

Assignment # 4 - Jet Engine

Assignment Description:

A. Model a Jet Engine:

- Review the reference provided below
- Model the smooth fuselage of a jet engine including the intake fan (no need to model interior parts that aren't visible)
- Apply materials
- Add a mental ray Physical Sun and Sky for the reflections when rendering

Lesson Topics: Modeling techniques, sun and sky, exploring primitives and their attributes, transforms, channel boxes, basic materials and texture mapping, Maya Interface

- Create Curve tools
- Surfaces > Surfaces > Revolve > Options
- Edit > Duplicate Special options
- Edit Mesh > Merge Vertices Tool
- Edit Mesh > Insert Edge Loop Tool
- Edit Mesh > Interactive Split Tool

If needed, use Modify > Convert > NURBS to Polygons > Options

Expected Work Time: Around 3 hours to complete the Jet engine model.

Evaluation Notes: Pay particular attention to the surfaces, shapes and materials. Try to make your model look as realistic as possible. Can you get the metal to look like metal?

Grading rubric

15%	Modeled within the target triangle range of 3000-3500
5%	File Naming is correct (Pass/Fail)
6%	Maya scene saved with perspective view and ortho views framed and visible
25%	Quality 3D low poly model representing a jet engine in curves, proportions and shapes
25%	Smooth rounded surfaces with sufficient curve steps profile/cross section, quads optimized
12%	Verts are merged
12%	No superfluous geometry inside model (Pass/Fail)

Naming Scheme

File name must use this naming convention: **S15_cg125_Briley_YourName_JetEngine**

To Be Submitted

One zipped file including:

- Your resulting Maya file (.mb)
- Jet engine Model with materials added (no textures)
- A rendered image of your scene HD720 (1280x720 resolution- jpeg)

Assignment Due

All assignments are due the day before class at 4PM

Reference



Jet Engine references

