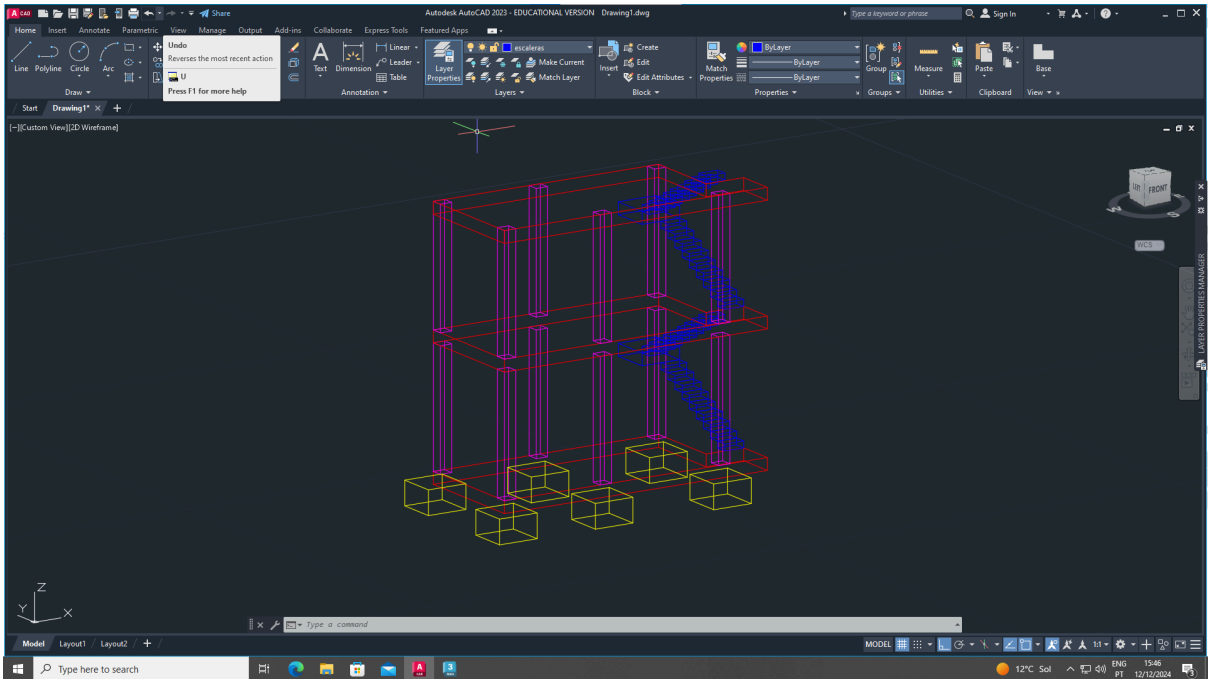
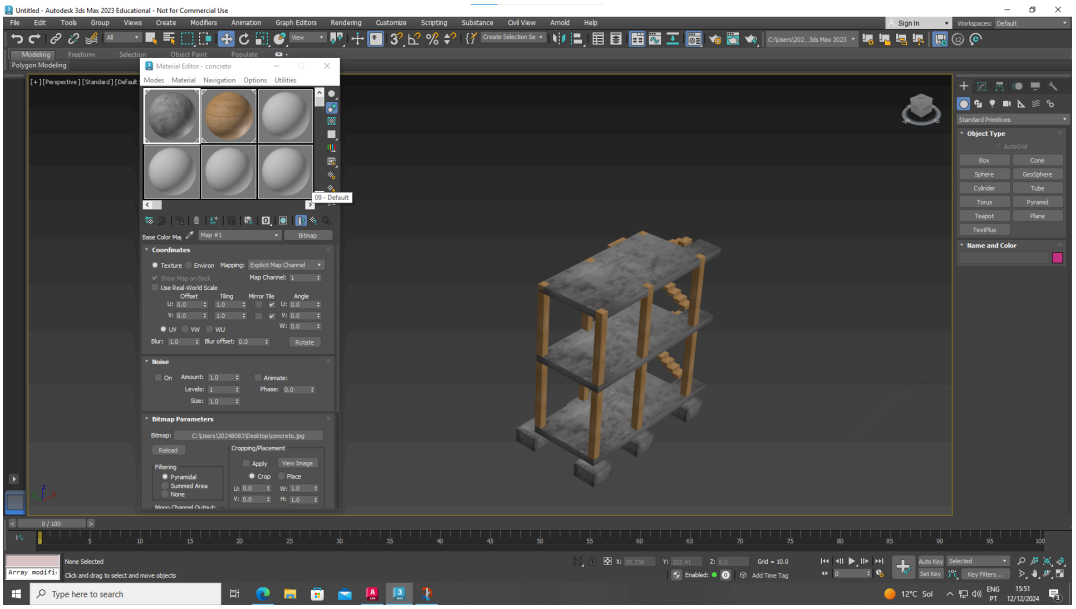
REPORT
DIEGO SANCHEZ CASILLAS
20248083

DWG

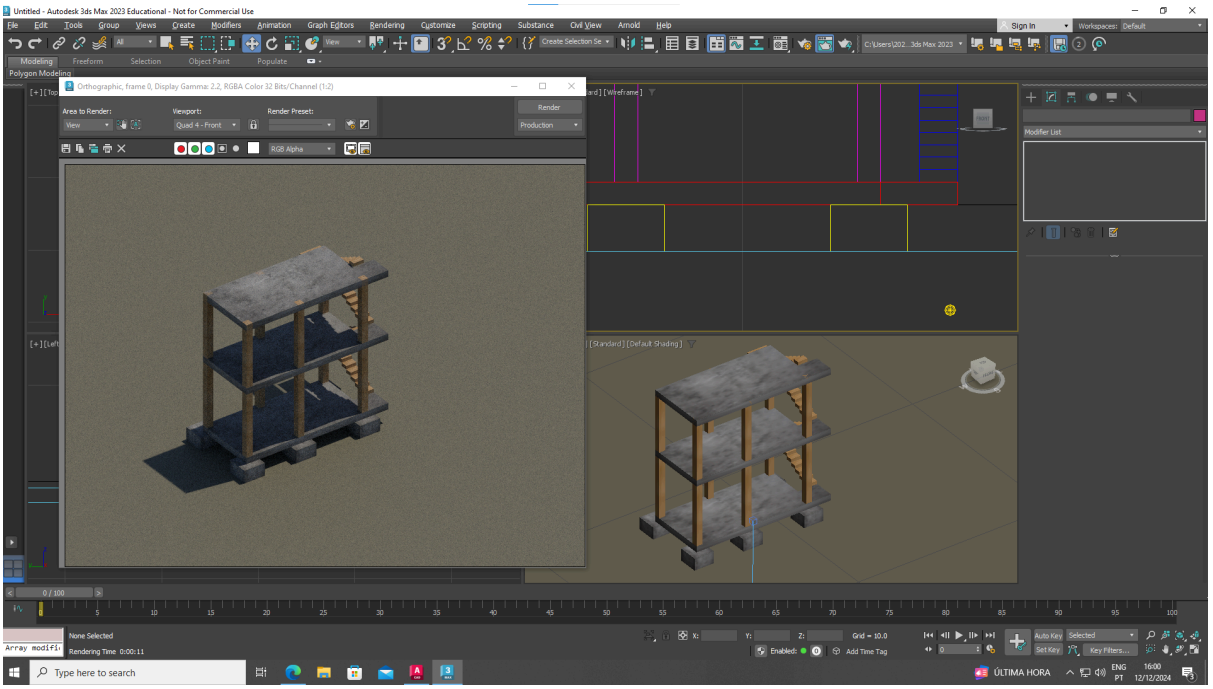


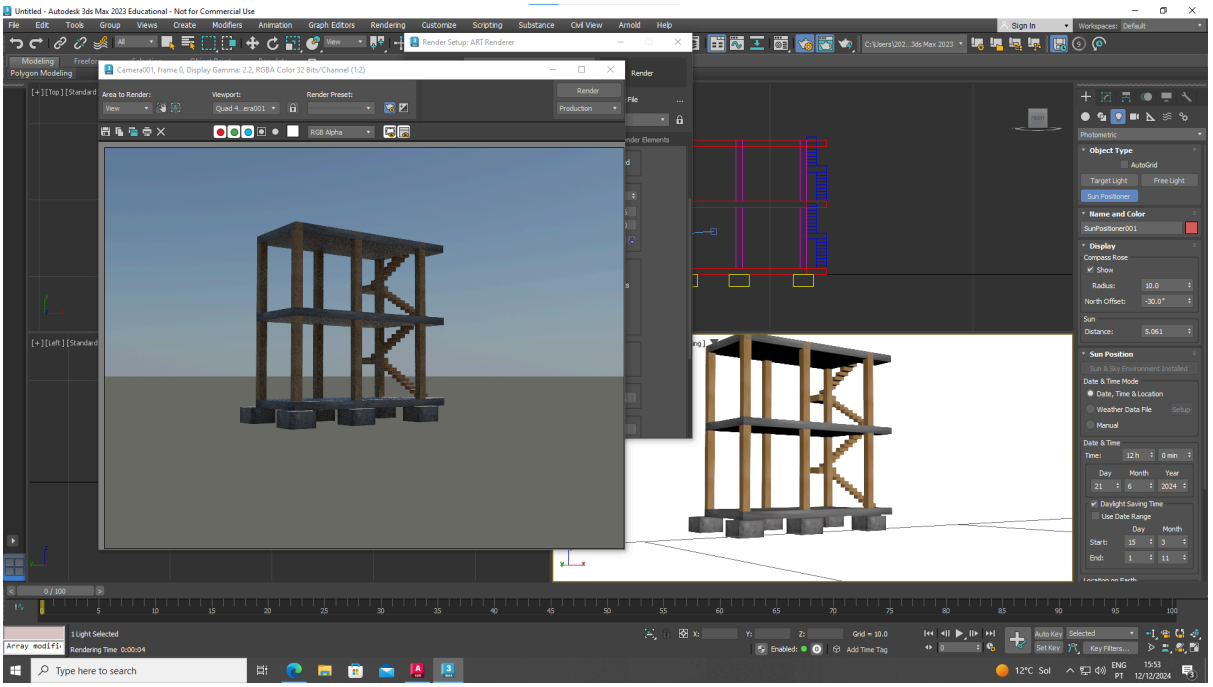
for the first 2D part i used boxes to create each one of the elements each in its own layer so that when i import it to 3d MAX i have no problem to add materials.

