Assignment # 6a - Lamp Mesh Blockout

Assignment Description:

A. Blockout a 3d mesh using primitives

- Using the modeling skills covered in class and starting with basic primitives. Block out the concept lamp using the orthographic views created in lesson #1b

Lesson Topics: Primitive modeling, moving the center point of objects, parenting

Lesson Notes:

To do list, in order:

Create a blockout model of your lamp with polygon primitives based on the orthographic views from your concept sheet (#1 Concept Art: Basic Architect Lamp or Image planes provided)

- If you are using your own lamp concept sheet:

    - Prepare three square images in PhotoShop to be mapped on three Maya's Image Planes
        - In Photoshop with your 'Concept' sheet, crop the front, side and top view to create three separate square images (use Image > Canvas Size)
        - Adjust the Image Plane **Alpha Gain** transparency parameter in the Attribute Editor to see through the plane
        - Create a layer to manage the planes not to be selectable using the toggle to 'R'ender only
        - Rotate, translate and scale the planes as to create a corner of a room with the base of the lamp at '0' in Y axis, it sits on the default grid plane
- Create Polygon Primitives to assemble a blockout of your Lamp using the image references from the from the front, side and top views
        - Place primitive geometry objects for the base, arm pieces, articulations, lampshade and lighbulb.
        - Ignore springs and wires.
        - **No need to merge or combine meshes.**
            - No triangle count is given, be reasonable with your primitives.
- Name each mesh with a distinctive, unique, telling name
- **Move pivot of each mesh at the center of their rotation** ('d' key or toggle hotkey: 'Insert')
- Freeze Transform on meshes (Modify >Freeze Transformations)
- **Parent the meshes together**
    - you MUST move the pivots and freeze transforms before this step
    - the base is the top parent and go up to the lamp shade
    - again: do not combine meshes

Evaluation Notes: Spend some extra time tuning your shapes and proportions to make an appealing “character” Notice how changing the proportions can change the feel of the lamp.

Grading rubric

9%	File Naming and rendered image resolution are correct (Pass/Fail)
23%	Render shows lamp model rendered with three planes of orthographic reference visible
23%	Lamp is modeled with primitive geometry for all of its parts with three articulating sections
15%	All meshes are named
15%	All meshes are parented under one hierarchy tree
15%	Pivots have been moved to objects rotation centers

Naming Scheme

File name must use this naming convention: **S15_cg125_Briley_YourName_LampBlockout**

To Be Submitted

One zipped file including:

- **Maya Project: Lamp**
- Maya file: (no textures) Lamp geometry blockout with primitives and three reference planes, add material to lamp
    - **S15_cg125_Briley_YourName_LampBlockout.mb**

- Wireframe Snapshots: Render > Snapshot Front, Side and Top with visible Display >Heads Up Display >Poly Count

    - **S15_cg125_Briley_Yourname_LampBlockout**_Wire**Front**.jpg
    - **S15_cg125_Briley_Yourname_LampBlockout**_Wire**Side**.jpg
    - **S15_cg125_Briley_Yourname_LampBlockout**_Wire**Top**.jpg
    - **S15_cg125_Briley_Yourname_LampBlockout**_Wire**Pers**.jpg

- Snapshot of your WIndow >Outliner showing the meshes are parented and named (Print Screen and crop it)

    - **S15_cg125_Briley_YourName_LampOutliner.jpg**

- Rendered Image of the Lamp with the three Image Reference planes: HD 720 ratio, 1280 x 720 resolution (.jpeg)

    - **S15_cg125_Briley_YourName__LampBlockout.jpg**

All files should be submitted to Moodle and the N: drive

Assignment Due

All assignments are due the day before class at 4PM

Reference

Samples of the four Wireframe Orthographic Snapshots below: