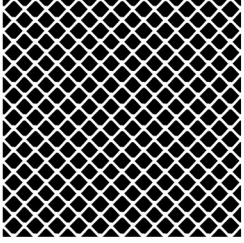


The floor and the room walls were done by cloning cubes and applying a random affector to the size and position. That's it with the breakdown... Just kidding, but that really made 80% of the scene.



The floor is texture based and uses this map for both transparency and specular. It's also the reason why the render took so long to converge as light had to travel from the door up and down the grates to the darkest corners. The rest of the materials went through the standard Diffuse, Specular, Specular Exponent, Bump procedere, Aside from the exit portal emitting bright HDR! light, the monitors emit a bit light as well.

Since I really got no idea what to break down this week I'll just show a MatteID pass, a wire pass and a before after instead below.