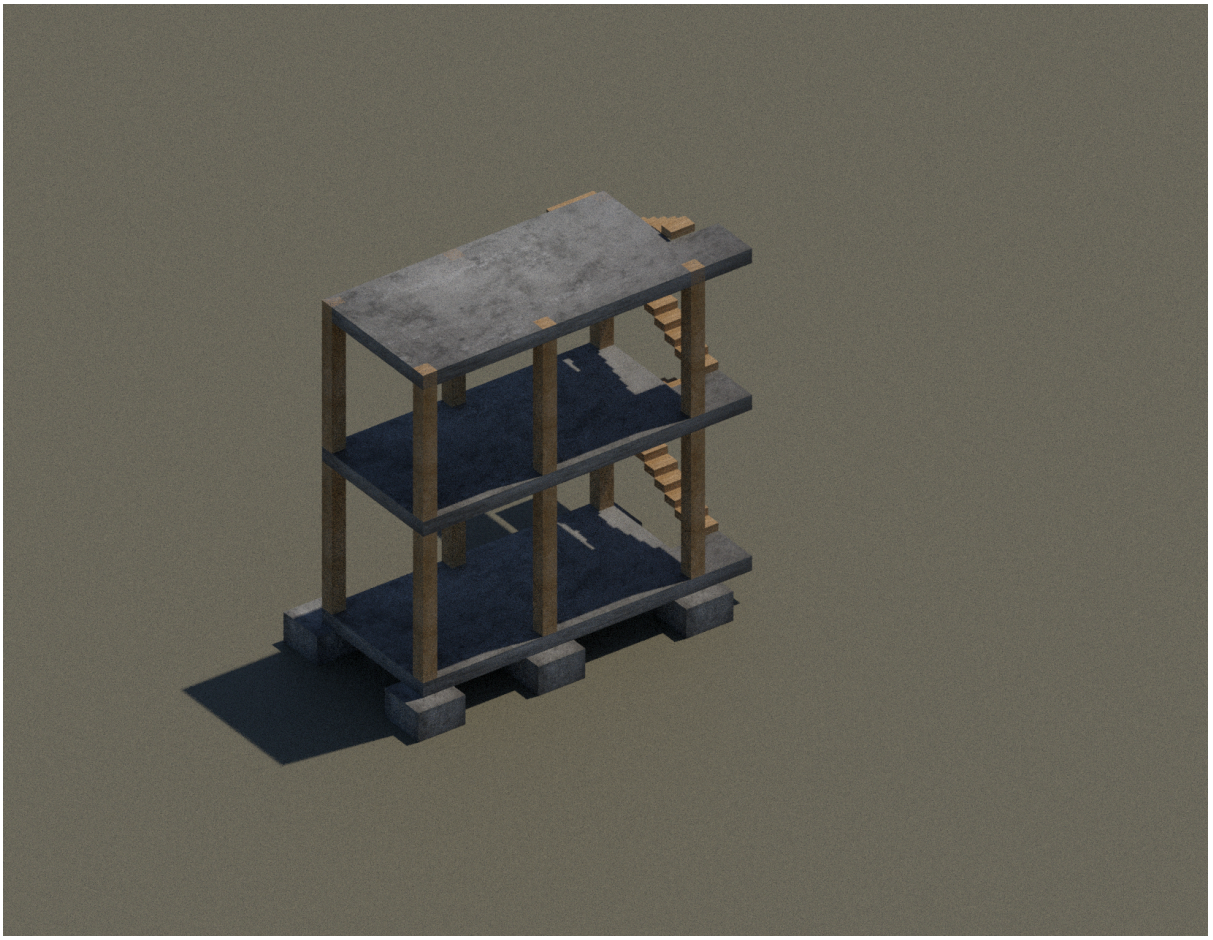
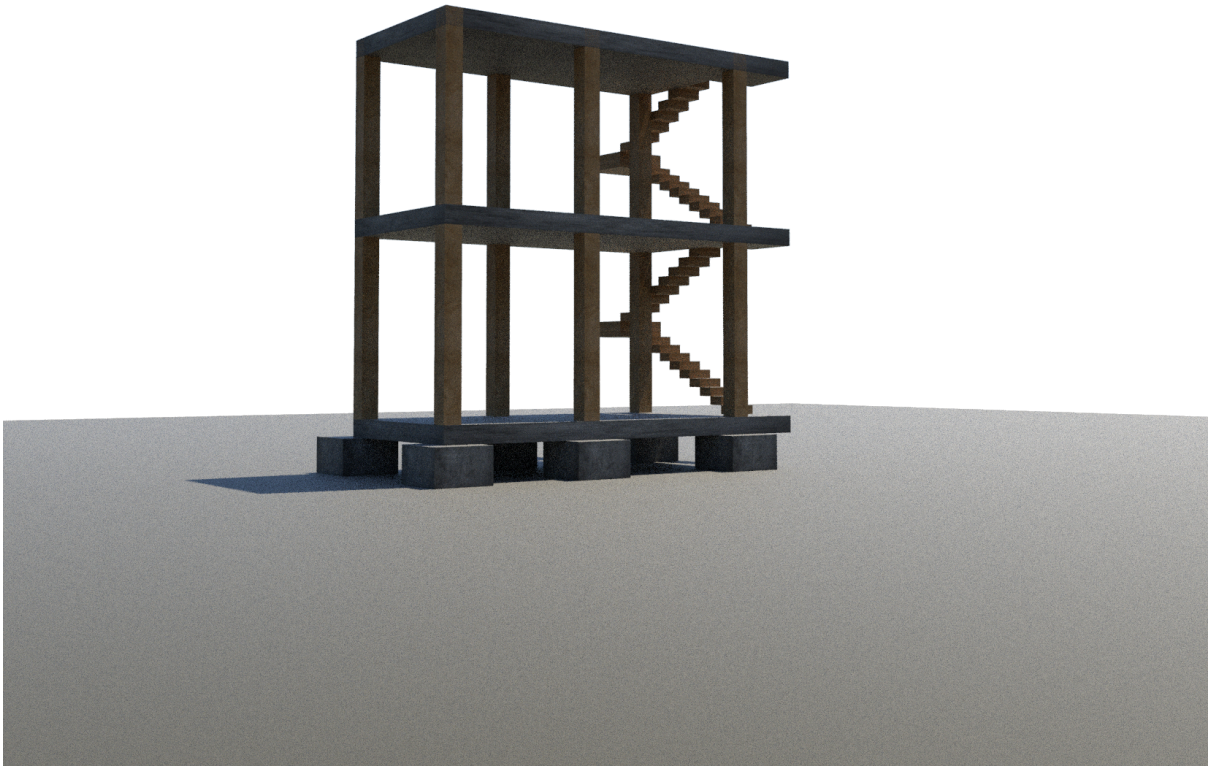
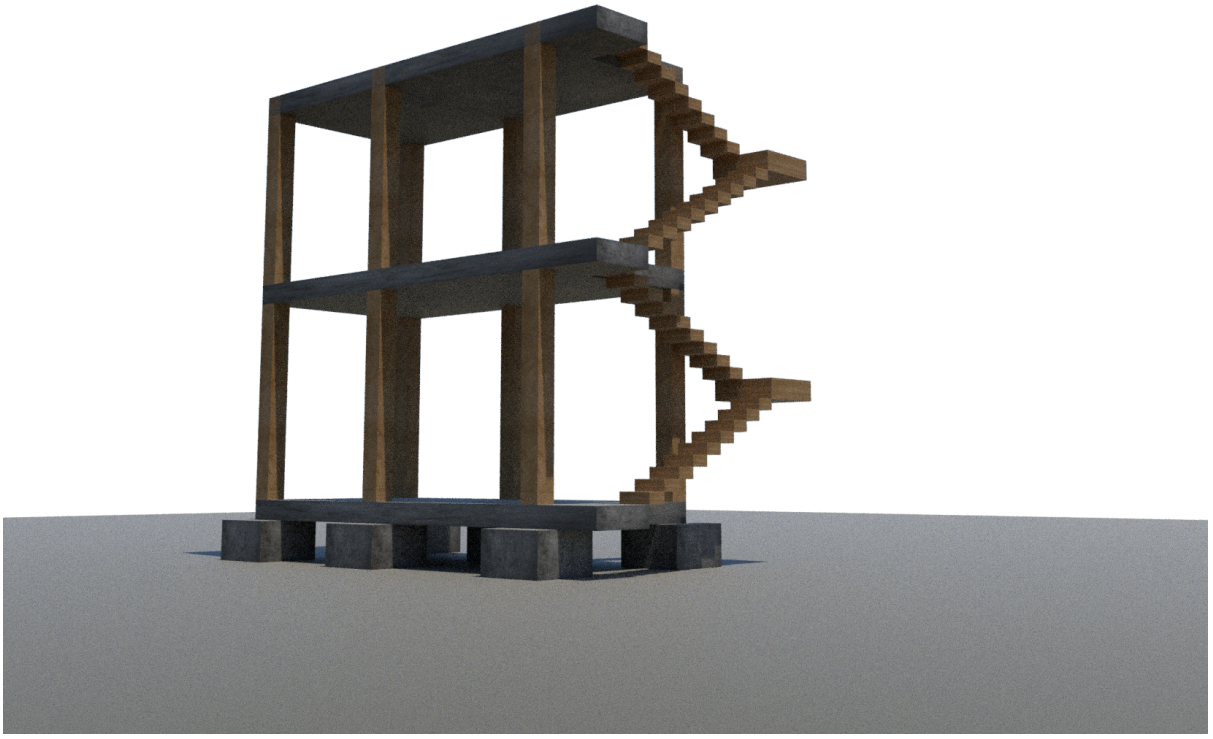
3d MAX



Once i imported the DWG to 3d Max i added a material to each one of the elements using 2 main materials wood and concrete using the bitmap optionand then for the light i used the sun positions and then i added a camera to get the view that i want when i render.





When i was ready to render my view i used render ART to change its settings and moved the custom view of it.

RESULTS