

UHV Center, North, and South

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Our inspiration for this project was wanting to choose something we had an easy reference to look at while still having a challenge for modeling. We figured it was a good middle ground for the project in terms of difficulty.

No items were borrowed, everything in the scenes

What we learned:

Troy: "How to edit polygons and how to combine shapes"

Travis: "Editing polygons and snap alignment"

Aidan: "The tedious program of 3ds Max pales in comparison to Maya in my opinion. Adding cuts to faces/polygons and attempting to change the way a single cube may look in that manner seems a bit more tedious with problems that occur due to one reason or another."

February 14th

- Team was made
- Project was decided on remaking the UHV North, Center, South, and West buildings.
- Depending on the job chosen gives you extra responsibilities.
 - North and Center: Compiling Final scene
 - West and South: Presentation
 - Ground and Roads: Help with South due to complexities and reference images

February 23rd

- Positions were decided
 - Troy: Ground and Roads
 - Aidan: South and West
 - Travis: North and Center

No progress as it became a wait for reference images to start

April 15th

- Positions were reworked for less work load
 - West was no longer in the scope
 - Each remaining building were the main focus of one member each
 - Center: Make roundabout road and reference images
 - South: Presentation
 - North: Compiling Final Scene

April 20th

- Reference Images are sent by Troy
- New Position Roles are decided based off previous change
 - Troy: Center
 - Aidan: North
 - Travis: South

Progress on new roles started

April 27th

- Aidan finished main model and started work on texturing before running into issues with faces and texture stretching

May 2nd

- Troy had a rough building needing more detail before texture work could start. Travis' progress reverted due to a corrupt file.

May 5th

- Textures decided to be solid colors for the buildings due to slow progress on different ends

May 9th

- Aidan received the final scenes from the other members and compiled then rendered.