

# Assignment # 3a -Polygon Texturing Tutorial and Texture

## Assignment Description:

### A. Texturing Tutorial and making your own Texture:

- Open document: MayaPolyTextTutorial.pdf
- Ignore the “prepare lesson part and just start the lesson (chapter 8, lesson 1)
- Download **UVlesson.psd** from this weeks class link or from n: drive
- Modify the .psd file to make it your own

### B. Render scene with box geometry, original texture, lighting and new camera

- The UV texturing tutorial above results in a box with a CUSTOM texture applied
- Add a floor to the scene
- Add a light with shadows
- Add a unique camera angle to render

**Lesson Topics:** Texturing, UV editor, UV layout, painting textures, making a simple scene set up.

**Evaluation Notes:** Take extra time to make a compelling texture map for your object. Adding a light, floor and custom camera can add interest to your final renders

## Grading rubric

5%	File Naming is correct (Pass/Fail)
27%	Tutorial Finished
6%	Maya scene saved with perspective view and oath views framed and visible
6%	Texture is personalized, must be an original image
30%	Quality of texture applied and UV layout
20%	Floor grid is added and lighting with shadow enhances the subject
6%	Quality custom camera angle on the box

## Naming Scheme

File name must use this naming convention: **S15\_cg125\_Briley\_YourName\_TexTuto**

## To Be Submitted

One zipped file including:

- Your resulting Maya file (.mb)
- A rendered image of your scene HD720 (1280x720 resolution (jpeg)
- Your modified texture with unflatten layers (.psd)

Note: Max submit size = 20 MB

## Assignment Due

**All assignments are due the day before class at 4PM**