# Assignment 5 – Texturing and Materials, Part 2

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| 1. | UV Unwrap **all** of your models from Assignment 3 (you should have at least a room and 5 objects 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 to each object. All of them should include textures (**Diffuse Maps**) for their color component, including the room itself (i.e. wallpaper, wood, brick, stone wall, etc.). At least 2 objects should include **Specularity Maps**, so parts of them are shiny and parts are not. At least 2 objects (it doesn’t have to be the same 2) should **include Normal Maps** to give the appearance of greater detail. To generate those, you can use xNormal, a free program you can get at <http://www.xnormal.net/>. | 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.