

# Christopher Kohl

## Final project stat sheet.



Render Angle 01. "Nerd Dungeon room" with Uber-computer setup. Windows have been covered in cardboard but some light leaks around the edges. Room lighting is relatively dark with key light coming from monitors; case lights, lamps, and window leakage provide secondary lighting. (Replace chair with examples on next page.)



Render Angle 02. Closer shot of the Uber rig setup as seen from over the top of the chair (not pictured). Monitor and case lights provide multicolored eye-attracting flow.



Render Angle 03 (Close up). Case detail shot of internal case setup and lighting as it spills out onto the floor and into the room.

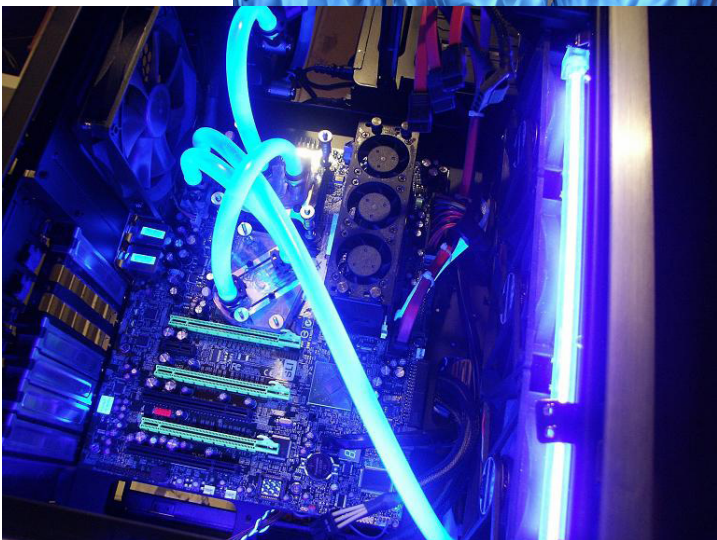
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Form-fitting “gamer” chair with integrated speakers and joystick(s).



Sexy case paintjobs and lighting.



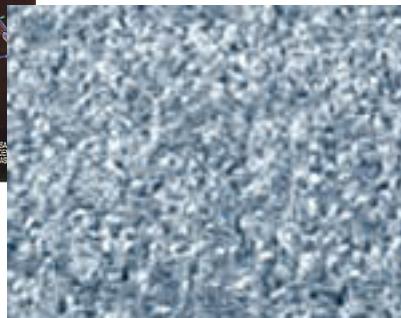
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Crammed/duct taped cardboard in the windows.



Nerd posters and other paraphernalia adorning the walls.



Carpeted floors. Possibly blue or white (or off-white tan).



Pizza boxes and other junk food lying around on the floor and/or desk.

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Totally awesome lamps.



Shelves for previously mentioned lamps.

Also books/game boxes to occupy shelf space.