# Assignment 2 – Modeling Basics, Part 2

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| 1. | Model **2** of these **selections** (which may contain multiple objects):   1. A sword & shield 2. A bow & arrow 3. A pirate’s hat & feather 4. A treasure chest with a curved lid, lock, and gems inside (one gem mesh, duplicated many times) 5. Or get approval for other ideas of similar difficulty. | 70% |
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| 2. | Make sure there are no n-gons. Those are polygons with more than 4 sides. Ideally, it should only have quads – 4 sided polygons, but triangles are acceptable. | 10% |
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| 3. | Make sure there are no more than 2000 polygons per object. | 10% |
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| 4. | Make sure each object has a reasonable pivot (such as centered on a handle or at the natural bottom of the model). | 10% |

Submit the Maya Binary (.mb) file to the assignment on MUOnline. The submission should follow the naming convention:

CIT446\_*LastName\_FirstInitial\_*A2.zip