

CG Submission Requirements

Submission Package

- **Upload each Submission package to moodle AND onto your N: drive /Submit**
- Create a Project folder per Assignment in your N:/ Submit folder, see weekly Submit links for specific assignment names.
- Submit your Project with the latest Maya (.mb) working file(s) (resulting file or maximum of three .mb files) and the corresponding images, textures and videos in one zipped file. (.zip or .7z)

Naming scheme

SemesterYear_Course_Teacher_Student_Assignment_Number.Filetype

examples:

S14_cg275_Samson_YourName_Walk.zip

S14_cg275_Samson_YourName_Walk_01.mb

S14_cg275_Samson_YourName_PlanWalk.jpg

S14_cg275_Samson_YourName_CharHead_D.tiff (diffuse texture)

S14_cg275_Samson_YourName_CharHead_S.tiff (specular texture)

S14_cg275_Samson_YourName_Walk.mov

File Formats, Resolutions and Paths

Zipped Projects

- Create a Project folder per Assignment in your N:/ Submit folder. Copy your Projects into your respective N:/ Submit sub-folders.
- as .zip or .7z
- For the final assignment: Textures must load when launching the scene
 - Hint: Your Maya scene is saved while pointing to them from your local Project folder /sourceimages before zipping or copying to the N:/ drive. When your Project folder is copied to another machine and the Project path is set (File >Set Project), all needed textures by the scene are loading.

Images/Animation Planning/Concept Sheets

- Project folder /images

- as .JPG
- 1200 x 800 pixels (300dpi)

Textures

- Project folder /sourceimages
- as .JPG , .TIFF or .TGA
- NOT ACCEPTED: Photoshop .PDS nor .png file format
- 1024 x 1024 pixels, 2048 x 2048 pixels maximum

Videos

- Project folder /movies
- as Quicktime, encoded with Maya 'Motion JPEG B' or (H.264 codec at 100% or Best quality),
- HD 720, 1280 x 720 pixels, (Playblast are delivered half size of Renders, see options below)
- 24 fps

