# SCIT

**School of Computing & Information Technology**

## CSCI236 – 3D Modelling and Animation
## SIM Session 4 2017

## Assignment 4

### Aim:

To investigate colour, textures and lighting.

### Procedure:

For this assignment, you should first load the model supplied in the file **ass4_base.ma** into Maya.

This model represents the hero of a new animated movie. Your job is to colour and light it ready for the animation.

What you must do is change surfaces to produce an effective colour model. You may use any of the texturing techniques covered in class – colour, image-maps, procedural textures and presets, provided they are part of the standard Maya content. You will need to define suitable surface types and assign them to appropriate groups of polygons. Some surfaces may need to be transparent/translucent. You may find a backdrop appropriate as well.

Save as **ass4.ma**.

Once you have completed this part of the task, add appropriate lighting to the scene. You can use lights where they might occur in the scene, and for visibility for the camera views. You may also use global illumination. Set up two cameras, providing two views of the final scene. Render them, with shadows turned on, into **ass4A.jpg** and **ass4B.jpg** at 1280 x 720 resolution.

Note: It will probably be easiest if you initially assign place-holder colours and complete the surface texturing in later. Don't forget to save the model after you change the surfaces.

### Submit:

The files **ass4.ma**, **ass4A.jpg** and **ass4B.jpg** should be submitted for marking as usual.