

RENDERING ORDER GAME

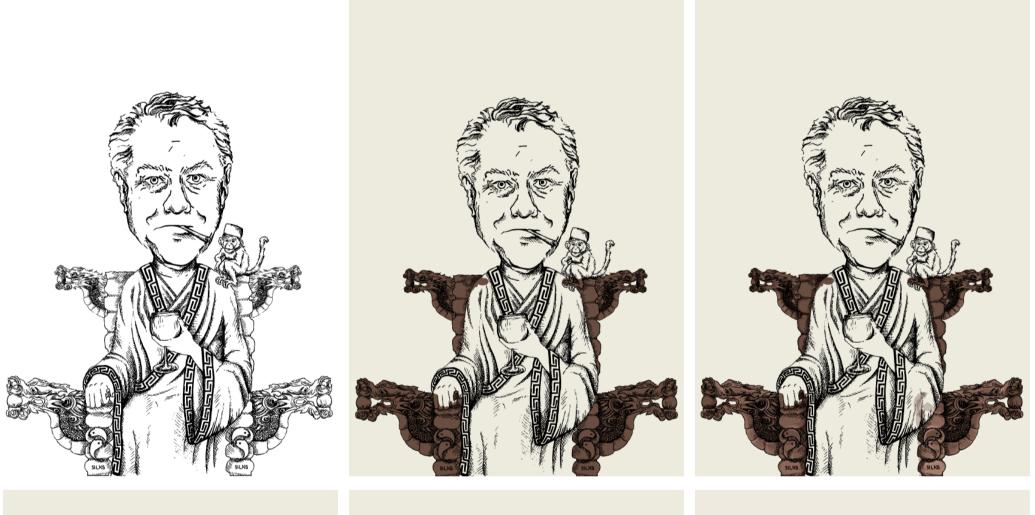
R.HUB

The teacher should print out the images or place them online so students can order the images (from first render to final rendering touches).

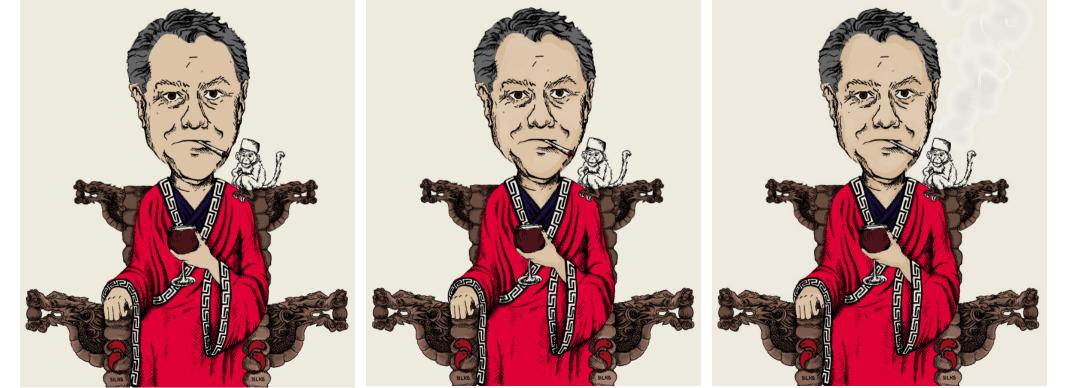
This activity will ask students to reflect on the layering required when completing any sort of rendering work. Some of the differences are subtle and may be a challenge. The images are in the correct order below for teacher reference.

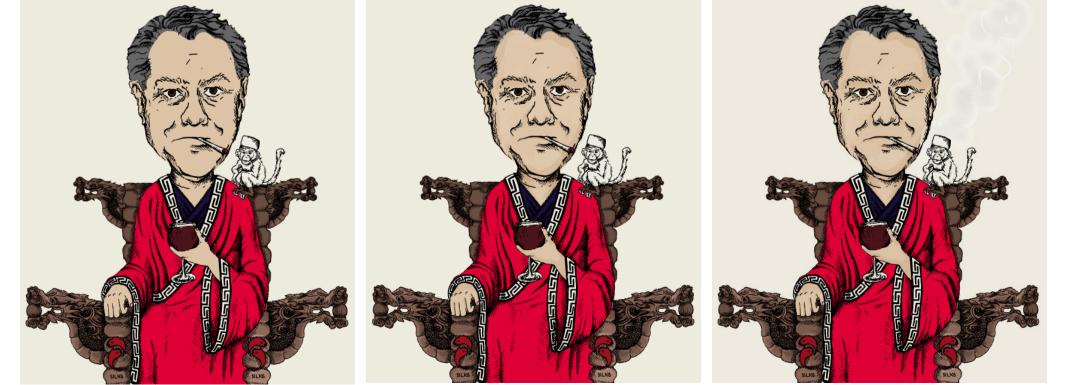
TIP: Students should think about what colours should be placed down first (foreground & background) as well as which details sit above the others when rendering.











R. NUB°







ZILKZ

