

Create an environment scenario in a plane of 10m x 10m (32.8ft x 32.8ft). You will choose one of the following environments and ages to work on.

You may modify the plane's height as you wish to adjust to the scenario but the size has to be 10m x 10m (32.8ft x 32.8ft).

Choose one of the following environments (reference images of each environment attached):

- Mountain
- Desert
- Jungle
- Beach
- Alien

Choose one of the following ages:

- Ancient
- Modern
- Futuristic

In your scene you have to have at least:

- 1 tree or plant
- 1 rock
- 1 construction

Before starting, please send reference images of the environment, construction, and props chosen to my email (hansenk2@algonquincollege.com) for approval

Naming convention: **Final_S#_lastname_firstname**

Please submit zip file via Brighspace with max file and all textures used

Below is the list in detail of what I'll evaluate

- Organization - 5 points:
 - All files are named properly and following the submission requirements
 - The 3ds Max file should be organized with layers and objects named properly
 - A layer for each type of asset (trees, plants, rocks, assets, and construction)
 - Each asset if it has any copies should change only by enumeration (e.g.: SmallBush001 and SmallBush002)
 - Plane size containing all the assets is 10m x 10m (32.8ft x 32.8ft)
- Clean mesh - 7.5 points:
 - No trigons
 - No ngons
 - No overlapping faces/vertices
 - No flipped faces
 - All vertices are welded
 - Must have no holes in the mesh
 - Cannot exceed a maximum of 20k poly for each mesh
 - Smoothing groups are properly set
- Realism - 7.5 points:
 - Each asset has a realistic size

- Each asset matches its time and location
- Assets are realistic, meshes are smooth and no edges are visible
- Textures - 5 points:
 - Realistic textures were used/created
 - No seams are visible
 - All objects have proper textures
 - Meshes have been wrapped properly if necessary
 - Alpha channels were created properly