**INFO-3111 Summer 2025 – Checkpoint #9 & #10**

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| **Due:** At the start of class, **2:00 PM, Thursday, July 14th, 2024** |
| **Submit:** Your **video** to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 1% (this is **two** checkpoints) (There are 10 checkpoints, *all together worth 5%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

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| **Checkpoint #9:** Using a **scene from Project #1, or a completely new sceneϮ**, show at least five (5) models that have five *different* “reasonable” textures applied to them.   * “reasonable” means they “make sense”, like fur on a bunny, stones on the ground, etc.  (stones on an airplane *doesn’t* make any sense) * You may use models that already have artist defined texture (UV) coordinates, or you can generate the UV coordinates automatically (through the GenerateSphericalTexture() function from class, using something like blender or MeshLab or some other way). * There must be *at least* five (5) *different* textures being applied in your scene – like you can’t use the same texture on all/most of the objects, so using the single texture image on a bunch of the “dungeon” models from project #1/mid-term is *NOT* acceptable. * You can **NOT** use a scene from class or something that is “almost” like the scene from class.  (i.e. if it looks exactly or superficially “the same” as the one in class, like a typical person being shown the scene from class along side the one you made and they say “yeah, it’s pretty much the same” then *it’s the same*.)   The idea is that you are getting practice picking textures, determining if the models have UVs (or need them), and applying them to your models. |
| **Checkpoint #10:** Add the following items to the **scene from checkpoint #9**:   * A combination of two appropriate textures together, like a wall + graffiti, or a wall + vines, etc.  (for example: a brick wall that has vines or graffiti on it).  You will likely have to use an alpha mask, a discard mask, or something like that, but possibly not (like if the combined 2nd texture has the “background” set to black, they can just be combined). * Combine a “masking” texture that either:   + Alters the alpha transparency of another texture to blend two textures together.   + Use alpha transparency to completely mask/stencil the visibility of two textures (so one texture is visible when the 2nd texture is “discarded” or they alternate between, or it’s being used as some sort of “decal”, like a hole, etc.)   (This can be part of the 1st item above)   * Use the “discard” transparency to as a mask/stencil for the geometry of an object.  (This has to “make sense” – so a hole, rust, fence, windows, etc.; it can’t just be a bunch of random discarded geometry based on another texture) |

Please **record and submit a video** where you move your camera around, showing that you’ve met the requirements. I’d suggest that you narrate what you are showing.

I do ***not***need you to submit your solution.

**Note:**

* You need to use specific textures on all/most of the objects, so using the single texture image on a bunch of the “dungeon” models from project #1/mid-term is ***NOT***acceptable.  
    
  (You can use the models and perhaps one of the models can have the dungeon texture, but you can’t have all the models using the same texture)
* You can **NOT** use a scene from class or something that is “almost” like the scene from class.   
  (i.e. if it looks exactly or superficially “the same” as the one in class, like a typical person being shown the scene from class along side the one you made and they say “yeah, it’s pretty much the same” then *it’s the same*.)

The idea is that you are getting practice picking textures, determining if the models have UVs (or need them), and applying them to your models.