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3D rendered images and their application in the interior design

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The main goal of this practice-led research is to make an in-depth investigation of the application of 3D in the interior design, focused on its development and improvement over the time. It outlines the quality and productivity of the most commonly used 3D render engines. It illustrates the latest trends in area of graphic designs and interior design, as well as demonstrating various ways of applying 3D Studio Max as a powerful 3D software. However, this investigation is focused on the creation of photo-realistic 3D images and it explores their quality and level of realism. It makes a comparison between 3D screen captured renders and real photos of the same objects, without retouching. This research considers how colors, shapes, forms, lightings, shadows and cameras would be successfully recreated by using 3D Studio max. The author explains the main advantages of using 3D rendered images over the traditional photography.

Biography

Petyo Budakov graduated from the New Bulgarian University of Sofia, Bulgaria in December 2012 with PhD in Visual arts (3D in graphic design). He is a Faculty in the Department "Cinema, Advertising and Show Business". As a Chief Assistant Professor, most of his Doctoral research has been devoted on the 3D digital media, lighting and renders engines, brand identity development as well as designing and delivering effective presentations. In 2016, he was awarded with a DAAD scholarship grant, and currently he is a Visiting Researcher in Germany. He is a Co-founder of the online learning vocational training school - Adacademy®.

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