* **Complete the following tutorials:** (In CATIA’s online help file (Help🡪CATIA V5 Help🡪Home))
  + **Infrastructure 🡪 Realtime Rendering:** Getting Started
    - When changing the material size (last step of the second part) it may not show a difference in the part window. You must do a Quick Render in the Photo Studio Workbench in order to see the size difference.
* Create Rendering from your **LEGO Engine Mini Project**
  + Render the full assembly from two different angles
  + Render a single part from two different angles
  + The renders will be graded for their realistic look, choose appropriate materials and colors.
  + When the bricks with perfectly square edges are stacked, the edges won’t be visible. To get a more realistic look, add a small chamfer to the edges of your parts.

# Deliverables:

**Save a single word document in your personal folder under ‘Submitted Problem Sets’ with the following:**

* **Screen captures taken while completing the following tutorials**
  + Infrastructure 🡪 Realtime Rendering: Getting Started
* **Rendered images** (Two angles of the assembly, two angles of a single part)
* **Lessons learned while completing this hw assignment**
* **Answer the following questions:**
  + In the tutorial, how did you change the size of the honeycomb on the part?
  + In your LEGO Mini Project Rendering, what were two of the problems that you encountered when moving from one rendered viewpoint to another viewpoint?