

# M2

## MA3D

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### 1. INTRODUCTION

The objective of this exercise is to deepen and assess the main concepts and tools of modeling, as well as the techniques of creation and manipulation of textures/Uvs and materials in a 3D environment, taught during module 1 in this class.

### 2. OBJECTIVE

To create an *isometric style* modular interior using only a texture provided by the teachers.

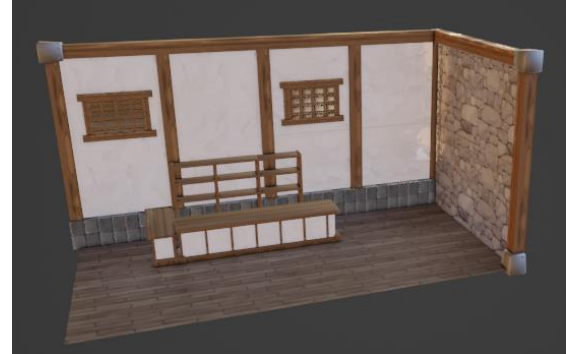


### 3. REQUIREMENTS

- 1) Students must develop a **minimum of 13 objects** (1 Large, 6 Medium, 6 Small).

#### Example:

#### Large Object Example



#### Example of Medium objects



#### Small Objects Example

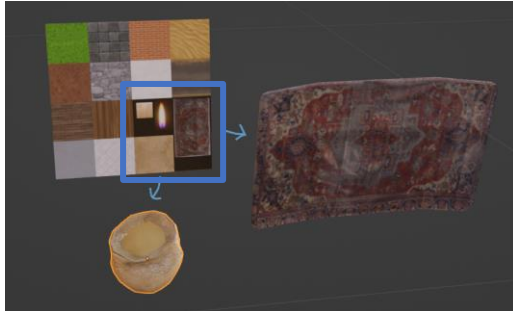


- 2) Duplicates with only color/texture changes will not be counted (e.g. Bottles and bags).

- 3) You can make changes to the color/saturation/brightness of the 12 textures provided if the result is kept only in 1 image.



4) **At least three** of the thirteen objects must use textures other than those provided by the teachers using the remaining unfilled 1024x1024 of the texture.



5) You can only use one texture (Easter Schoolwork Folder in Teams) but you can create multiple materials with the same texture (e.g. Metallic, more/less reflective, transparent or even emissive materials).

6) You are **only** allowed to use **EEVEE** post processing effects (3.6<) and Compositor (4.2>), as well as **Color Management** (Exposure and Gamma).

7) **Can't** use Subdivision surface modifier. (You can but you must apply it before delivery)

8) **Don't** use more than 100k tris.

9) **The file should not be larger than 20mb.**

## 4. ASSESSMENT

The work will be evaluated based on the quality, complexity and optimization of the objects created, as well as the creativity with which the objects are positioned throughout space (storytelling) and the ways in which textures are used.

This exercise integrates all knowledge from module 2, being graded in 35% of the final grade.

## 5. DELIVERY

**Deadline:** May 5<sup>th</sup>, 2025, until 23:59.

**Submission:** Microsoft Teams (MA3D Channel) -> M2 folder inside each group

### Format:

The project must be delivered in a compressed folder (zip/rar) with the following structure:  
(The organization and nomenclature of the folder and files will also be evaluated)

#### 1 - Folder

**M2\_Mechanographic\_Number**

ex: M1\_102432

#### 2 - Blend File

**M2\_Mechanographic\_Number.Blend**

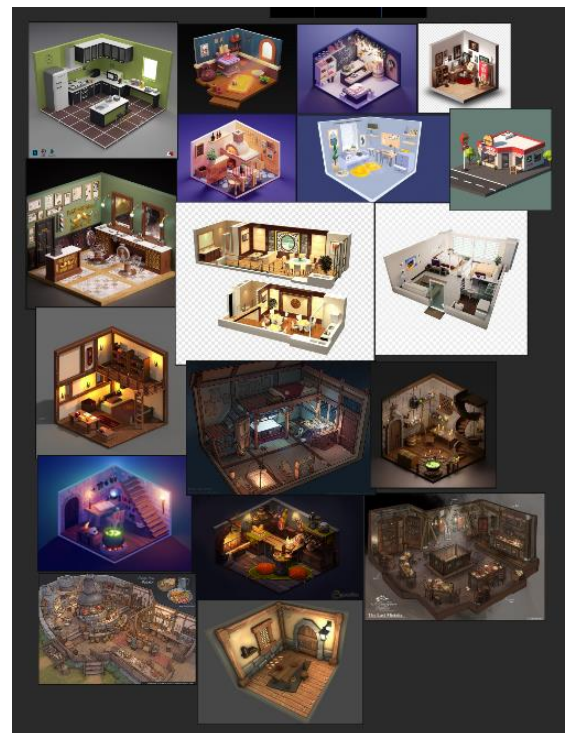
with the final scene

#### 3 - Texture

**TEX\_Mechanographic\_Number.JPG**

(JPG to reduce size)

#### 4 - Reference images



((At least 10 references) in a single image)

**REF\_Mechanographic\_Number.JPG**