

Activity Based on the modeled character on Assignment 1. (Creating a game scene)

- Your Character must be placed in some sort of related environment (context) that fits it. For instance, you might place your character inside a game scene, a class room, a natural scene (mountains, trees, etc.) or any other scene that best suits your character. You will need to model this environment. Using modeling techniques, texturing, lighting, etc.
- Your modeled objects must have materials applied to them. Some of the materials must include textures (either image or procedural). You can download textures from the web.
- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures must be named.
- Render 3 “PNG” image files of your Character. These 3 images should present your Character from different camera angles or different distances with an eye toward presenting your design to best effect.
- You should consider the scene design; ergonomics, using colors, etc.

Tips: You should add materials and more details to your character to be more realistic (You can choose your own colors and textures). You should also add some details such as face details as lips, eyes, nose, etc. You will add a suitable Background and lights to the scene. You should use procedural textures to make a realistic sky with some noise. Don't forget to add other objects that constructs the whole scene.

Note: at the first stage you can only texture your character in customized way.