

Team Project

Due: **Monday, January 11th, 2021 at 11:59 PM**

Project Description

In this project, you are asked to create an animated 3D model for the GUC Library using Maya. **The more details you create the more realism you get.** At least, the following details should be satisfied:

- Circulation desk
- Bookshelves
- Desks
- Chairs
- Tiled floor
- False ceiling
- Walls
- Doors
- Light sources
- At least three different humanoid characters (may be imported and acknowledged)
- Moving camera and characters **using MEL**

Project Teams

Working on this project is done in teams of two or three members.

Project Deadlines

There are submission deadlines that need to be met:

- The **submission of teams**
 - Send the names and IDs of your team members by **Thursday, December 31st, 2020** to dmetw20@gmail.com
- The **submission of the project** is on **Monday, January 11th, 2021 at 11:59 PM** to dmetw20@gmail.com
- It is permitted to submit this project after 11:59 PM; however, the following deductions will be applied:
 - 10% deduction if the time of submission is from 12:00 AM to 12:59 AM
 - 20% deduction if the time of submission is from 01:00 AM to 01:59 AM
 - 30% deduction if the time of submission is from 02:00 AM to 02:59 AM
 - 40% deduction if the time of submission is from 03:00 AM to 03:59 AM
 - 50% deduction if the time of submission is from 04:00 AM to 04:59 AM
 - 100% deduction if the time of submission is beyond 05:00 AM
- The evaluation will be conducted during the revision week.