

- **Use Lesson 12 in the Tutorial folder to:** 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:

- **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?