# Assignment 4 – Texturing and Materials

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| 1. | UV Unwrap **all** of your models from Assignment 2 (you should have at least 4 in total). You can make or remake any you weren’t happy with the first time. Use a test-UV map like the checkerboard texture to help you.   1. The UV map must be flat, have no overlapping UVs, and have no upside-down UVs. 2. You should have little to no UV distortion (where they appear stretched or ‘smushed’). 3. The UVs should be relatively uniform in size over each piece of the model. 4. Keep UV Seams to a minimum (the UVs should form one or a few connected Shells, rather than having many or all the faces cut out separately, like ‘Automatic Mapping’ sometimes does.) | 20%  10%  10%  10% |
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| 2. | Apply materials that include textures at least for their color component to each model. Change the specularity of each material to indicate it is made of a different substance than the others (i.e. metal would be shinier, wood would be less shiny, carpet would not be shiny at all). For this assignment you do not need to Photoshop custom textures and add details, decals, etc., (unless you want to and know how ☺), just use textures you can download or take pictures of yourself, and modify your UV’s to get them to appear correctly on the models. | 50% |
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Submit the Maya Binary (.mb) file **and your textures** on MUOnline.

Please note that while it is difficult to define, there is a minimum quality expectation. If I say model a bucket for example, it shouldn’t include every individual grain and knot in the wood, and it doesn’t even need individual nails or planks, but it should be more than a cube with the top face deleted. It should reasonably convince a random person looking at it that it’s a bucket. You can always show it to me prior to turning it in if you aren’t sure.