B.Sc. (Hons) in IT – Field of Specialization Interactive Media
2025 – Year 03 – Semester 02
SE3031 – 3D Modeling and Animation

Assignment – 1 (a): Three In-Class weekly 3D Modeling and Texturing Activities

Objective	**:**	The objective of this assignment is to provide the students with hands-on experience in 3D architectural visualization.

Percentage of overall **:** 09%
Duration **:** 01 Weeks *(In-class assignment)*
Assignment type **:** Individual
Assignment created by : Didula Chamara Thanaweera Arachchi

Project Submission
1. **FBX export** of the final 3D files with textures and **3D Project files** with **3 rendered images** from different angles of each model.
2. **PDF document** that includes **rendered images**, **major steps of the modeling process**, and **UV mapping and Texturing process of all three projects**.

IMPORTANT:
Add all the necessary files, including FBX, project files, and a PDF, into a single folder. Rename this folder as **"<Student ID> SPACE <STUDENT NAME>"**. Next, compress this folder into a ZIP archive. Finally, upload the ZIP file into an online drive and provide a link to the course web submission. Be sure the ability to edit is enabled for the lecturer.

Assignment Task:

Project: 1 3D skateboard modeling and texturing

Project: 2 – Donut tray

Project: 3 – Apple Watch

** Students have the freedom to select any 3D Modeling software for this assignment.

Student ID	
Student Name	

Marking Rubric: Assignment 1 (a)

Criteria	Rating					
	50 to >= 40 Pts Expert	**40 to >= 30 Pts Proficient**	**30 to >= 20 Pts Competent**	**20 to >= 10 Pts Adequate**	**10 to > 0 Pts Novice**	50 Points
3D Modeling	Display excellent knowledge in 3D modeling skills. All the objects and components of the models mentioned in the assignment brief were addressed. Additional details were added to the models.	Display sound knowledge in 3D modeling skills. All the objects and components of the models mentioned in the assignment brief were addressed.	Display competent knowledge in 3D modeling skills. All the objects and components of the models mentioned in the assignment brief were addressed.	Display adequate knowledge of 3D modeling skills.	Display poor knowledge of 3D modeling skills. All the objects and components of models were not created.	
Texturing	Display excellent knowledge in hyper-realistic 3D texturing.	Display sound knowledge in 3D texturing.	Display competent knowledge in 3D texturing.	Display adequate knowledge in 3D texturing.	Textures are not properly assigned.	30 Points
Documentation	Excellent analysis of 3D modeling and texturing techniques. A highly detailed description of the approach, decision-making, and error handling is included.	A highly detailed description of approaching, decision-making, and error handling is included.	Display a competent level of detailed description of approach, decision-making, and error handling included.	Display an adequate level of detailed description of approaching, decision making, and error handling included.	Not enough details are included in the document	20 Points
					TOTAL	**100 Points**