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

Assignment – 1 (b) (i): Industry standards 3D asset modelling and texturing

Objective **:** The objective of this assignment is to assess the student's knowledge of industry-standard 3D visualization.

Percentage of overall mark **:** 05%
Duration **:** 02 Weeks *(Take home assignment)*
Assignment type **:** Individual
Assignment created by **:** Didula Chamara Thanaweera Arachchi

Project Submission

1. 3D Project files and 6 rendered images from different angles.
2. Word or PDF document that includes collected references with a comprehensive analysis of the 3D modeling process including tools, techniques, texturing, and lighting methods used in the project.

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:

Develop a **3D asset** that is ready to use in a professional 3D production. (E.g., 3D model of a vehicle, house, furniture item(s), watch, industrial machine, etc.)
Refer the below images to get an idea of a 3D asset.




IMPORTANT: Marks will be given by evaluating the complexity of the model, realism of textures, and industry-standard completion of the product.

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

SE3031 – 3D Modeling and Animation
Assignment – 1 (b) (i): SLIIT Malabe Campus main building complex 3D visualization – Marking Rubric

Student ID	
Student Name	

Marking Rubric: Assignment 1 (b) (i)

Criteria	**Rating**					
3D Modeling	**50 to >= 40 Pts Expert** Display excellent knowledge in 3D modeling skills. Complex and challenging model creation. Industry-ready 3D model.	**40 to >= 30 Pts Proficient** Display sound knowledge in 3D modeling skills. 3D modeling skills. Relatively complex and challenging model creation. Industry-ready 3D model.	**30 to >= 20 Pts Competent** Display competent knowledge in 3D modeling skills. Industry-ready 3D model.	**20 to >= 10 Pts Adequate** Display adequate knowledge of 3D modeling skills. Industry-ready 3D model.	**10 to > 0 Pts Novice** Display poor knowledge of 3D modeling skills. 3D model is not industry-ready.	50 Points
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 approaching, 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**