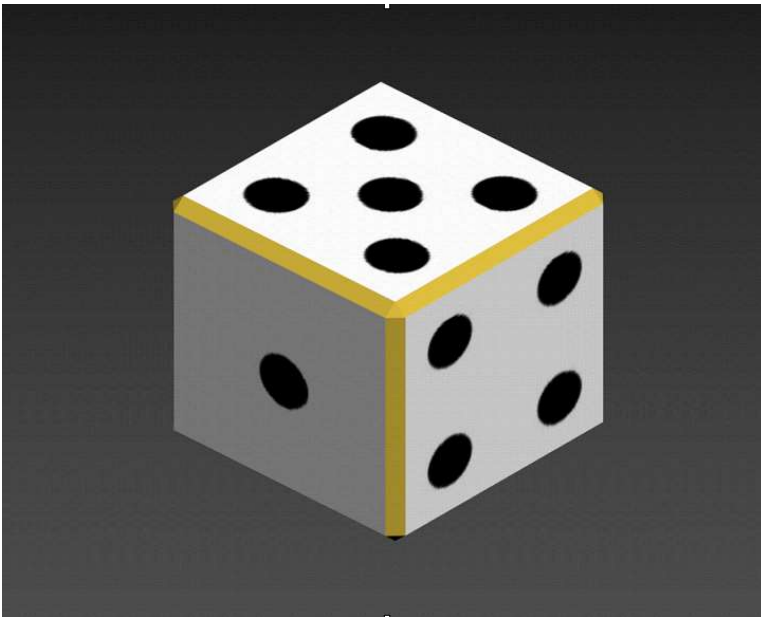


Please submit only the .max file

Naming convention: Midterm_S#_lastname_firstname

Challenge 1 - Dice (7.5%)

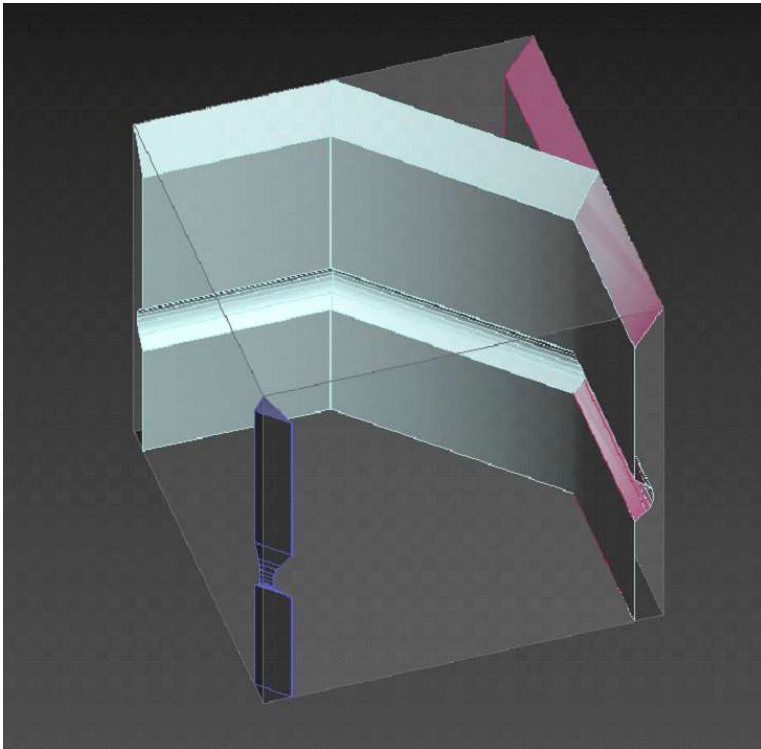
Using the cube already created with the two textures provided in the zip file (dice texture.jpg and gold.jpg) create one dice as represented below:



- Needs to display one number in each face
- All faces need to be the same size
- Each face needs to have a different number
- Each number needs to be in the center of each face
- The borders need to be using the gold.jpg texture

Challenge 2 – Modular Walls (7.5%)

Using the shapes and paths available, create the walls for a modular environment. No need to apply any unwrapping or add any materials.



- 3 walls need to be created (1 straight and 2 corners)
- All walls need to be completely inside the Modular Cube
- Pivot points have to be positioned in the corners

Challenge 3 - Stonehenge stones (7.5%)

With the pieces already created in the file and using the textured offered in the zip file (Rock.jpg). Create a sample of the famous Stonehenge monument. You may use the same process as we learned in class:



- Mesh is irregular and natural
- Textures are not distorted
- Textures are not distorted
- Stones are different from one to the other
- Use Rock.jpg as texture

Challenge 4 - Pine tree (7.5%)

Create a pine tree with the trunk and branch already in the file. The trunk and a branch are already texture and unwrapped (Trunk.jpg). In the zip file, there are 4 different versions of pine leaves that can be used for different variations. Create different branches with different sizes to populate the whole tree.



Tip: Create different sizes of branches populated with leaves, that way you can easily assign the big branches at the bottom and small ones at the top

- All four pine leaves must be used (PineLeaf01.png, PineLeaf02.png, PineLeaf03.png, and PineLeaf04.png)
- Leaves should use alpha channels to hide the unnecessary background
- Leaves materials are visible on both sides
- Only quads are accepted
- The asset cannot exceed 15k polygons

- Leaves textures are not distorted
- Leaves are the same size all along the tree
- Branches are positioned along the whole tree with different rotation and sizes