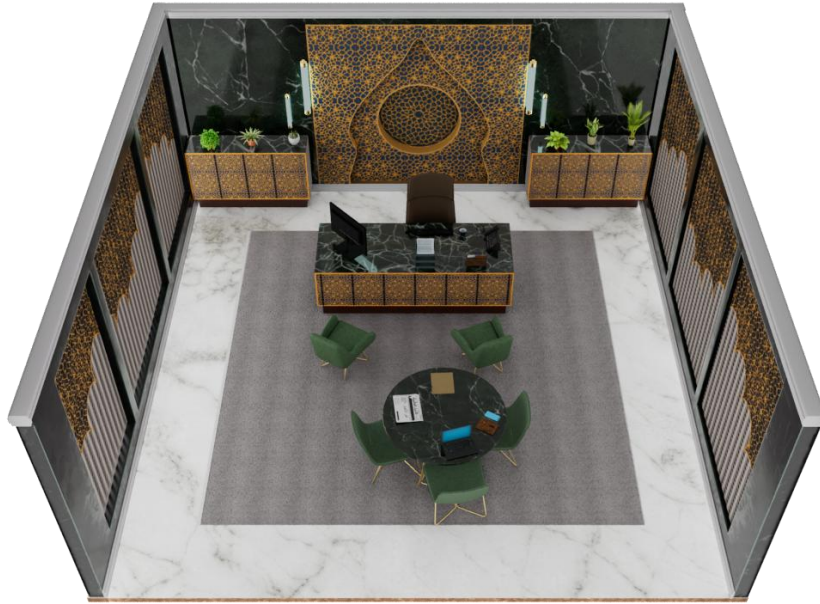
- **Final Environment Images**
Isotopic Center View:



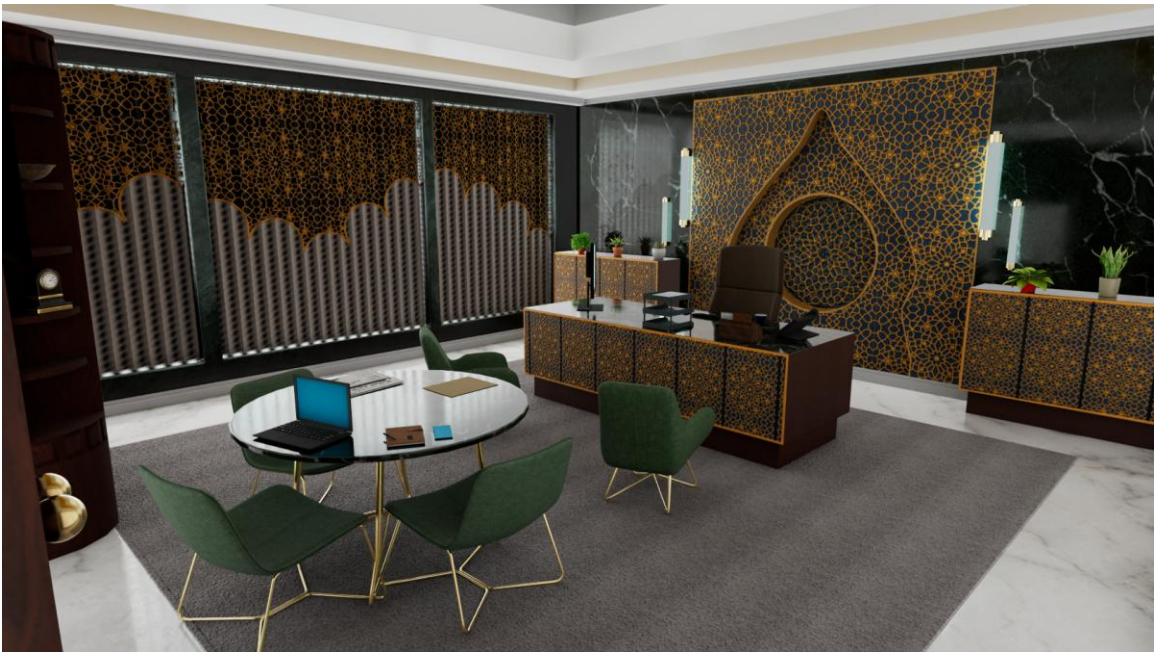
Isotopic Left View:



Isotopic Right View:



Immersive Center View:



Immersive Left View:



Immersive Right View:

