

Assignment # 10 - The Antique Box

Assignment Description

A. Model a Low Poly Antique Box

- Must be between 3000 and 4000 triangles! (use display> HeadsUp Display> Poly Count)
- Use the enclosed reference
- Pay attention to shapes, volume, proportion and materials
- Use primitives and the modeling tools we've covered in class
- Do NOT use booleans.

B. Materials, UV layout

- Apply materials to distinguish THREE different material types: Wood, Metal and Cloth

C. Lighting and Rendering

- Use what we have learned about lighting to properly light and render your scene.
- Use of sun and sky is acceptable
- Render the Box out on a ground plane with shadows

Lesson Topics:

Using Reference
Modeling Tools
Hypershade
Material Assignment
UV Editor
Lighting
Rendering

Evaluation Notes: At this point in class we have learned how to model efficiently, light and render as well as assign materials and textures. This assignment is an opportunity to utilize what we have learned to make a quality 3d prop. You will be evaluated on how well you execute the prop, interpret the reference, and present your final rendered image.

Grading rubric

15%	Model is within the target triangle count of 3000-4000 (pass/fail)
20%	Material differences for Wood, Metal and Cloth
25%	Quality 3D low poly prop modeling
20%	Efficient UV Layout
20%	Quality lighting

Naming Scheme

File name must use this naming convention: **S15_cg125_Briley_YourName_AntiqueBox**

To Be Submitted

One zipped file including:

- Your resulting Maya file (.mb) with mesh and materials
- A rendered image of your scene HD720 (1280x720) resolution (jpeg)
- Submitted to Moodle and N: drive

Assignment Due

All assignments are due the day before class at 4PM

Reference:

